Microsoft in Education
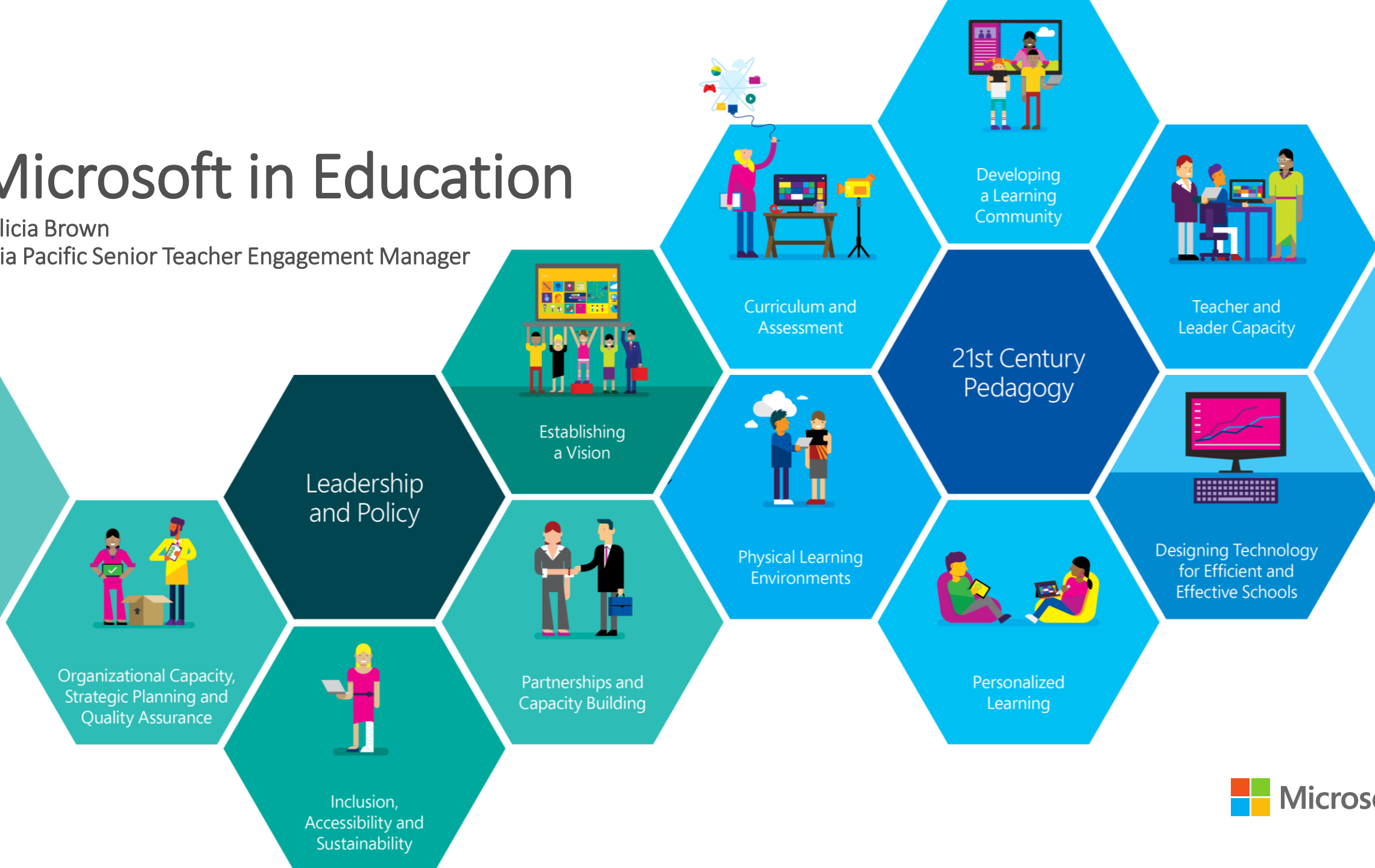
Felicia Brown
Asia Pacific Senior Teacher Engagement Manager

Developing a Learning Community

Curriculum and Assessment

Teacher and Leader Capacity

Establishing a Vision

21st Century Pedagogy

Leadership and Policy

Physical Learning Environments

Designing Technology for Efficient and Effective Schools

Organizational Capacity, Strategic Planning and Quality Assurance

Partnerships and Capacity Building

Personalized Learning

Inclusion, Accessibility and Sustainability

Microsoft

Microsoft in Education

Our Commitment to education

Quality of Education — **Skills for Employability** — **Equity & Access** — **Achieve More**

Teacher training
Powerful Curriculum
School Leader
development

Imagine Academy
Industry Certifications
STEM

Accessibility
Programs
Case Studies & Best
Practices

Expect More, Do
More, Achieve more

Partnerships and Capacity Building for Change

A Public-Private Education Partnership, or PPEP, is an emerging strategy for driving and affording systematic change. This component explores ways to negotiate this relationship, how to engage partners and strategies to involve your community.
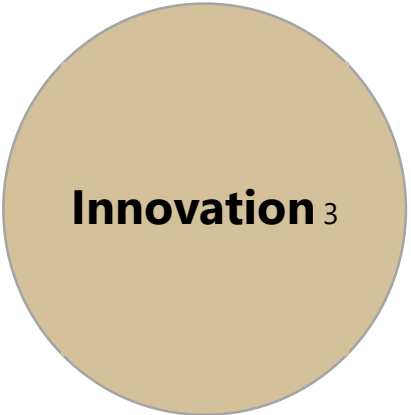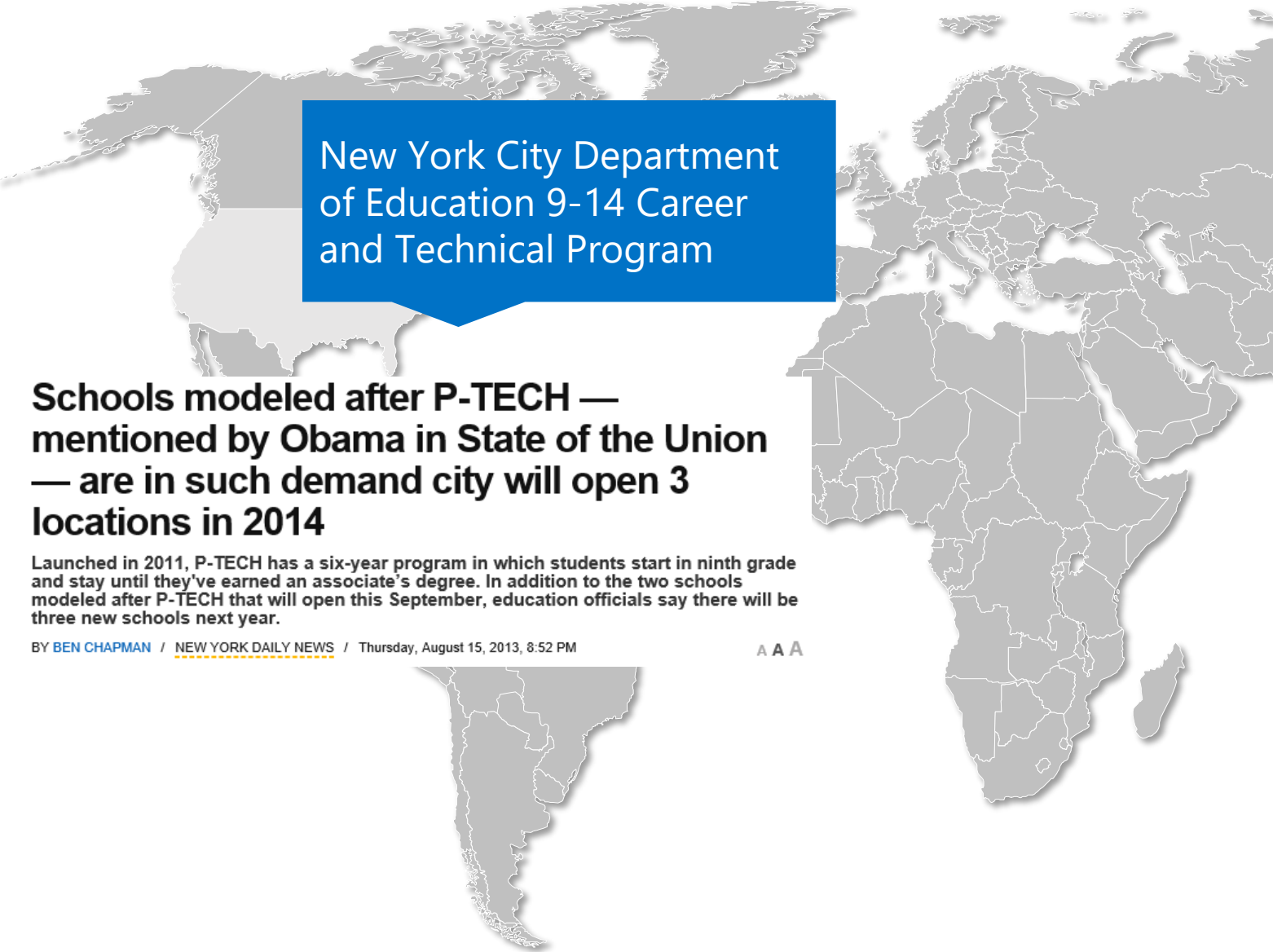
Resources:

Executive Overview

Whitepaper

4 Pillars of PPEP Transformation

Vision Making 1

Leadership 2

Leading Change

Innovation 3

Examples of PPEPs with Microsoft

New York City Department of Education 9-14 Career and Technical Program

Schools modeled after P-TECH — mentioned by Obama in State of the Union — are in such demand city will open 3 locations in 2014

Launched in 2011, P-TECH has a six-year program in which students start in ninth grade and stay until they've earned an associate's degree. In addition to the two schools modeled after P-TECH that will open this September, education officials say there will be three new schools next year.

BY BEN CHAPMAN / NEW YORK DAILY NEWS / Thursday, August 15, 2013, 8:52 PM

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Partners:

- A city high school administers the program
- Microsoft provides technical curriculum and employment liaison for graduates.
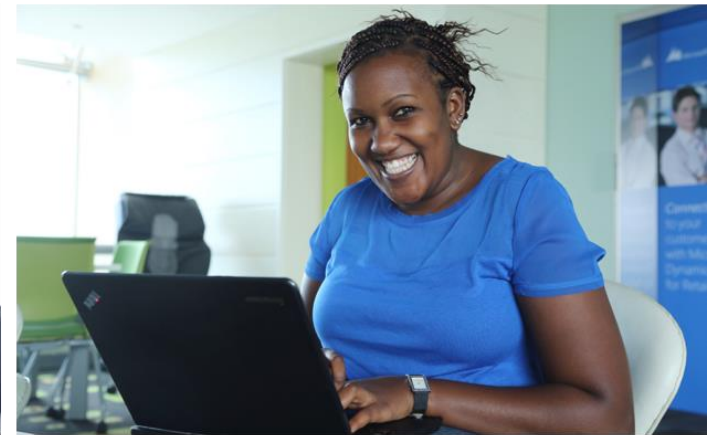- City University of New York provides associate degree.

Purpose:

- Career readiness for students,
- Fill jobs the city needs,
- Increase graduation and employment rates

Key Challenges for PPEPs

Track record:

- Proven success?

- Good partnership history?

Vision:

- Shared values and vision?

- Long term commitment?

Technology:

- Understanding of tech + education?

- Comprehensive training?

Cultural:

- Able to localise materials, approaches?

- Mutual trust?

Key Lessons to Share

- Which strong and agile teams are required for a dynamic education landscape?

- What is the process for enlisting trusted partners for ongoing partnerships?

- How are you developing digital content, assessments and learning environments?

- What is the process for enlisting community involvement?

- Is the strategy in place, sustainable, scalable?

- Are teacher education programs preparing teachers for new learning environments?

Microsoft Education Training Partner Program

- A **shared partnership**:
  - Increase student outcomes
  - Enhance teaching and learning experience for teacher and student

- Microsoft Education Training Partner Program is designed for partners who are **well-versed in training educators** and school leaders.

- You will be training **hundreds of educators annually** on technology enhanced teaching and learning, 21st century skills, Microsoft tools in the classroom and Imagine Academy.

- From on boarding and training onwards, your journey will be filled with **wealth of resources, marketing support, quarterly updates and global connections** – and most importantly trainings themselves!

Microsoft in Education Global Training Partner Program
Training Partner Summit

Singapore, December 13-15, 2016

Microsoft Imagine Academy (MSIA)/Creative Coding through Games and Apps (CCGA)
Microsoft Teacher Academies (MSTA)

Pre Service Teacher "Learning Path" opportunity

21CLD Academy (2 days)

| One Day Academies | MIE 1-Day Teacher Academy (BYOD) | MIE 1-Day Office 365 Teacher Academy (BYOD) | MIE 1-Day OneNote Teacher Academy (BYOD) | MIE 1-Day CCGA Teacher Academy (BYOD) | 1-Day Imagine Academy "unpack the potential" Academy | Two Day Academy | MIE Trainer Academy (Hands-on) | CCGA Implementation Workshop (BYOD) | Minecraft workshop |

| 3 hr Academies | Enhance Assessment for the 21st Century Classroom (BYOD) | Empower Students with Workforce Ready Skills (BYOD) | A Teacher's Day Made Easier with OneNote and OneNote Class Notebooks (BYOD) | Digital Lesson Design with OneNote (BYOD) | Windows 10 for EDU (BYOD) | Creating Coding Through Games and Apps (CCGA) Course Overview (BYOD) |

| 1 hr Academies | Build a Collaborative Classroom and Increase Productivity using OneNote | Blended Learning with Office 365 | Harness Artificial Intelligent (AI) to Personalize Your Device and Increase Productivity | The Best FREE BYOD Tools for Collaboration, Digital Storytelling, and Blended Learning | Flip your Classroom with Office Mix | Learning without Borders through Mystery Skype | 10 FREE Microsoft Tools that Make Learning Fun | Speedgeeking Powered by Microsoft – 30 Apps to Transform Learning | 90-min Academies | Get to Know Creating Coding Through Games and Apps (CCGA) Course Curriculum |
| | 7 Steps to Making Learning More Accessible | Personalize Student Learning with OneNote Class Notebooks | Providing Quality Feedback with OneNote | Digital Storytelling on ANY device with Sway | 10 Class Hacks Using Microsoft Office | Redefine Learning with Microsoft Classroom in Office 365 | | | | |

For evidence and expert perspectives, look for the Microsoft in Education *Transformation Framework Academic* papers:

- Vision for Anytime Anywhere Learning for All
- Supporting Strategic Planning, Organizational Capacity and Sustainability
- Monitoring and Evaluation
- Equitable Inclusion and Accessibility
- Building Local Capacity through Public/Private Partnerships
- Curriculum, Content and Assessment for Today's World
- Personalized Learning
- Support for Learning Communities and Educators
- Creating Leader and Educator Capacity
- Transforming Learning Environments
- Designing Technology for Efficient and Effective Institutions