Owen Nichols

Name	Description	Duration
Minecraft: Education Edition: Teacher Academy Completed on: 6/8/2021	Minecraft: Education Edition Teacher Academy is a series of eleven courses which focus on the use of Minecraft: Education Edition as a teaching and learning tool designed to support strong pedagogical practices in the learning environment. The courses are divided into three levels of topics intended for beginner, intermediate, and advanced users.	11 hours
Minecraft apply and enrich: Redstone engineering Completed on: 6/8/2021	In this course, participants are introduced to the basics of Redstone as way to connect to engineering practices that students are using in Minecraft. Participants will start exploring what Redstone is, examples of its use in the classroom and the opportunity to practice with an in-game tutorial.	1 hour
Minecraft Apply and Enrich: Chemistry Completed on: 6/8/2021	This course is designed to guide educators to better understand the Chemistry and Science functionality in Minecraft: Education Edition and how the game supports inquiry and curiosity for all students.	1 hour
Minecraft Apply and Enrich: Introduction to Coding Completed on: 6/8/2021	Minecraft: Education Edition encourages communication, creativity, and collaboration on and offline. This course is designed to teach participants about Minecraft's computer science applications for all ages including Code Builder, Hour of Code and Computer Science Resources.	1 hour
Minecraft Apply in the Classroom: Classroom Readiness Completed on: 6/8/2021	In this course, participants are introduced to the process of building a structure for using Minecraft: Education Edition within their learning environments and with their students.	1 hour
Minecraft Apply in the Classroom: Collaborative Gameplay Completed on: 6/8/2021	Minecraft: Education Edition encourages communication, creativity, and collaboration both on and offline. Collaborative Gameplay allows groups to be immersed in the virtual world of Minecraft: Education Edition while collaboratively planning and constructing. In this course, we will explore the power of multiplayer lessons and activities with Minecraft: Education Edition.	1 hour

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	Minecraft Apply in the Classroom: Lesson Simulation Completed on: 6/8/2021	This course is designed to guide educators to experience how Minecraft: Education Edition supports standards aligned learning and provides in-game lesson plans and worlds to get started. These lesson plans can be used to provide ideas on how Minecraft: Education Edition can support specific learning outcomes. They can also be modified and adjusted to ensure relevancy to your learners in ways that might not otherwise be possible.	1 hour
	Minecraft learn to play: Classroom build challenges Completed on: 5/27/2021	In this course, we will explore how Minecraft: Education Edition supports teaching and learning through an interface that engages students' creativity and strengthens 21st century skills with easy-to-implement activities for the classroom.	1 hour
	Minecraft learn to play: Assessment and feedback tools Completed on: 5/25/2021	In this course, we will explore how Minecraft: Education Edition supports teaching and learning through an interface that allows for assessment and feedback of content knowledge and 21st century skills by educators and students.	1 hour
	Minecraft learn to play: World and game management Completed on: 5/25/2021	This module is designed to guide educators on how to use features inside Minecraft: Education Edition that will help them manage their classroom. These features and settings allow educators to make the necessary adjustments to control the game in the individual learning environment as well as any specific settings that may be required by a specific lesson, learning objective, or supporting learner initiated setting needs.	1 hour
	Minecraft Learn to Play: Placing First Blocks Completed on: 5/25/2021	In this course, participants are introduced to the basics of Minecraft: Education Edition and start exploring the in-game features to understand and experience game settings, movement, placing and breaking blocks prior to using Minecraft: Education Edition with their students.	1 hour
	Minecraft: Education Edition: Introduction to game-based learning Completed on: 5/25/2021	In this course, we will explore how Minecraft: Education Edition supports teaching and learning through a Game-based interface that promotes creativity, collaboration, and problem-solving in an immersive environment where the only limit is the learner's imagination.	1 hour

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	Inclusive Classroom Specialization Completed on: 5/11/2021	It is important to build and provide accessible content, to empower students to access the content in the way that best meets their needs and to provide personalized learning experiences. The courses in this specialization will prepare teachers to meet the needs of all learners in the classroom.	9 hours
	Accessibility tools: Meeting the needs of diverse learners Completed on: 5/11/2021	After concluding the "inclusive classroom foundation" learning path, you will continue your road to understanding what an inclusive classroom and inclusive educator are, how to develop digitally literate learners, pedagogy and curriculum and how assistive technologies and accessibility tools can help you meet the needs of all of the learners in your classroom.	1 hour
	Creating a digitally inclusive learning community Completed on: 5/11/2021	In a world where everything (from banking to benefits, shopping to government services) is online, it is essential that schools create a digitally rich learning environment that supports the needs of every learner. Achievement for All is a leading educational charity that enables all children and young people to succeed regardless of background, challenge or need. In a partnership with Microsoft, we offer a learning path that will create a more digitally inclusive school community, unlocking progress and achievement for all children.	6 hours
	Assistive Technologies Completed on: 5/11/2021	This course brings together the thinking promoted within the "Creating a Digitally Inclusive Learning Community" pathway including understanding the social model for disability and the principals of universal design, looking from the perspective and perceptions of a learner, case studies of effective practice and tips for safeguarding young people with special education needs when using web-based technologies.	1 hour
	Developing a Digitally Literate Curriculum Completed on: 5/11/2021	Rather than 'rush to innovate', this course encourages you to pause for a moment, consider the needs of individual or groups of learners, then align curriculum delivery and development to meet their needs: child-centered innovation.	1 hour
	Developing a Digitally Literate Pedagogy Completed on: 5/11/2021	Before developing a rich digitally literate classroom, we must ensure that we are digitally literate ourselves! Teachers can easily be left behind as technology takes massive leaps forward. Learn to embrace change and look for opportunities to exploit the available digital resources to the max.	1 hour

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	Problem-Based Learning Completed on: 5/11/2021	Problem-based learning (PBL) has become an integral part of the 21st century classroom. When students are faced with solving ill-structured, open ended, messy problems, they are pushed to think more critically and work collaboratively. Many Microsoft tools help support problem-based learning. This course has been developed to help you understand what PBL is and how to plan and implement a problem-based-learning experience in your classroom.	1.5 hours
	Physical computing for the non-computer science educator Completed on: 5/11/2021	This course teaches the basics and benefits of integrating physical computing with MakeCode in any subject area. It provides cross-curricular hands-on learning opportunities for participants within the MakeCode site. No additional items are needed to learn about MakeCode in this course. However, participants can work with materials such as micro:bit or Adafruit Circuit Playground if they have these available.	1 hour
	Developing a Digitally Literate Learner Completed on: 5/11/2021	Digital Literacy is a set of fundamental life skills as well as a body of knowledge. This course gives you an opportunity to reflect on a young person's learning journey: the progressive growth of digital competency, from pre-school to adulthood.	1 hour
	Continue the learning with Office 365 and Windows Completed on: 5/10/2021	This learning path guides educators to discover new ways to use the amazing tools provided to them. These courses focus on providing access for each student and creating learning environments for learner success. This learning path does not need to be followed in order.	4.5 hours
	Getting started with Office 365 and Windows for leadership Completed on: 5/10/2021	Are you brand new to Office 365 for education? Get up and running quickly with the tools that will equip you and your staff for success. Microsoft Teams, OneNote, and Forms will allow you foster collaboration amongst the educators in your school or system, ensure that the right information is easily accessible so that your educators can focus on the learning of your students.	6 hours
	Inclusive Classroom Foundation Completed on: 5/10/2021	Empowering every student to achieve more means each student must have access to the content to best meets their needs. The courses in this path will prepare teachers to meet the needs of all learners in the classroom.	5 hours

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	Empower every student with an inclusive classroom Completed on: 5/10/2021	This course is designed for educators of all subject areas who want to empower students to utilize tools to unlock their full potential by addressing a diversity of needs.	1 hour
	Introduction to Inclusive Digital Literacy Completed on: 5/10/2021	How can we equip every young person (especially those with special education needs and disabilities) to be digitally literate in a world where government, banking, insurance, shopping is all on-line... as well as much of our social and leisure lives too? This course attempts to set the scene for your education setting's development of digital literacy, whatever your starting point.	1 hour
	The Inclusive Educator Completed on: 5/10/2021	Welcome to the Inclusive Educator Learning Path. The materials presented here have been developed in a partnership between Microsoft and the UK-based education charity Achievement for All (https://afaeducation.org/) The learning path includes courses that emphasize the importance of building and providing accessible content, to empower students to access the content in the way that best meets their needs and to provide personalized learning experiences. The courses in this specialization will prepare teachers to meet the needs of all learners in the classroom.	1 hour
	Office 365 Teacher Academy Completed on: 5/5/2021	Office 365 provides the right environment for better learning outcomes. In this learning path, educators will learn how to become more innovative with cloud-based tools, regardless of the device they use. In this course, learn how to use basic features of Office 365 including Microsoft Teams, OneNote, Sway, Microsoft Forms, Office Online and OneDrive.	11.75 hours
	Conclusion: Office 365 Teacher Academy Completed on: 5/5/2021	The last step in completing the Office 365 Teacher Academy Learning Path. Complete the assessment, and you will earn your badge!	0.25 hours
	Flipped instruction with PowerPoint Recorder Completed on: 5/5/2021	This course will teach you how you can use PowerPoint Recorder to flip your instruction, providing content for students outside of class and help to improve student outcomes.	1 hour

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	Training teachers to author accessible content Completed on: 5/4/2021	Everyone should have access to all educational materials in your classroom. This course will provide information on the importance of creating accessible documents, creating new and revising old Word, OneNote and PowerPoint documents so they are accessible to everyone. Translator and Office Lens as key tools for creating accessible content for all learners	1 hour
	Developing workforce ready skills in Office Online Completed on: 5/4/2021	Innovative educators are always working to improve their practices and "make what's next" in light of emerging educational trends and the latest technologies. With the ever-changing landscape of technology and careers, best practices require teachers to continually transform their lessons and their teaching methods to ensure their students are college and career ready. In this course you will learn how Office Online • aids educators in the creation of innovative lessons • allows students to collaborate • allows students to create products as if they were already in the workforce.	1 hour
	Streamline efficiency with Office 365 apps Completed on: 5/4/2021	Office 365 provides the right environment for better learning outcomes. In this introduction to Office 365, educators will learn how to become more innovative with cloud-based tools, regardless of the device they use. This course is aimed at educators for whom Office 365 is relatively new and who are looking to implement solutions to classroom problems right away. With Office 365, educators will learn how to become more innovative with cloud-based tools, regardless of the device they use.	1 hour
	OneNote teacher academy Completed on: 11/20/2020	In this learning path,, you will be learn to navigate within the OneNote Windows 10 app structure, use OneNote tools effectively, create lesson plans, assessments, and learning activities using various tools in OneNote, create notebooks for student and teacher collaboration using OneNote Class Notebook, create notebooks for collaboration between the staff members using OneNote Staff Notebook.	3.5 hours
	Independent learning with math tools in OneNote Completed on: 11/20/2020	This course is designed to teach educators how to use the OneNote Math button. This button allows students to see the steps to solve an equation and helps them become independent learners.	1 hour
	Master Microsoft Teams for remote learning Completed on: 11/20/2020	Microsoft Teams is the communications and collaboration hub within Microsoft 365 – an essential tool for remote learning. The training courses below will help you master Microsoft Teams and enable you to teach other educators. Each course comes with resources and teacher training packs as well as a quiz to test knowledge.	5 hours

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	Staying connected with remote learning through Microsoft Teams and Office 365 Completed on: 11/20/2020	Are you moving from a face-to-face classroom to an online/remote learning experience? This course explores the considerations, procedures, and planning that administrators and educators will need to examine in preparation for a remote learning experience. As you take the course, you can complete an Action Plan template to guide your work and document your school's plan for remote learning.	1 hour
	Collaborate faster using Microsoft Teams for higher education staff Completed on: 11/20/2020	Microsoft Staff and PLC Teams provide the perfect location to work with colleagues on projects, curriculum adoptions, and even university wide initiatives. Administrators can communicate and collaborate with their faculty in one location. Policies and procedures, forms, instructions for various tasks and responsibilities, and more can all be shared within Teams for quick access. Teams supports online meetings with screen share and whiteboard annotation that can be recorded, automatically saved, and transcribed in Stream. Whether your colleagues are down the hall or in another building across town, Staff and PLC Teams support collaboration among educators.	1 hour
	MIE Trainer Academy Completed on: 11/19/2020	The Microsoft Innovative Educator (MIE) Trainer Academy is designed for teacher trainers and those who are responsible for training educators on the integration of technology in the classroom. The goal is to provide trainers exposure to the many Microsoft technologies and resources that support student-centered learning based on authentic problems and projects while aligning to 21st Century Skills, NETS-S and Common Core Standards.	10.5 hours
	Level up with Office 365 and Windows Completed on: 11/19/2020	Now that you are up and running with Microsoft Teams, OneNote and Forms, empower every voice with Flipgrid and provide real-time feedback using class Teams and class notebooks. Turn your classroom into a dynamic learning environment that allows you to know how each student is progressing.	4.5 hours
	Engage and Amplify with Flipgrid Completed on: 11/19/2020	In this course you will learn how to integrate Flipgrid into your classroom and explore Flipgrid ideas and resources from educators around the world. This course is designed for educators of all subject areas, early grades through higher education who want to empower student voice with Flipgrid. Upon completing this course, you will earn the Flipgrid Certified Educator badge and will join an inspiring community of thousands of educators around the world using Flipgrid to engage and amplify their learners!	1 hour

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	Digital storytelling with Microsoft Sway Completed on: 11/19/2020	By allowing teachers and students to focus on content and not worry about format, the Digital storytelling with Microsoft Sway course will show how Sway can be used to capture and share digital stories that need to be told in and around classroom activities.	1 hour
	MIE Trainer: Trainer academy Completed on: 11/19/2020	The Microsoft Innovative Educator (MIE) Trainer Academy is designed for teacher trainers and those who are responsible for training educators on the integration of technology in the classroom. This course gives an overview of the MIE Trainer program, program details and the steps for becoming an MIE Trainer or MIE Master trainer.	1 hour
	Supporting learning initiatives with Staff Teams Completed on: 11/19/2020	Learn how Microsoft Staff Teams can be used by administrators, leaders, and teachers to collaborate on school initiatives.	1 hour
	Getting started with Office 365 and Windows Completed on: 11/19/2020	Are you brand new to Office 365 for education? Get up and running quickly with the tools that will equip your students for success today and tomorrow. Microsoft Teams, OneNote, and Forms will allow you to build a collaborative classroom that empowers learners to work together, access resources and for you to quickly assess their learning and provide individualized feedback.	4 hours
	Windows 10 for Education Completed on: 11/19/2020	Create a world of tomorrow in your classroom with easy to set up devices and apps, amazingly integrated tools for learning, and features that engage all types of learners. This course will review the best of Windows 10 for education. Educators completing this course will feel comfortable getting started with Windows 10, using universal apps, inking and interacting with various types of content, and setting up new classroom devices.	1 hour
	OneNote Staff Notebook: Tools for staff collaboration Completed on: 11/19/2020	Lean how to collaborate with colleagues or staff using OneNote. OneNote Staff Notebooks have a personal workspace for every staff member or teacher, a content library for shared information, and a collaboration space for everyone to work together, all within one powerful notebook.	0.5 hours

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	Crafting a collaborative learning environment with Class Teams Completed on: 11/19/2020	Microsoft Class Teams enables teachers to collaborate with students while seamlessly integrating assignments, assessments, and applications directly into the Team	1 hour
	Transform Learning with Microsoft Teams Completed on: 11/19/2020	Learn the basics of teaching students with Microsoft Teams for communication and collaboration, streamlined file sharing, and Class Notebooks. In Teams, bring all of the tools of teaching and learning together in one place.	1 hour
	Microsoft Forms: Creating authentic assessments Completed on: 11/19/2020	Use Microsoft Forms for surveys, quizzes and polls in classes to increase student engagement and voice. Streamline and save time in managing learning assessments with Office 365 by using Forms in Teams and OneNote, and use Excel to extend analytics on Forms data.	1 hour
	OneNote Class Notebook: A teacher's all-in-one notebook for students Completed on: 6/16/2020	OneNote Class Notebook provides a platform for teachers to prepare instructional materials and collaborate with students in an organized manner. In this part of the training, participants create a Class Notebook and begin building instructional content they can use with their students.	1 hour
	Introduction to OneNote Completed on: 6/16/2020	In this interactive teacher's guide, you will learn how to get started with OneNote. You see how to work with Class Notebooks, section, and pages; how to take and share linked notes and import/export content, and how to use OneNote with Outlook and draw in notebooks.	0.75 hours
	Getting Started with OneNote Completed on: 6/16/2020	Make learning more powerful and dynamic with Microsoft OneNote digital notebooks. Use OneNote to compile and organize information, research, and content; support research, collaboration, note taking, journaling, and reflection.	1 hour