Halima Bhayat

	Name	Description	Duration
	Problem-Based Learning Completed on: 12/15/2020	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
	Crafting a collaborative learning environment with Class Teams Completed on: 12/15/2020	Microsoft Class Teams enables teachers to collaborate with students while seamlessly integrating assignments, assessments, and applications directly into the Team	1 hour
	Keeping students engaged: Building strong student/teacher connections in a remote learning environment Completed on: 12/15/2020	This course provides educators practical ways to organize their remote learning experience in order to foster strong connections between students and teachers and keep students engaged. Educators will learn how to use Microsoft Teams, Stream, OneNote Class Notebook, and Flipgrid to engage students and foster connections within the school community from afar.	1 hour
	Staying connected with remote learning through Microsoft Teams and Office 365 Completed on: 12/15/2020	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
	OneNote Class Notebook: A teacher's all-in-one notebook for students Completed on: 11/26/2020	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
	Try: Explore Coding Curriculum Completed on: 11/26/2020	This course is designed to teach where and how to access coding lesson plans and instructional resources available through Minecraft: Education Edition. This course will guide participants through the the steps to choose lesson plans, unpack and share the lessons plans with colleagues and more importantly, get annotated lessons plans ready to use with students.	1 hour

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	Custom Training (Instructor-led training) Completed on: 11/25/2020	Education Transformation Framework, Office 365, Microsoft Teams	3 hours
	Building Blocks of Code 1 Completed on: 6/1/2020	Learn about computational thinking, block coding and how to get started with the Minecraft Hour of Code tutorial that is part of Computer Science week.	1 hour
	Transform Learning with Microsoft Teams Completed on: 5/7/2020	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
	Build a school to career pipeline with esports and gaming concepts Completed on: 5/7/2020		1 hour
	Custom Training (Instructor-led training) Completed on: 1/27/2020	Microsoft Teams	5 hours
	Computational Thinking and its importance in education Completed on: 1/7/2019	This course is designed for all educators from all subject areas who would like to know more about Computational Thinking and how it can be applied within cross-curricular educational settings.	1 hour
	Getting Started with OneNote Completed on: 1/7/2019	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