Microsoft Educator Community WPS Virtual Academy

March, 2017

The following self-paced courses are being offered online through the Microsoft Educator Community **for 1 PDP each. Participants must be committed to completing the online course and passing the assessment upon completion to earn PDP points. Once registered, please follow these** directions **to enter the Microsoft Educator Community and your courses.**

Virtual Field Trips with Skype in the Classroom (1 PDP)

In this course, you will learn:

- Find out what constitutes a Virtual Field Trip
- How you can participate in a Virtual Field Trip
- Why participate in a Virtual Field Trip
- Learn how to organize a Virtual Field Trip (what to do before, during, after)
- Find examples of how to use Skype in the Classroom Virtual Field Trips in your subject area and grade

Introduction to Microsoft Classroom (1 PDP)

Overview and objectives

In this course, you will learn:

- How to set up and manage your classes using Microsoft Classroom

- How to manage assignments using Microsoft Classroom

- How a student can use a variety of learning tools to engage with content and demonstrate their learning

Amplifying Student Voice (1 PDP)

Welcome to Amplifying Student Voice. In this course, you will explore:

- The critical role of student voice in transforming your students, classroom, school, and community through building confidence, respect, and empowerment

- Designing learning environments that encourage students to share their perspectives, experiences, and cultural backgrounds as illuminated by contemporary research, integration strategies, and authentic classroom stories

- Amplifying and democratizing student voice in the modern classroom using three innovative platforms: Skype in the Classroom, Flipgrid, and Sway.

- Opportunities to share your voice with likeminded educators around the world through shared experiences and connected classrooms

Creative Coding through Games and Apps (1PDP)

Creative Coding through Games and Apps is designed to:

■Attract interest in computer science from a broad and diverse range of students

■Teach the fundamentals of programming and computational thinking

■Instill confidence in working with technology

■Foster creativity, curiosity, and collaboration

■Teach how to program computing devices to make things of real-world interest and use

Students who successfully complete this course will be able to:

■ Describe what a computer program is

■Use and implement common program control structures

■Read code in the TouchDevelop environment and describe what it does

■Create and publish TouchDevelop apps and games

You must register in TeachPoint for any of these courses and use this Registration Form.

Please contact WPS Instructional Technology Coach, Dante A. Quercio (querciod@worc.k12.ma.us) with any questions.