



ΣΥΝΕΔΡΙΟ MICROSOFT 365 ΓΙΑ ΕΚΠΑΙΔΕΥΤΙΚΟΥΣ

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EMPOWER
EVERY STUDENT
ON THE PLANET TO
**ACHIEVE
MORE**



Education Transformation Framework



Leadership &
Policy



Modern Teaching
& Learning



Intelligent
Environments



Technology
Blueprint

ΠΕΡΣΣΟ ΤΕΡΑ ΑΠΟ

2000

MICROSOFT SHOWCASE
SCHOOLS ΚΑΙ MICROSOFT
SCHOOLS

2 Σχολεία από την Κύπρο





1. Global Training Partner Program
2. Microsoft Innovative Educators/Experts
3. Microsoft Learning Consultants
4. Microsoft Educator Community
5. Microsoft Certified Educator (MCE)
6. Minecraft Training Resources
7. Minecraft Mentors





23 – 26 Μαρτίου, 2020

Σύδνεϋ
Αυστραλία

Microsoft Education Portal: education.microsoft.com

Get Trained

Find a Lesson

Connect with
Others

Share Your
Expertise

Earn Badges

Join the Discussion

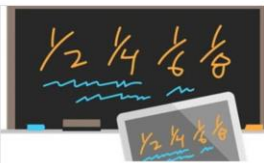


Η παγκόσμια κοινότητα εκπαιδευτικών της Microsoft.



Getting Started with OneNote
COURSE • BEGINNER

500 Points



Independent learning with math tools in OneNote
COURSE • INTERMEDIATE

500 Points



Introduction to OneNote
COURSE • BEGINNER

500 Points



Introduction to OneNote Teacher Academy
COURSE • INTERMEDIATE

575 Points

Microsoft OneNote



Collaborate faster using Microsoft Teams for higher education staff
COURSE • BEGINNER

500 Points



Introduction to Microsoft Teams – the digital hub for educators and students
COURSE • INTERMEDIATE

500 Points



Managing class workflow with Microsoft Teams
COURSE • INTERMEDIATE

500 Points



Microsoft Teams Course 1: All about Teams (presenter-led training)
COURSE • INTERMEDIATE

1000 Points



Microsoft Teams Course 2: Let's share (presenter-led training)
COURSE • INTERMEDIATE

1000 Points



Microsoft Teams Course 3: Working with students (presenter-led training)
COURSE • INTERMEDIATE

1000 Points



Microsoft Teams Course 4: Assignments and feedback (presenter-led training)
COURSE • INTERMEDIATE

1000 Points



Microsoft Teams Course 5: Class Notebook in Microsoft Teams (presenter-led training)
COURSE • INTERMEDIATE

1000 Points

Microsoft Teams



Building Blocks of Code 1
COURSE • BEGINNER

500 Points



Minecraft and Redstone
COURSE • INTERMEDIATE

500 Points



Minecraft Hour of Code: Facilitator Training
COURSE • BEGINNER

500 Points



STEAM Integration with Minecraft
COURSE • INTERMEDIATE

500 Points

Minecraft: Education Edition

Skype in the Classroom

Δημιουργούμε τους αυριανούς πολίτες του κόσμου




- A free community of experts and educators around the world, all you need is Skype!
- Just find the perfect learning activity from a list and request a session!
- Hundreds of approved Guest Speakers from all over the world.
- Skype Lessons: Learn about a particular topic from an expert.
- Virtual Field Trips.

"Students need an emotional connection with the content they are learning, and Skype provides amazing experiences that let kids have that connection as they learn." **Michael Soskil,**
Teacher

www.SkypeInTheClassroom.com



A photograph of students in a classroom. In the foreground, a young man in a light blue shirt is looking at a laptop screen. A young woman in a white and black striped shirt is sitting next to him, also looking at the screen. The laptop displays a 3D model of a rocket on a grey surface. In the background, other students are visible, some sitting at desks. The scene is lit with soft, indoor lighting.

STEM – Προγράμματα και Curriculum

Learning by doing Hacking STEM

Build affordable inquiry and project-based activities to visualize data across science, technology, engineering, and math (STEM) curriculum. Middle school standards-based lesson plans written by teachers for teachers.



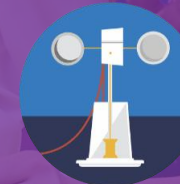
Harnessing electricity to communicate



Building machines that emulate humans



Increasing power through design



Analyzing wind speed with anemometers



Using computational thinking to understand earthquakes



Learning by doing MakeCode

A learn-to-code platform for physical computing.

-  Learning by doing through trial and error
-  Engaging across a diverse population, with a lower bar to 'wow' experiences
-  Growing "Maker Ed" movement in schools, an industry IoT trend

- Εργαστήριο 1: Microsoft Teams, Νίκος Παφίτης, Εκπαιδευτικός – *The Junior & Senior School (Ledra B)*
- Εργαστήριο 2: Minecraft: Education Edition, Παντελής Χαραλάμπους, *American International School in Cyprus*, Επικεφαλής Δημοτικού Σχολείου, Δάσκαλος Πέμπτης Δημοτικού (Signature)
- Εργαστήριο 3: Microsoft Sway – Ψηφιακή Αφήγηση, Ιωάννης Σουδιάς, Εκπαιδευτικός, 8ο Δημοτικό Σχολείο Νάουσας (*Amathusia*)
- Εργαστήριο 4: Education Transformation Workshop, Μέρος Α, Στέλιος Χριστάκος, Διευθυντής Εκπαιδευτικών Υπηρεσιών, *Sofia Education Experts* (Μόνο για Επιθεωρητές) - Tamassos