










Joachim LaValley

| Name | Description | Duration |
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|  <p>Transform Learning with Microsoft Teams Completed on: 2/19/2021</p> | <p>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.</p> | 1 hour |
|  <p>21st century learning design: Course 2 - collaboration Completed on: 9/16/2020</p> | <p>This course explores the broader meaning of collaboration, and your understanding of it. You will learn to design lessons in which students can develop collaboration skills. You will be introduced to the dimensions of collaboration and learn to identify when lessons contain these dimensions. To successfully complete this course, you must pass the assessment by answering at least 80% of the questions correctly.</p> | 3 hours |
|  <p>Microsoft Imagine Academy Completed on: 8/29/2020</p> | <p>Learn about the Microsoft Imagine Academy program which provides educational institutions with access to a full curriculum solution for teaching technology courses and learning tools that help teachers gain technology skills, and helps students to achieve success through employability and industry certification.</p> | 0.5 hours |
|  <p>Step up to computer science Completed on: 8/29/2020</p> | <p>Learn how to get started teaching a computer science class or even just integrating computer science into your curriculum.</p> | 1 hour |
|  <p>Minecraft Hour of Code: Facilitator Training 2019 Completed on: 8/29/2020</p> | <p>No matter your comfort level with technology this course will teach you about what the Hour of Code is and specifically how to facilitate an Hour of Code event for your students.</p> | 1 hour |
|  <p>Building Blocks of Code 2 Completed on: 8/27/2020</p> | <p>This course is a continuation of Building Blocks of Code 1 and will provide information on Microsoft's commitment to computer science, applying the Hour of Code, and navigating Microsoft's MakeCode.</p> | 1 hour |
|  <p>Physical computing for the non-computer science educator Completed on: 10/9/2019</p> | <p>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.</p> | 1 hour |

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|  <p>Building Blocks of Code 1 Completed on: 10/9/2019</p> | <p>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.</p> | <p>1 hour</p> |
|  <p>Digital Citizenship Completed on: 9/22/2019</p> | <p>In this course, gain access to the Digital Citizenship educator toolkit and OneNote notebook. The toolkit comes with lessons and resources for your classroom so that you can teach digital citizenship. Once you have gone through the materials (found in the 2nd module of the course), take the quiz to earn your badge!</p> | <p>0.5 hours</p> |
| <p>21st century learning design: Course 1 - introducing 21CLD Completed on: 9/18/2019</p> | <p>This course gives an overview of the key 21st century skills of; collaboration, knowledge construction, self-regulation, problem-solving and innovation, information and communications technology (ICT) for learning, and skilled communication. It explores what learning looks like in the 21st century and how innovative teaching practices can support student learning to develop these skills. To successfully complete this course, you must pass the assessment by answering at least 80% of the questions correctly.</p> | <p>1 hour</p> |