

FEBRUARY 10TH SESSION 2: 10:20 AM - 11:20 AM PST

# "CREATING AN INCLUSIVE CLASSROOM WITH MICROSOFT LEARNING TOOLS"

*Every student is unique, with different strengths and abilities. Inclusive classrooms honor those differences, and Microsoft has created tools to support them. This training for educators introduces Microsoft Learning Tools, a set of inclusive features available in a wide range of apps and platforms that assist all learners in reading, writing, math, and communication.*

*Training objectives:*

- *Learn to improve students' reading speed and comprehension with Immersive Reader.*
- *Discover how to strengthen writing skills with Dictation and Editor.*
- *Explore how to increase math understanding with tools such as Math Assistant in OneNote.*

## **Rick Schroeder**

*Customer Success Trainer*

**LinkedIn:** <https://www.linkedin.com/in/rick-schroeder-5710b915/>

**Registration Link** <https://events.teams.microsoft.com/event/47293ea5-b567-4aae-8284-45a9f4ad8750@edded432-9905-4786-97c5-a1b1ca972100>

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# MICROSOFT TRANSLATOR TOOLS TO SUPPORT AN INCLUSIVE CLASSROOM

*Transform and enhance your classroom by learning to access and use a wide variety of Translator tools. Support your diverse students, learners and families with these tools by improving access to technology, content and learning outcomes.*

## **angelica clark**

*Angelica Clark is a Digital Learning Coach for the Kent School District where she leads staff training on utilizing Microsoft tools in the classroom, coaches 9 librarians and is responsible for creating sustainable processes for hosting both school and district-wide Minecraft Challenges. She is passionate about supporting educators in leveraging technology to create impactful learning experiences keeping equity, accessibility and inclusion in mind. Angelica has her Master's degree in Teaching and has been recognized as a Microsoft Innovative Educator Expert Fellow. Through her professional journey, she has taught middle school and high school science and has authored and co-authored project based middle school science curriculum. In addition, she managed an NSF grant, coordinated STEM experiences and managed school-wide STEM events to promote equity and growth in STEM for both teachers and students.*

**LinkedIn:** <https://www.linkedin.com/in/angelicaclark206/>

**Twitter:** [https://twitter.com/AngelicaMC\\_DLC](https://twitter.com/AngelicaMC_DLC)

**Other Social Media:**

**Registration Link**

<https://events.teams.microsoft.com/event/27aadfb7-d57f-41c2-a068-4a64daa73853@edded432-9905-4786-97c5-a1b1ca972100>

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# GETTING TO GRIPS WITH 360 VIDEO WITH PREMIERE PRO

*This session walks creators through the process of uploading, editing and exporting 360-degree video content in Adobe Premiere Pro.*

## **Edge Gain**

*Edge Gain are the premium education training partner for Adobe and trained thousands of teachers last year in improving Digital Creativity in the Classroom. Greg Hodgson (Edge Gain CEO) and Phil Badham (Director of Creative Learning at Edge Gain) share their insights on digital learning and creativity in the modern classroom, the opportunities for teachers and students to engage with digital careers, skills and industry...and some inspirational ideas and projects to ensure your curriculum is serving students' digital skills and literacy for 2023 and beyond.*

**LinkedIn:** <https://www.linkedin.com/company/edgegain/>

**Twitter:** @EdgeGain\_Ltd

**Other Social Media:** <https://www.edgegainltd.com/>

**Registration Link** <https://events.teams.microsoft.com/event/8a425a85-6c06-4b8b-9175-b7b80ea03b03@edded432-9905-4786-97c5-a1b1ca972100>

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# TECHNOLOGY IN THE SCIENCE CLASSROOM

*This session provides samples of student work and how they use Office 365 products to take responsibilities of their own learning in the discipline of science. By using these practices, we guarantee that our students develop the language, knowledge, understanding and skills that will allow their participation in policy discussions and decisions that solve local and global problems.*

**Dr. Wanda Colon Cesario**

*O'Dea Science*

**Registration Link** <https://events.teams.microsoft.com/event/24545e5b-7186-49b5-9492-910af6ce9046@edded432-9905-4786-97c5-a1b1ca972100>

# CREATING EQUITABLE EDUCATION ENVIRONMENTS

*1.2 Billion people worldwide live with a disability. Accessibility is critical for them. It also benefits everyone, as everyone at some point in their lives will be in a situation where they need to get information but cannot use eyes, hands, speech or hearing. In the age of digital learning, it's more important than ever to ensure that learning and resources are accessible for all students, including both those with physical disabilities and those with invisible disabilities like dyslexia or ADHD. In this session we will discuss how to incorporate equitable practices and built-in tools to provide support improved well-being and learning outcomes for your students.*

## Joe Brazier

*Joe Brazier*

*Worldwide K12 Strategy Manager*

*Microsoft Education*

*Joe leads the K12 Strategy on the Worldwide Education Team. He works closely with our Education Industry colleagues, education partners, marketing, and device teams to help refine, develop and deliver our vision for the evolving landscape of K12 Education. Prior to taking this role Joe spent over a decade working in Special Education at all levels of the K12 system. He has worked to provide technology access and skills for students with social, cognitive, and/or physical obstacles to a typical learning experience. This passion for equity and inclusion continues in Joe's current work with presentations, demos, supports, and more focused on building a more Inclusive Education experience for all.*

**LinkedIn:** <https://www.linkedin.com/in/joebrazier/>

**Twitter:** <https://twitter.com/InclusiveJoeB>

**Registration Link** <https://events.teams.microsoft.com/event/a49b71e2-e100-4f50-8991-54ae5ec22079@edded432-9905-4786-97c5-a1b1ca972100>

# MINECRAFT EDUCATION EDITION: GETTING STARTED AND USING LESSON PLANS.

## Overview

*Minecraft: Education Edition is a game-based learning platform that builds skills, unleashes creativity, and engages students in collaboration and problem-solving. This course shows how to navigate in Minecraft and access a wide range of lesson plans, mapped to grade level and curriculum standards in a variety of subjects. We'll also touch on specific features designed for the classroom including accessibility, assessment tools, and other settings.*

## Training objectives

- *Discover classroom resources and communities on the Minecraft: Education Edition website*
- *Learn to manage settings and worlds within Minecraft: Education Edition*
- *Utilize in-game tools to create interactive lesson-based gameplay*
- *Create in-game assessments and provide feedback to student*

## Scott Klingenberg

*Microsoft Training Associate. Former Microsoft Store product expert.*

**LinkedIn:** <https://www.linkedin.com/in/scottklingenberg/>

**Registration Link** <https://events.teams.microsoft.com/event/37e99407-8540-40f4-ad15-415f8a222daf@edded432-9905-4786-97c5-a1b1ca972100>

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# WHAT'S NEW WITH TEAMS ASSIGNMENTS, GRADES AND INSIGHTS

*Learn more about the education experiences in Teams Edu. What news with Teams Assignments, grading improvements and Insights*

## **Leif Brenne**

*Product Manager in Microsoft. Working on the team that creates the education experiences in Teams, including Assignments, Grades, Class Notebook, Immersive Reader.*

**LinkedIn:** <https://www.linkedin.com/in/leifbrenne/>

**Twitter:** <https://twitter.com/secondleif>

**Registration Link** <https://events.teams.microsoft.com/event/5fd6188e-46e1-481b-8a37-397e27d65f21@edded432-9905-4786-97c5-a1b1ca972100>

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# DELIVER ENGAGING PRESENTATIONS IN CANVA

*This session will highlight the myriad of ways you can utilize the Canva platform to present engaging content that you have created and curated for your audience. From adding animations, to embedding content, to presenting live...you'll learn how to effectively use Canva to wow your students, colleagues, and families.*

## **Amy DeLair**

*Canva Learning Consultant*

*Amy DeLair has over 10 years of experience in public education, teaching in Washington, DC and Chicago, IL. She has been with Canva for Education since February of 2022; however, she has been an avid Canva user since she taught herself the platform during the pandemic in 2020. She has always been interested in the intersection of technology and education, ways to thoughtfully integrate tech into her classroom and school community, and how to encourage colleagues to try new platforms. Amy and her husband, Derrick, live in San Diego, CA where she is learning to surf and spends her days with her new office mate: Winston the cat.*

**LinkedIn:** <https://www.linkedin.com/in/amydelair/>

**Twitter:** <https://twitter.com/amydelair24>

**Registration Link** <https://events.teams.microsoft.com/event/be8a31bd-a1c6-4ecd-919e-8827021ab936@edded432-9905-4786-97c5-a1b1ca972100>

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# SHAPING A CULTURE OF INCLUSION WITH ESPORTS

*Reimagining learning and the classroom: Esports is an activity that can include any student. It isn't limited by students with certain physical or cognitive capabilities. An esports team can include not only game players, but event organizers, designers, communicators, supporters, and more. It's also available to anyone, anywhere with just an internet capable device. Bring your students together through the power of games, competition, and collaboration.*

## **Becky Keene**

*Director*

*Educator*

*Author*

*Speaker*

**LinkedIn: [BeckyKeene](#)**

**Twitter: [BeckyKeene](#)**

**Other Social Media: [BeckyKeeneEdu](#) on FB/IG**

**Registration Link** <https://events.teams.microsoft.com/event/934a78d5-c646-44e0-b3a9-f16fdc6aad01@edded432-9905-4786-97c5-a1b1ca972100>