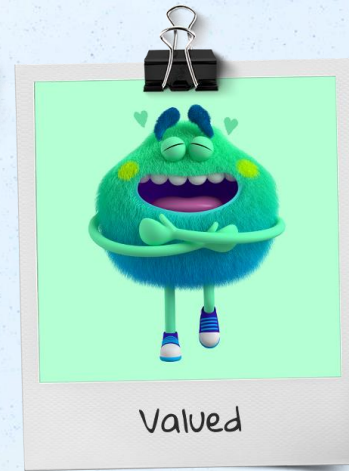
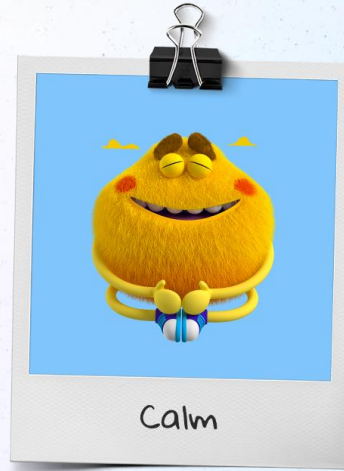
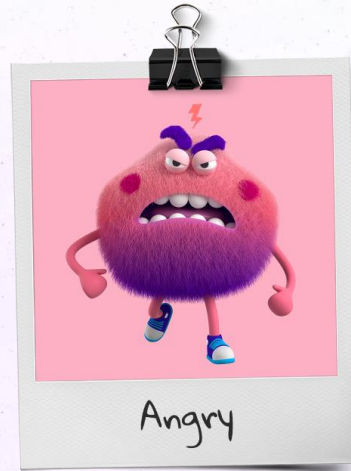
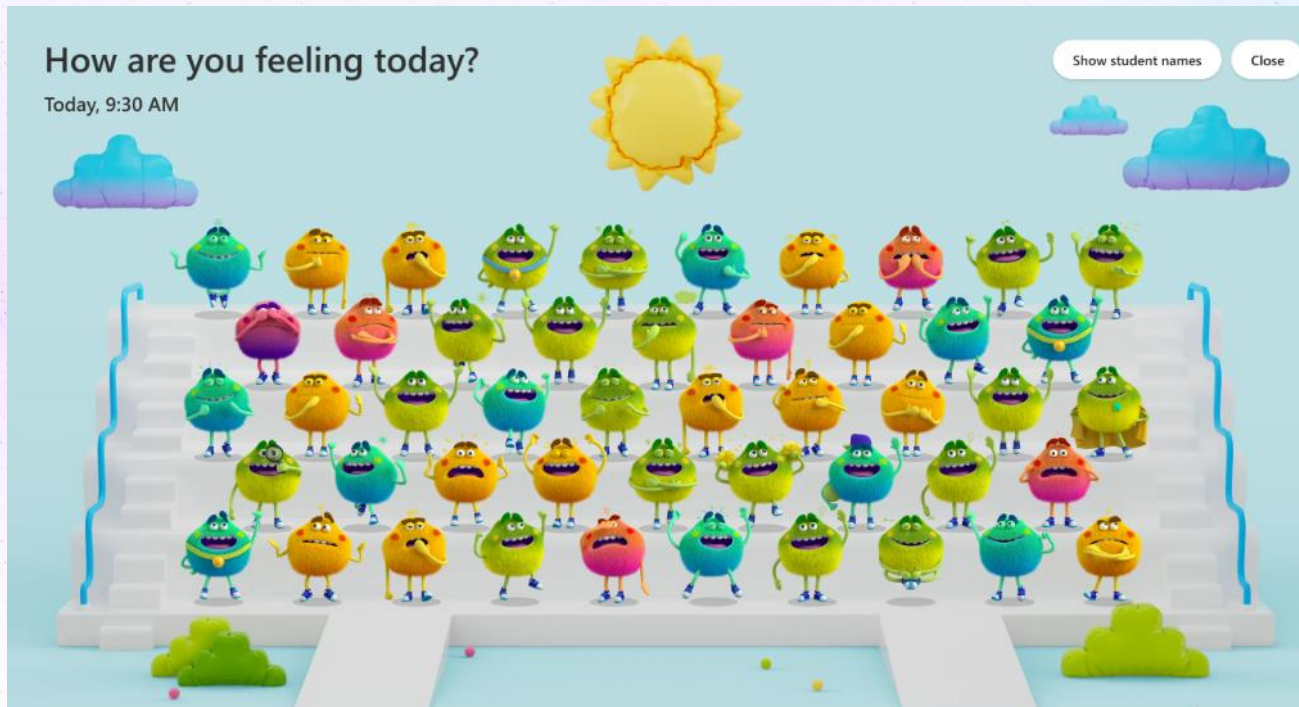


How are you feeling today?



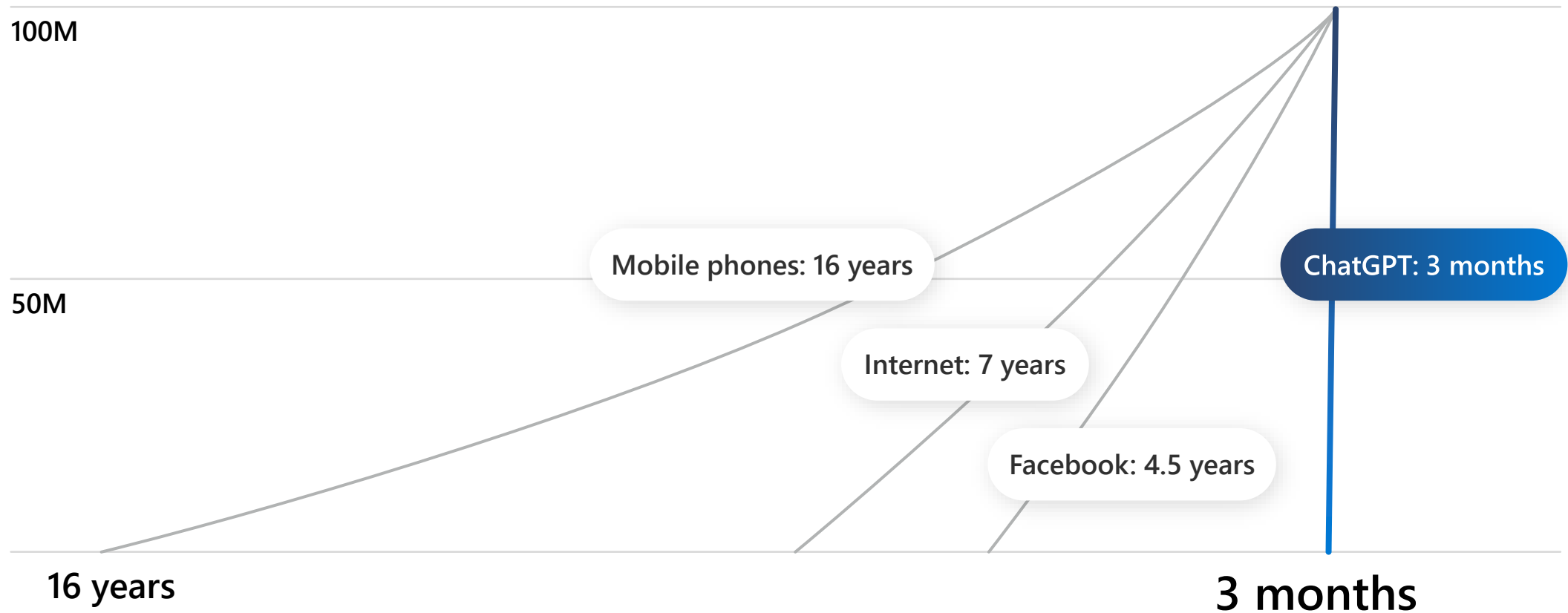
School days are filled with a rollercoaster of emotions.

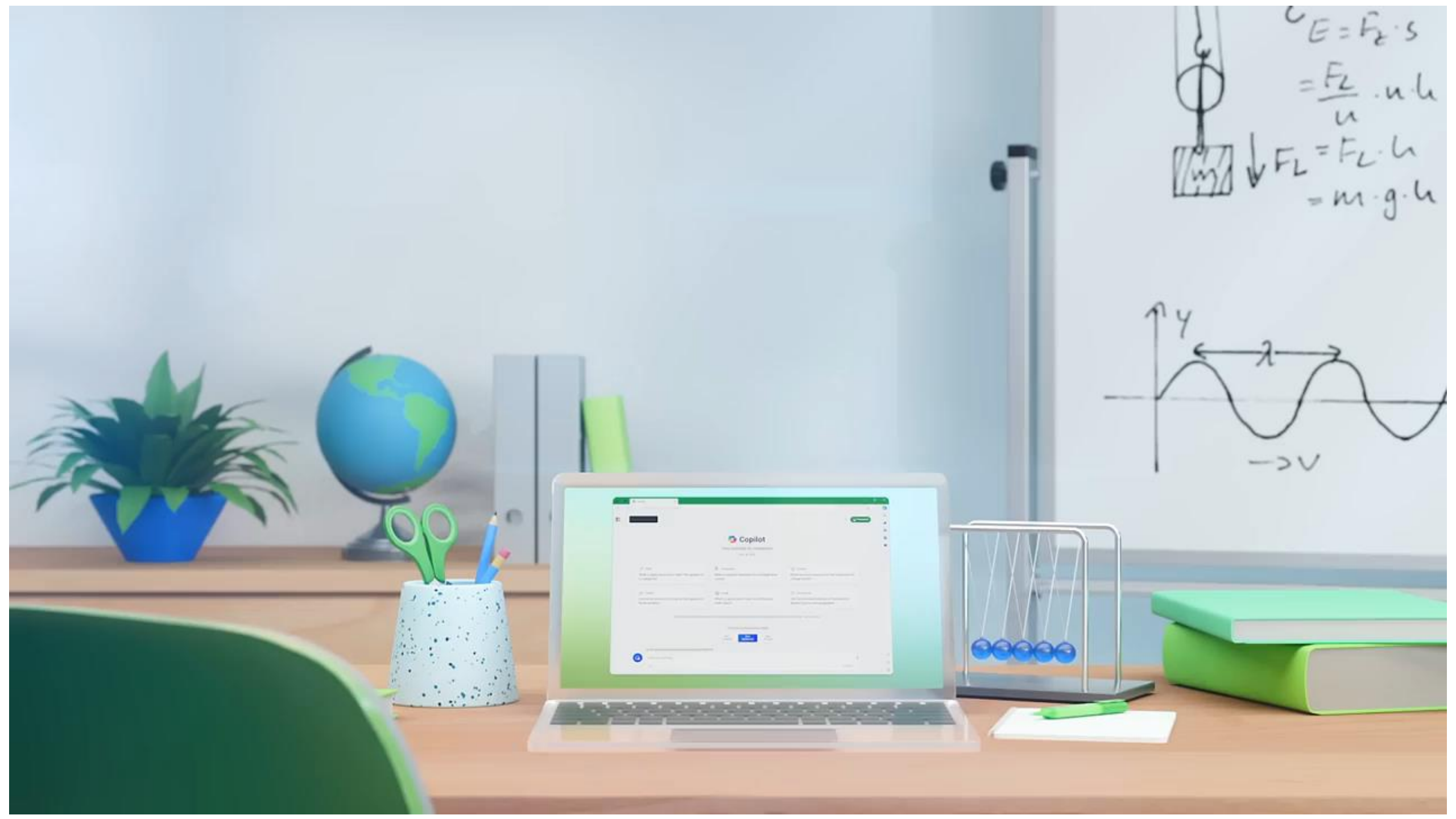
Checking in with students is crucial to ensuring their wellbeing and providing support when needed.



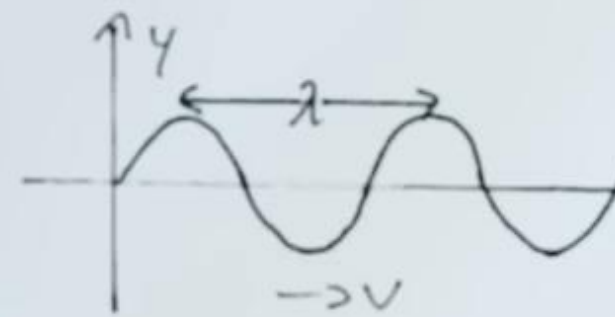
Generative AI technology is here

Time to reach 100M users

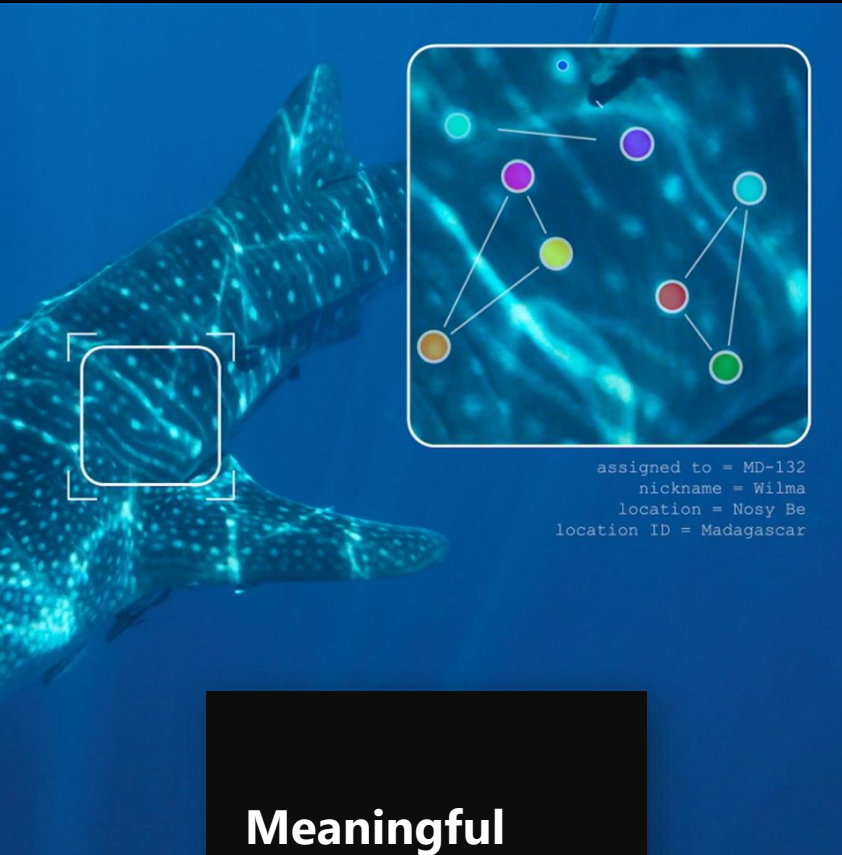




$$W = F_L \cdot s$$
$$= \frac{F_L}{n} \cdot n \cdot h$$
$$\downarrow F_L = F_L \cdot h$$
$$= m \cdot g \cdot h$$



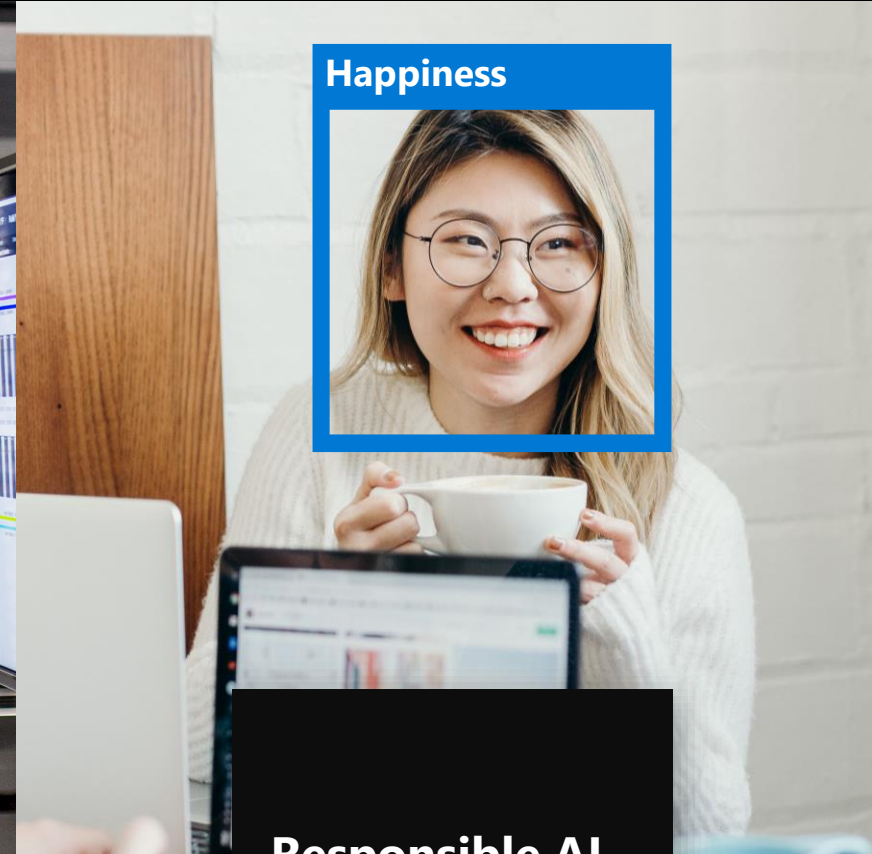
Microsoft's AI Approach



**Meaningful
Innovation**

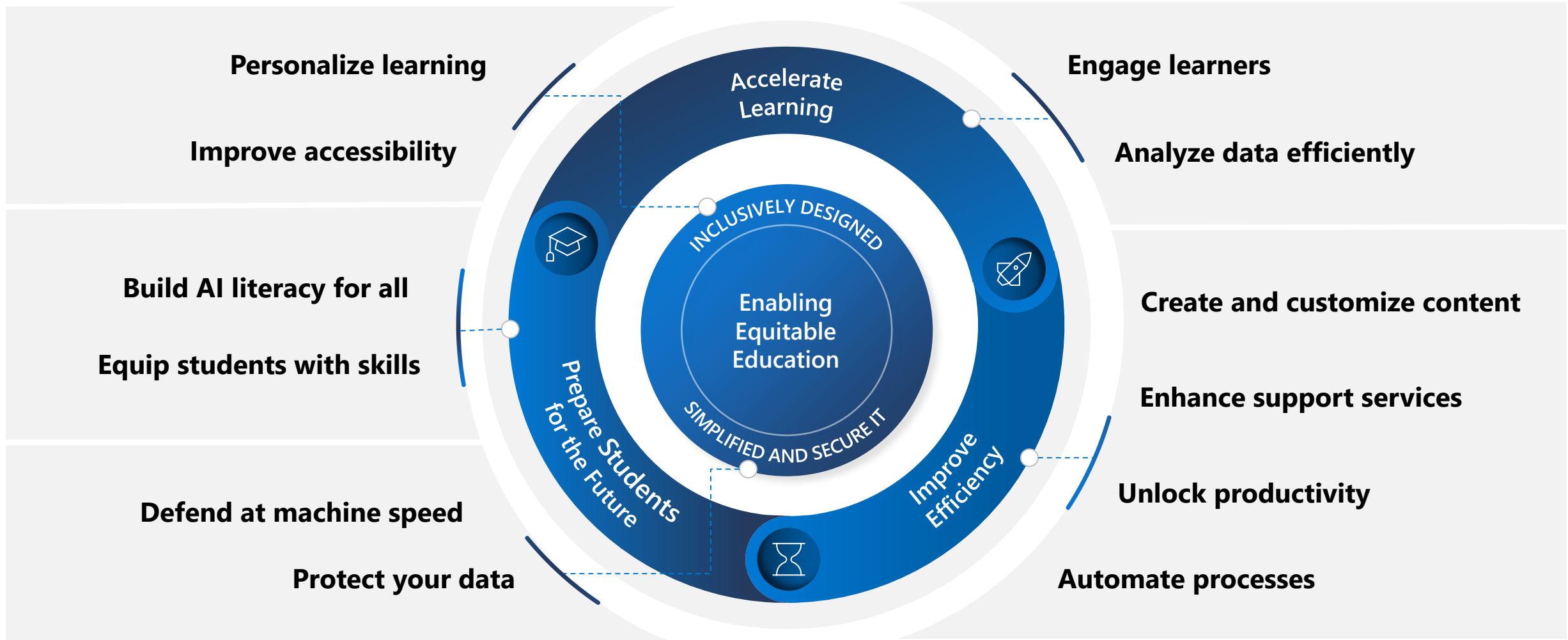


**Empowering
People**



Responsible AI

Opportunities for AI in Education



MICROSOFT 365

Copilot in Teams Meetings

The screenshot displays a Microsoft Teams meeting interface. On the left is a navigation pane with icons for Activity, Chat, Teams, Calendar, Calls, Files, and Apps. The main area shows a meeting titled "Core accounts business review" with tabs for Chat, Details, Files, and Recap. The meeting date and time are "Mar 16, 10:00 AM". Below this, there's a "Shared content" section showing a file named "Proseware Proposal.pptx". A video player shows a hand pointing at a screen with a play button and a duration of "48m 42s". Below the video are tabs for "Speakers" and "Topics". The "Topics" tab is active, showing a list of topics: "Proseware negotiation strategy" and "Core accounts round table". On the right side, there are tabs for "Notes", "@ Mentions", and "Transcript". The "Notes" tab is active, showing a summary of the meeting by "Core accounts.loop".

Core accounts business review Chat Details Files Recap +

Mar 16, 10:00 AM Open in Stream

Shared content

Proseware Proposal.pptx

48m 42s

Speakers Topics

Proseware negotiation strategy

Core accounts round table

Notes @ Mentions Transcript

Core accounts.loop

Quarterly results and forecasts for Core Account

Summary

Based on what attendees said in the meeting

- \$230K revenue shortfall in this quarter
- Inventory 15% surplus (renewable products and recycled n
- Account leads to propose discounting scenarios to lower i
- Proseware was discussed as a leading opportunity

Notes

- Beth emphasized importance of Proseware negotiation st with offers - this is a must win deal.
- The team identified a new opportunity with Proseware th

Introducing Learning Accelerators



Foundational Skills



Future-Ready Skills



Insights



Reading

Progress &
Reading Coach

Math

Progress &
Math Coach

Well-being

Microsoft Reflect

Speaker

Progress &
Speaker Coach

Search

Progress &
Search Coach

Insights

Education
Insights

Activity

Chat

Teams

Assignments

Calendar

Calls

Files

Insights

...

Insights

Language Arts

Back to all classes

8 Spotlights

Meetings

UPDATED

Gabriel Woods was often late for meetings last week

You're all caught up

Select any card to learn more, or come back later for new spotlights

Meetings

Florin Kregel was often late for meetings last week

Assignments

All students submitted Romeo & Juliet assignment

Digital engagement this week

STUDENT ACTIVITY

2 inactive students

▲ 1 more than last week

Track student activity →

COMMUNICATIONS

0 new communications

▼ 49 fewer than last week

Discover communication activity →

REFLECT

Top Words: Disappointed, Grateful

View class responses →

Assignments last 28 days

STATUS

5 missed submissions

▲ 4 more than prior 28 days

Check assignment status →

GRADES

81 average grade

View grade distribution & trend →

READING PROGRESS

82 average accuracy rate

View class progress →

Activity

Chat

Teams

Assignments

Calendar

Files

Insights

...

Insights

This week

Class name

Inactive students

Active students / day

Meeting absence

Missed assignments

AP English Language

24

1

S

M

T

W

T

F

S

2

0

AP English Literature

23

1

S

M

T

W

T

F

S

1

2

English 10

26

2

S

M

T

W

T

F

S

3

1

English 11

25

3

S

M

T

W

T

F

S

5

3

English 12

26

5

S

M

T

W

T

F

S

4

4

Activity

Chat

Teams

Assignments

Calendar

Files

Insights

...

All teams

Language Arts

Class Notebook

Assignments

Grades

Reflect

Channels

General

Announcements

Homework Help

Final Project

FAQ

Reflect

Your responses

How are you feeling today?

Closing in 8h

Excited

AUG 8

Successful

AUG 5

Energized

AUG 4

Optimistic

AUG 3

Calm

AUG 2

Confused

AUG 1

Excited

JUL 30

Disappointed

JUL 29

Bored

JUL 28

Angry

JUL 27

Activity

Chat

Teams

Assignments

Calendar

Files

Insights

...

All teams

Language Arts

Class Notebook

Assignments

Grades

Insights

Reflect

Channels

General

Announcements

Homework Help

Final Project

FAQ

Add channel

Insights

Back

Assignments

Search students

All assignments

All categories

Since class creation

Assignments

7

Average grade

83% +5%

Late submissions

3 +2 late submissions

Missing submissions

2 +1 missing submissions

Grades

Progress status

Turn-in statistics

Resources accessed

Due Date

Title

Type

Not Return

Average grade

Today

Othello

Group

34 / 34

Not returned

Yesterday

Macbeth

Group

2 / 34

82%

Aug 25, 2021

Comedy of Errors

Class

0 / 34

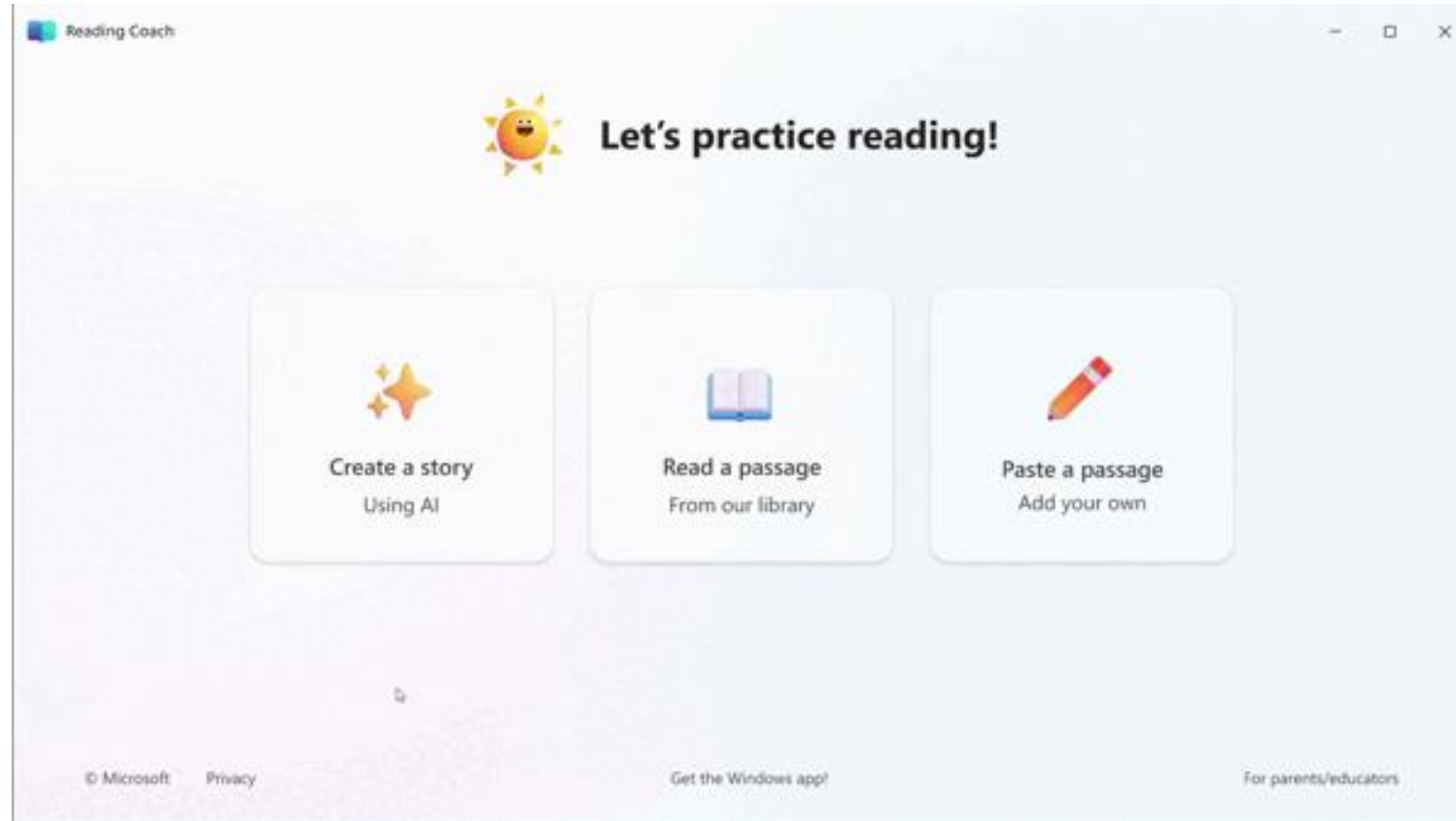
87%

Rubrics

English proficiency

Reading comprehension

Personalizing learning with **AI-powered** technology



Reading Coach now in Public Preview!

Reading Coach (Preview)

Home

You did it!

TIME READ
11 min

ACCURACY
100%

ACHIEVEMENTS

1 **First timer!**
You created your first story!

100 **100% accuracy!**
You pronounced every word correctly

YOUR NEXT READING REWARD
5 minutes

WORDS TO PRACTICE
curious
colorful
levers

Rover's Galactic Journey

Read something else

Practice words



Search



Speaker Progress

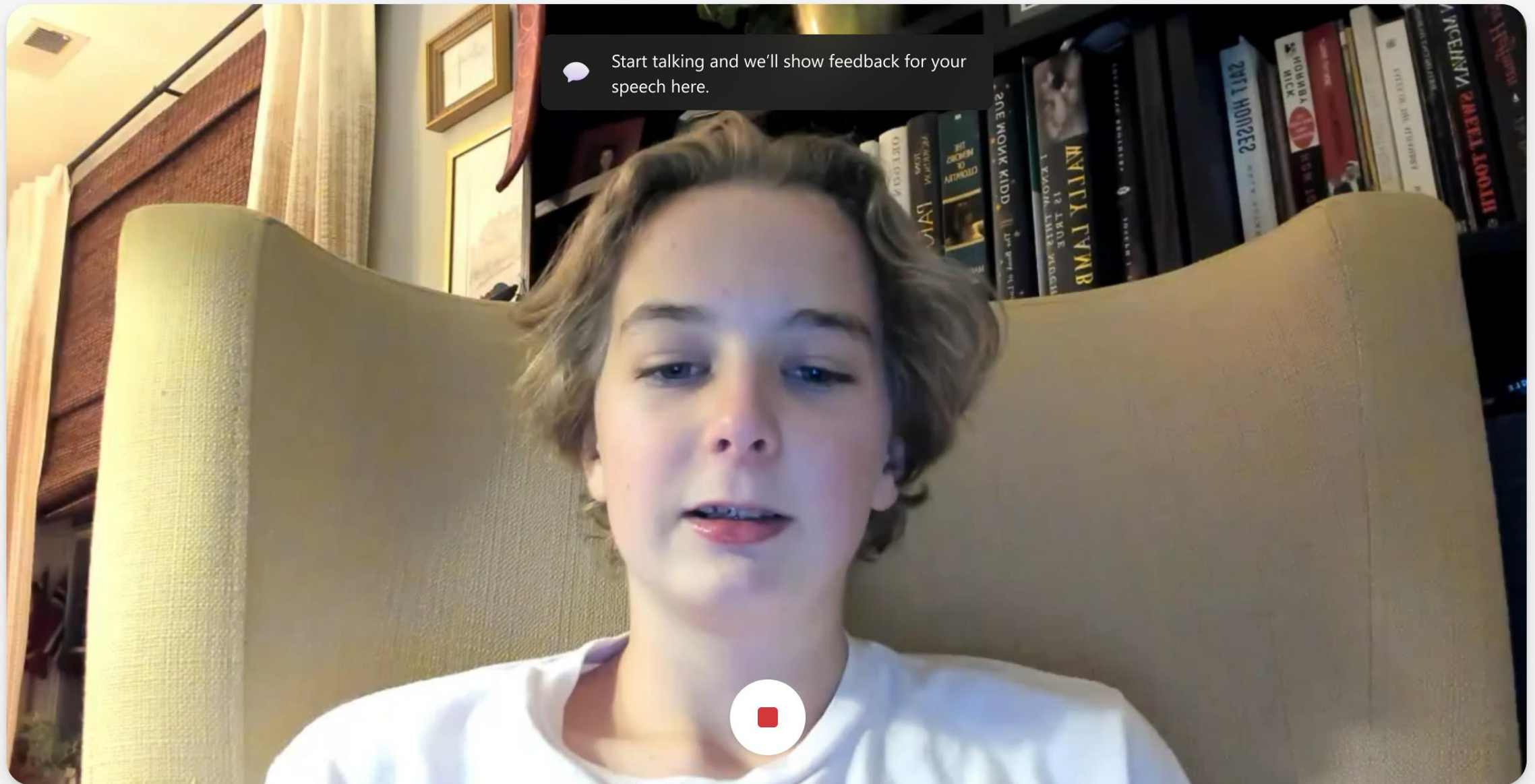
Close



Speech Practice - Week 1

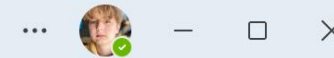
Start

3 attempts
3 minutes to speak





Search



Activity



Chat



Assignments



Teams



Calendar



Calls



Files

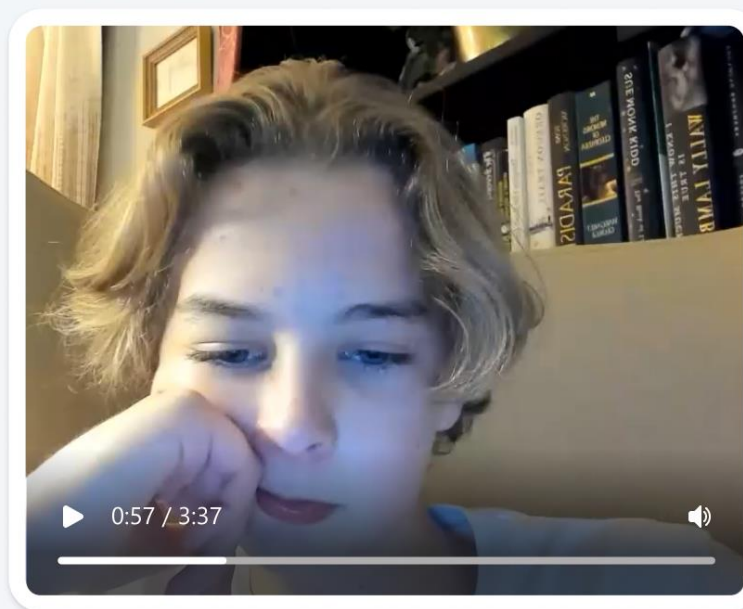


Store



Speaker Progress

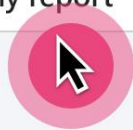
Close



Try again

View my report

Use this recording





Delivery feedback

- ❖ **Pace:** The ideal range for a presentation is between 100 and 150 words per minute. Pace feedback helps students understand if they should speed up or slow down.
- ❖ **Pitch:** If a speaker has a monotone delivery, their audience can lose interest. Pitch feedback lets students know when they should vary their tone of voice to engage their audience.
- ❖ **Filler words:** Filler words feedback helps students adjust if they're relying too much on common filler words.



Watch your pace
Slow down a bit



Watch your pace
Speed up a bit



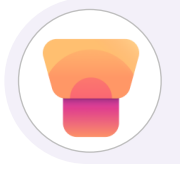
Try varying your pitch
Monotoned pitch can lead your audience to lose focus



Good pitch variation!
Keep it up!



Avoid fillers such as “um”. Try taking a deep breath.



Content feedback

- ❖ **Repetitive language:** Reusing the same crutch words too many times can be distracting to an audience. Repetitive language feedback suggests alternatives to students who are relying too much on one word.
- ❖ **Sensitive phrases:** Using profane or insensitive language can also distract from the speaker's main point. Sensitive phrases feedback let's students know when they may have accidentally made a profane or insensitive remark and provides alternatives.



Try an alternative synonym for "amazing" such as "**marvelous**" or "**fantastic**".



Avoid using profane language like "f***"



Try using "**person with disabilities**"
"Cripple" might be culturally sensitive in some cases.



Audience Engagement Feedback

❖ **Body language: Eye contact** Eye contact can help enhance audience engagement and help a speaker's voice carry better. Body language feedback reminds students to make eye contact and face the camera as well as keep the view of their face clear.

❖ **Body language: Distance** If a presenter is too far or too close from the screen it can be hard to see them and engage with what they're saying. Body language feedback also helps students know if they are a good distance from their camera.



Face the camera to show engagement with your audience



Keep the area in front of your face clear



Move farther away from the screen



Move closer to the screen



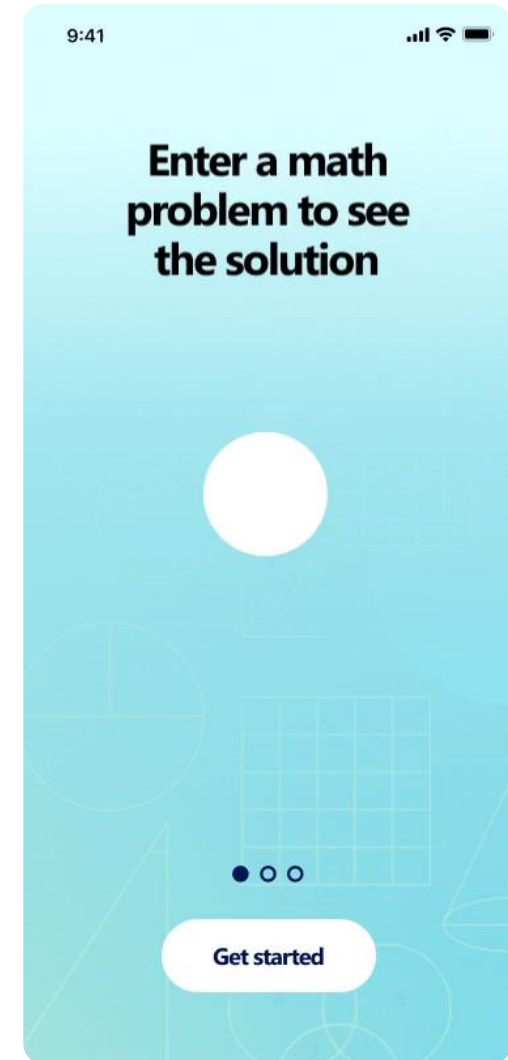
Perfect!



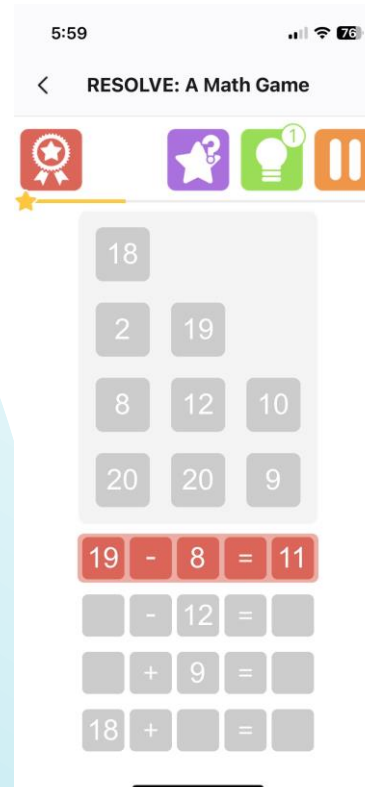
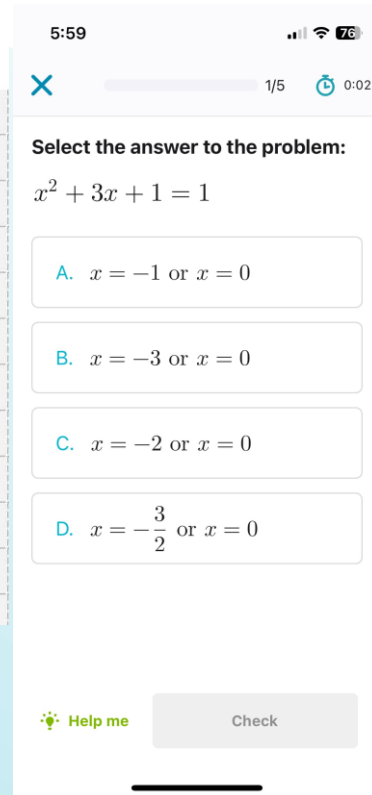
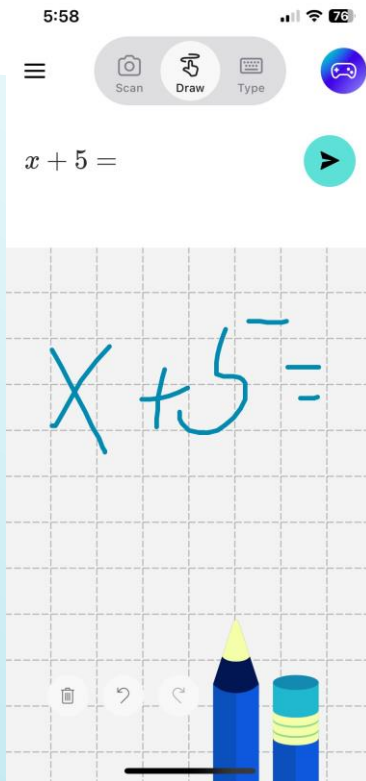
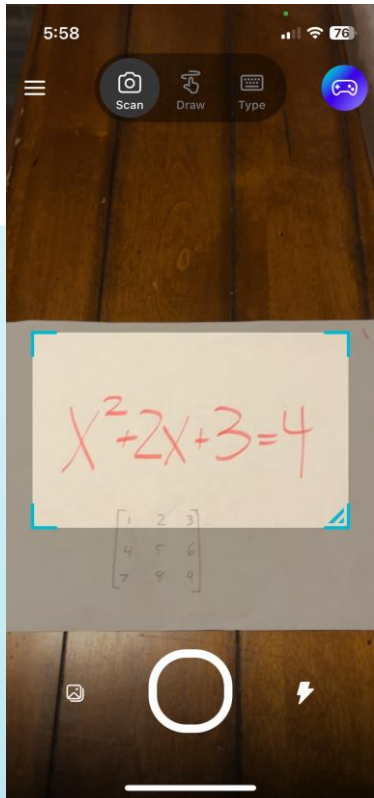
Math Solver

a math companion for all

mathsolver.microsoft.com



Free, Step-by-Step Math Help



Math Solver offers math help for simple arithmetic to advanced calculus for learners of all ages and abilities.



Type, draw, or scan a problem



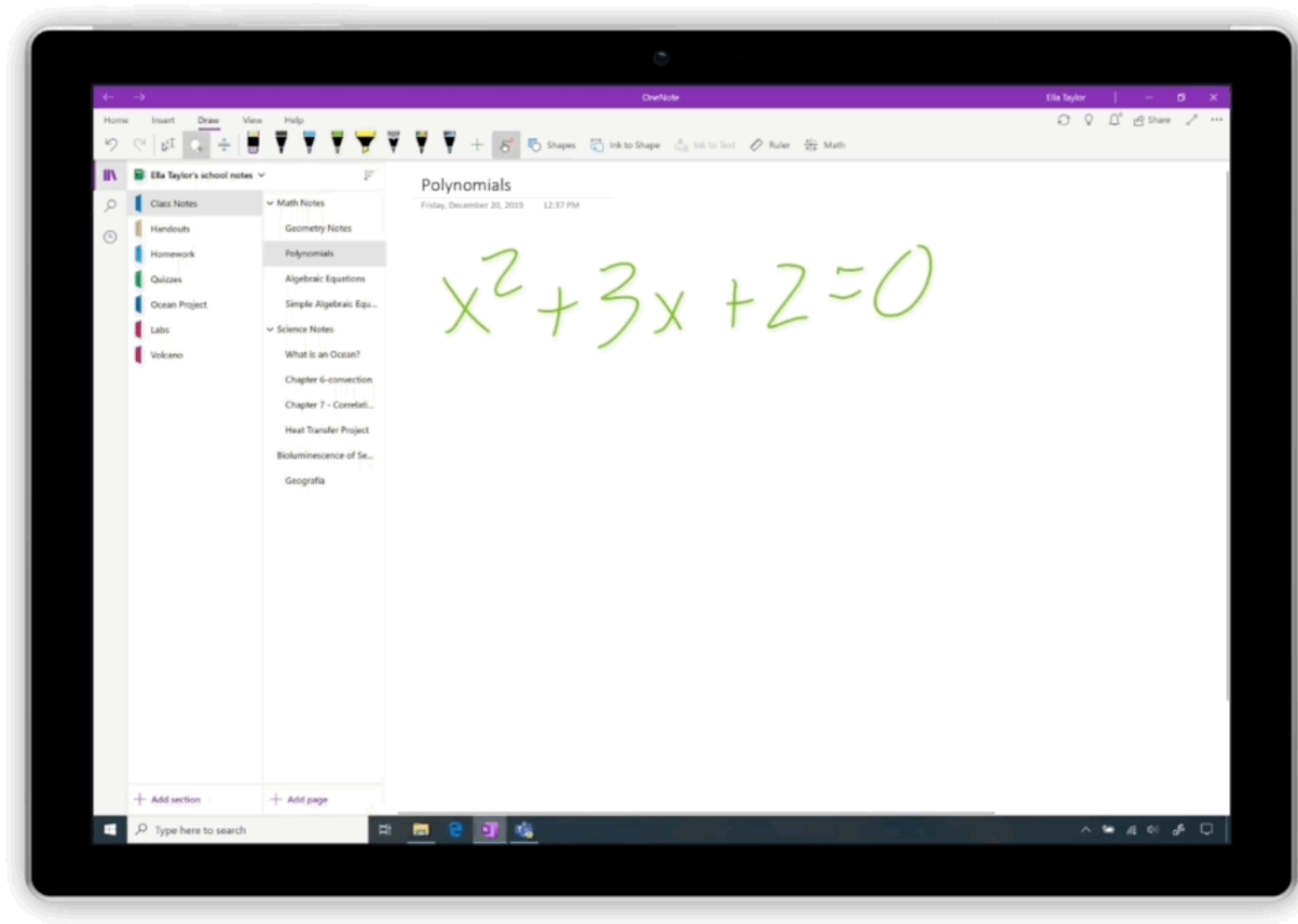
Learn from solution steps, graphs, and video content



Practice with quizzes

Math Assistant in OneNote

Available in **OneNote for Windows**, **OneNote Online** and **OneNote for iPad**



Recognizes math
from ink and text

Solves equations &
shows solution steps

One billion people living with a disability



Approximately one billion people, 15% of the world's population, are living with a disability, with at least 1 in 10 being children and 80% living in lower-income countries.

Accessibility and inclusion

Inclusively designed education solutions provide accessibility that gives students and educators multiple ways to create, engage, and participate in learning.



Inclusion and accessibility checks are built-in across our products and services so each student and educator can customize the type and level of support required.



Translation and transcription tools provide every student with the real-time support they need to fully participate in learning.



Multiple ways for students to create, engage, and participate in constructing knowledge regardless of ability.



Immersive Reader



Translator



Dictation



Narrator



Live Captions



The study of Earth's landforms is called
physical geography. Landforms can be
mountains and valleys. They can also be
glaciers or rivers. Landforms are
sometimes called physical features.



Syllables



Parts of Speech



nouns n.



verbs v.



adjectives adj.



adverbs adv.

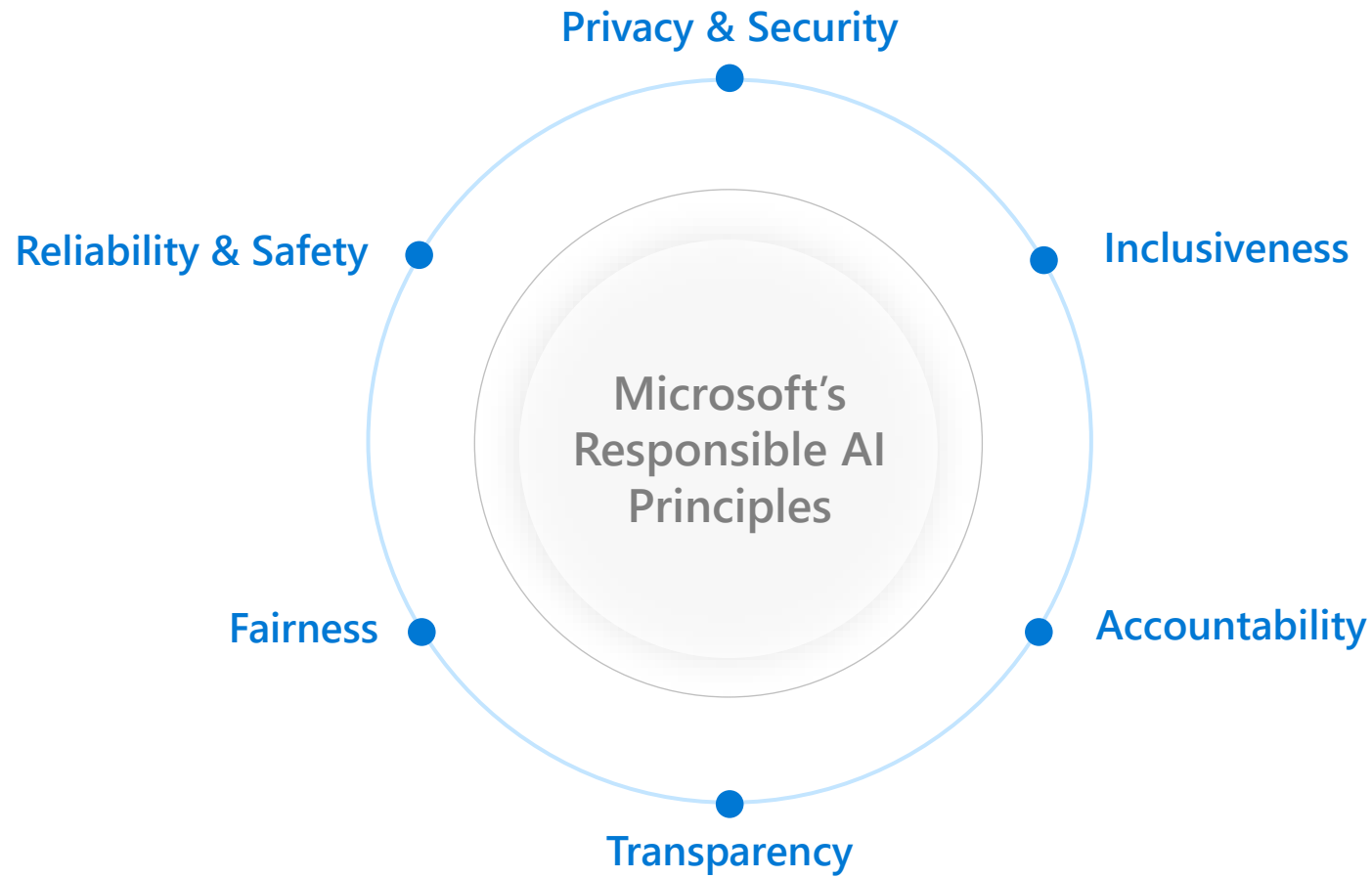


Show labels





Responsible AI



Building blocks to enact principles



Tools and processes



Training and practices



Rules



Governance

AI Trainings and Resources

For students	For educators	Adoption materials	Microsoft AI fundamentals	Learn more
AI Foundations	Empower educators to explore the potential of artificial intelligence	Microsoft Copilot	Introduction to generative AI	Expanding Microsoft Copilot access in education
Minecraft Hour of Code: Generation AI	Enhance teaching and learning with Microsoft Copilot	Copilot for Microsoft 365	Introduction to the Azure OpenAI Service	Microsoft's approach to AI
Intro to AI with Minecraft	AI Classroom Toolkit	Explore generative AI with Copilot	Responsible Generative AI	Responsible AI
AI for Earth – Minecraft lessons	Facilitate the Hour of Code: Generation AI	Copilot Prompting Toolkit	Azure AI Fundamentals	Microsoft AI help & learning
AI for Good Hour of Code - Minecraft	Prepare to teach Azure AI Fundamentals	AI Builder Prompt engineering guide	Identifying principles and practices for responsible AI	TeachAI Toolkit