

Microsoft Education

Empowering students today to create the world of tomorrow

We believe technology can inspire creativity in today's classrooms, where the makers of tomorrow reside. This next generation of creators embrace technology as their first language; learn by collaborating and communicating with anyone in the world; and create with touch, command with voice, and conceptualize in 3D. Microsoft introduces a set of educational products and services that's affordable and easy-to-manage — inspired by teachers and students and streamlined for performance and simplicity.



An affordable and accessible learning platform

Choose from the broadest array of **Windows 10 devices**, compatible with printers, peripherals, and apps, starting at £200. Two-in-one devices with **Windows Ink** start at £300. These durable devices are built for student use, with long battery life and fast startup.

New **Windows 10 Creators Update** makes it easier than ever to get Windows running in the classroom. **Set up School PCs** eases PC upgrades and streamlines deployment of new devices. The introduction of **Windows 10 S** offers Cloud convenience plus the power of apps along with security and superior performance.

Maintain control of classroom devices with **Intune for Education**, a cloud service that provides device enrollment and management. It's tailored for education, with common school scenarios and settings.

Importing student info and class rosters is simplified with **School Data Sync** which automatically creates classes and keeps them synchronized the entire school year.

Microsoft supports **accessibility** with tools built into Windows and Office. Students consume content independently with **Learning Tools**, create confidently with navigable controls such as **Windows 10 keyboard shortcuts**, and everyone can collaborate inclusively with features like **Accessibility Checker** and **Automatic alt-text**.

Modern tools for a collaborative classroom

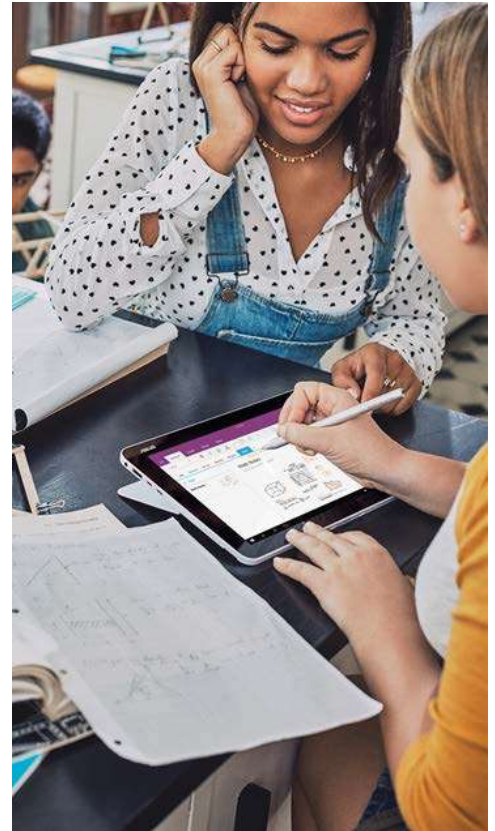
Office 365 for Education is free for schools, teachers, and students. Only Office 365 provides both online and desktop apps.

Access your documents on **OneDrive** from anywhere on any device or browser, and co-author with fellow students using **Office 2016**, **Office Online** and **Office Mobile** apps.

Office enables new ways to learn with intelligent features like **Researcher** and **Editor** to help students become better writers, presenters and data analysts. Additionally, students learn using the only software listed as a top employer demand for high-paying jobs.

Microsoft Teams is a hub for collaboration in Office 365, and later this year will include classroom experiences. Teachers will be able to manage their entire classroom workflow in Teams – share files, make announcements, and give assignments.

OneNote Class Notebooks improve the quality of collaboration and interactivity by organizing a digital binder for each class. Teachers can organize course content, give feedback to individual students, and deliver interactive lessons. It also integrates directly with your Learning Management System.



Experiences that spark creativity

Teach lessons in creative new ways with **Minecraft: Education Edition**, which includes the core game and new features for classrooms. Minecraft promotes creativity, problem-solving, and project-based experiences.

Minecraft Code Builder transforms the process of learning computer science with an engaging, collaborative approach to coding instruction.

Windows 10 delivers the most complete **3D** experience on any platform. 3D cultivates visualization and creativity as students experiment with **Paint 3D** and build complex objects with **3D Builder**.

Improve comprehension as well as math and science potential with **Windows Ink** across Windows and Office 365. A premier inking experience is superior to pen-to-paper, improving learning outcomes.

Easily create bold presentations with **QuickStarter** and **Designer** in PowerPoint. Visualize live or geographic data with new capabilities in **Excel**.

Windows 10 opens a world of interactive apps in which students learn by doing and seeing their results. Inspiring apps from the **Microsoft Store for Education** empower students to learn interactively, including LEGO WeDo 2.0, Edmodo and STEM apps like Arduino IDE.