Technology blueprint

Microsoft

Quick start guide

Revitalize learning with the right technology environment.

Technology Blueprint

- Operations & IT Management
- Devices for Learning
- Collaborative Learning Platform
- Data Driven Insight
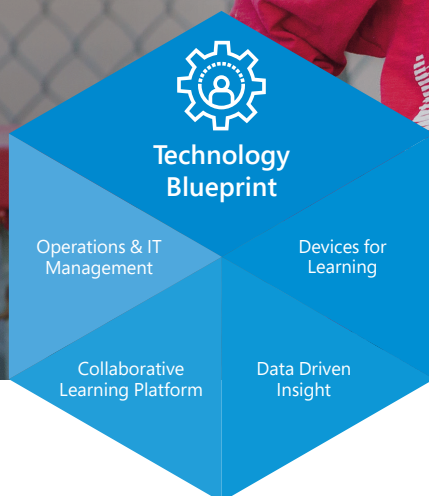
Take the next step in transforming learning

To achieve system-wide transformation, you need a stable technology environment where teaching and learning come naturally. The Microsoft Education Transformation Framework explains how four technology building blocks can help you create the perfect conditions for change.

What does the technology blueprint for transformation look like?

It provides a strong foundation: a reliable, responsive and data-driven technology environment. It empowers teachers, learners and administrators to achieve more every day with intuitive devices. And it gives everyone easy access to the data they need to gauge and improve academic and administrative performance.

How can we work toward it?

We have to walk the talk: we can't expect teachers to use technology in teaching if we don't establish agile digital administration and management and improve visibility of data to help them improve performance. The Microsoft Education Transformation Framework offers guidance in the four key areas that count most.

What's the Microsoft Education Transformation Framework?

The Microsoft Education Transformation Framework is an effective, flexible platform for education transformation. To develop it, we combed the latest research and consulted hundreds of academics, experts and policy makers. We distilled the key insights into a single powerful framework now available to school leaders everywhere. It's an excellent starting point for developing your transformative technology blueprint.

Education Transformation Framework

- Leadership & Policy
- Modern Teaching & Learning
- Intelligent Environments
- Technology Blueprint

microsoft.com/education/leaders

What's technology blueprint all about?

Operations and IT	Collaborative Learning Platform	Data-driven insight	Devices for learning
It's about creating an agile, flexible and responsive operations and IT environment. Your aim is to put in place a platform and applications that serve the needs of every learner, teacher and administrator across your educational system or institution.	It's about enabling the next-level collaboration central to modern teaching and learning. The right platform brings together people, learning content and insights. This can make the difference between success and failure for students and teachers.	It's about using evidence-based decision-making to transform student learning and your education system. There's no need to turn everyone into data scientists – simply offer easy-to-use tools so they can gauge progress and improve.	It's about choosing devices that offer superior value and support for learning. Powerful devices can run real-world software, preparing students for life beyond school, and enable rich 3-D learning experiences not available on simple web content and apps.
Insight			
Stable campus-wide high-speed network access is just the start. Applications and devices also play a critical role in success.	Collaboration is a key skill in many education systems[1] – collaborative students are more likely to improve skills in other areas like mathematics[2].	Organizations that use data – rather than hierarchy – to inform decisions are more successful in reaching their aims[3].	Offering students multi-modal learning through voice, touch and digital ink increases their ability to retain information and generate new ideas[4].
Key components			
Office apps like Word, Excel and PowerPoint offer powerful functionality for teachers and administrators while helping students get career ready. **The Microsoft Store for Education** provides inspiring apps for classroom learning, such as **Minecraft: Education Edition**, which helps develop computational thinking.	**Office 365 for Education** provides online and desktop apps for collaborating across devices – it's free for schools, teachers and students. **OneNote Class Notebook** helps teachers organize course content, run interactive lessons, collaborate and give feedback while connecting with LMS and SIS partners for assignment workflow. **Microsoft Teams** brings conversations, content, and apps together in one place to create collaborative classrooms and connect professional learning communities and administrators.	**School Data Sync** helps you automate the import and integration of School Information System (SIS) data for use with Office 365.	**Windows 10 devices** are powerful and student-appropriate with support for **Windows Ink** and 3-D. **Microsoft Intune for Education** enables you to provision and manage your school's apps, devices and settings centrally. **Learning Tools** are free and offer proven techniques to improve learning outcomes. Available for the OneNote desktop app, Office Lens, OneNote Online, Word Online and Word desktop. **Whiteboard** lets teachers create big screen interactive lessons with real-time sharing and collaboration via Class Notebook and Classroom.

Take the next step

1. Get resources

For more information about the four building blocks of our technology blueprint and to gain access to the components described and much more, please visit our website.

2. Request a workshop

For help creating your own technology blueprint, just ask. Microsoft's in-house experts and education transformation partners can get you started with workshops tailored to your team.

3. Deploy and Manage your Cloud IT solution with Microsoft Education

Use our guide to discover how you can quickly and easily use the new Microsoft Education system, consisting of new and existing cloud services and tools, to implement a full IT cloud solution for your school system.

aka.ms/educationcloud

1. OECD, 2017 www.oecd.org/pisa/pisa-2015-results-volume-v-9789264285521-en.htm 2. Langworthy et al. 2017 edudownloads.azureedge.net/msdownloads/Fresno_PLI_Analytics_Report_Year_1_2017.pdf 3. MIT 2017 cisr.mit.edu/blog/documents/2017/08/17/2017_0801_datadriventransformation_somehwixom.pdf 4. Oviatt, 2013 www.amazon.com/Design-Future-Educational-Interfaces/dp/0415894948; Van der Meer & Van der Weel 2017 www.frontiersin.org/articles/10.3389/fpsyg.2017.00706/full?&utm.pdf