

Microsoft Teams -

Creating collaborative classrooms

If you visited Bett this year, you'll know that everyone is talking about Microsoft Teams and how to create collaborative classrooms!

Microsoft Teams is a digital hub that brings conversations, content and apps together in one place. Teams means that you can create collaborative classrooms, connect in professional learning communities and communicate with staff – all from a single experience in Office 365 Education. The hub provides the enterprise security and compliance features you expect from Office 365, including eDiscovery and legal hold for channels, chats and files. Plus manage how your school communicates, with new controls designed for education, including deleting offensive posts or muting class conversation.

Microsoft Teams saves time and simplifies everyday logistics, leaving teachers free to dedicate themselves to their students:

- School Data Sync automatically populates classes with student rosters connected to the school's information system.

- OneNote Class Notebooks are built into every class, allowing teachers to organise interactive lessons and deliver personalised learning right from Teams.
- Apps integrate into the classroom experience, so teachers can quickly access the Office 365 apps they already use – like Word, Excel, PowerPoint, and Planner – and customise their classroom with education apps.
- End-to-end assignment management in Teams enables teachers to move quickly and effortlessly from creation and distribution to grading and feedback.

Talk to us about how you can transform the way your staff, teachers and students collaborate in teams and communicate as a school.



Interact with the world with Skype in the classroom

Skype in the Classroom is completely free to educators and experts around the world to connect and share learning experiences using the standard free version of Skype. To participate, all you need to do is download Skype and create a Skype account. You can use that account to register on the Microsoft Educator Community, browse content and use the filters to find the perfect learning activity for your students, then request a session. There are hundreds of guest speakers and learning activities which bring the curriculum to life, enabling your students to interact live with experts and virtually visit many exciting places in the world.



Virtual Field Trips

Take your students for an adventure without leaving the classroom. Visit our experts out in the field all around the world!



Skype Lessons

Take your students around the world without ever leaving the classroom. Skype lessons are live learning activities given by experts via Skype around a specific topic or theme.



Skype Collaborations

Connect with other educators around the world and collaborate on a specific project. For example, if you're teaching biomes, why not Skype with another class who live in a very different biome to you?



Mystery Skype

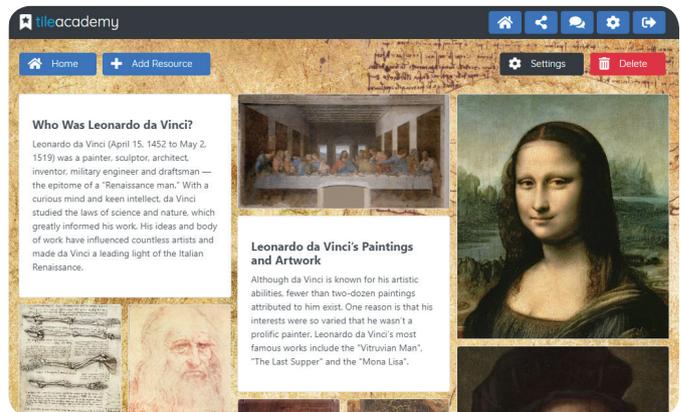
The global guessing game that gets kids learning about geography, culture and the similarities and differences of how children live all over the world.



Guest Speakers

Find hundreds of volunteer guest speakers from around the world on a wide variety of subjects. Guest speakers are experts in a subject area such as authors, scientists, engineers, zoo keepers... the list is endless!

Software Development News



There is no mistaking that the face of IT is changing, especially within the education sector. As more and more schools look to cloud services to enhance communication and collaboration, Medhurst continues to provide solutions that deliver. In a cloud-based future those solutions will increasingly be answered with software. So, we are building on our existing development team and growing our product line. Expect to see Medhurst showcasing collaboration tools that extend popular cloud platforms such as Office 365 and Google Apps in the next few months.

If you can't wait, have a look at our latest product www.tileacademy.com. A digital bookmarking solution for education.

Collect and organise disparate electronic content such as YouTube videos, documents, images, and hyperlinks together and share them with your class or colleagues. Use single sign on to launch other third-party websites without the need to login again, and access a bank of thousands of resources created by leading e-content providers and other educationalists around the globe.

Are you having issues moving to the cloud?

If you would be interested in joining our steering committee and working with our development team to build solutions that overcome issues of cloud adoption in your school please get in touch.

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Our Partners and Accreditations:



Medhurst ISO/IEC 27001 Accreditation and GDPR

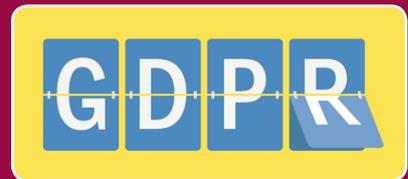
Right now, our Information Security team at Medhurst are working hard to update our Information Security Management System (ISMS) and GDPR plans. As part of this we have decided to become ISO 27001:2013 accredited.

ISO/IEC 27001 is the best-known standard in the family providing requirements for an Information Security Management System (ISMS). We believe that achieving ISO 27001:2013 accreditation demonstrates our commitment to follow information security best practice, backed by an independent, expert assessment.

To assist with our accreditation, we will be working with The British Assessment Bureau (BAB), a UKAS accredited authority for auditing and certification and BusinessFlow, an ISO and BS EN standards implementation specialist.

Our Stage 1 audit was completed in March 2018 and Stage 2 final audit will be June 2018. Throughout this process we are committed to being GDPR compliant no later than the deadline date of **25th May 2018**.

Please do contact us with any queries you may have. The letters of commitment from BusinessFlow and The BAB can be viewed on our website: <http://medhurst-it.com/latest-news/>



Putting IT on the Sustainability Agenda with the Circular Economy



Every year Apple delivers its eagerly awaited announcements. Most recently we were introduced to the iPhone X. Many Apple fans will soon be ditching their old iPhones in favour of surgical grade stainless steel design and a super retina screen. New technology can be very exciting for consumers with thousands queuing around the block to get their hands on the latest device - but this endless desire for the latest release can create a huge amount of waste and threat to our planet.

The Circular economy is the innovative progressive model, building economic, natural and social capital through restoration and regeneration.

160 million new laptops are made every year, 160,000 are disposed of every day in the EU alone. Yet, 70% of those laptops can be reused and we're working with Circular Computing© to offer schools these sustainable, affordable and environmentally friendly laptops.

The re-manufactured laptops are fully disassembled, upgraded and reassembled, before being sprayed and processed to a new cosmetic condition. All with a 3-year warranty for your peace of mind. Not only prolonging the life of the laptop, but affording the education market enterprise grade IT – otherwise out of most budgets.

Here's a great example:



i5 Enterprise Grade Laptop

From either **£360 ex vat** or **£10 a month** on a minimum three year rental period, both with a three year warranty

Add a refurbished docking station for **£70** or **£2 / month** for 3 years

Add 3 year Accidental Damage Insurance for **£72** or **£2 / month**

Add 3 year Accidental Damage and Theft Insurance for **£108** or **£3 / month**

micro:bit in Wonderland

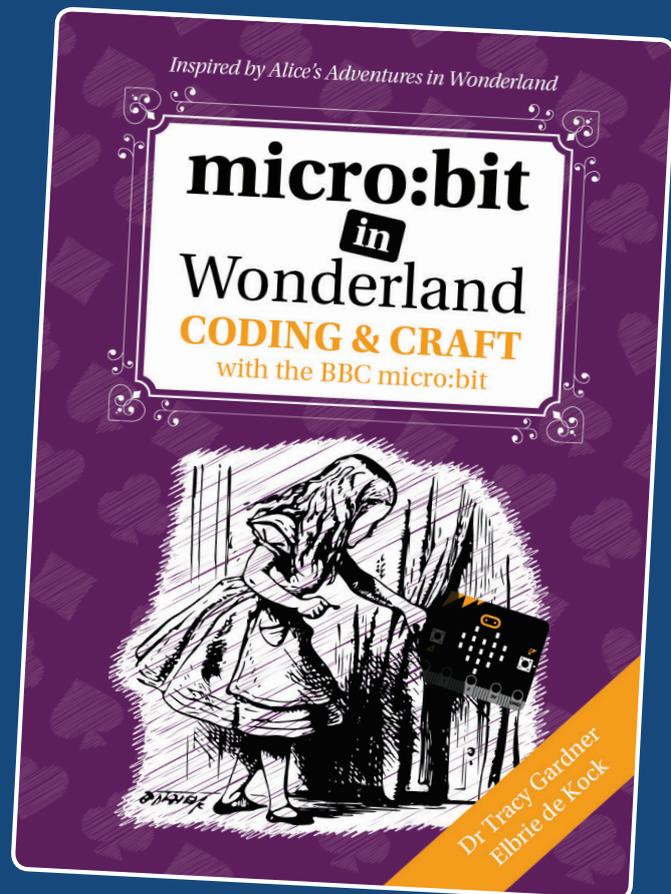
TECH AGE™ KIDS

Engaging, affordable and cross-curricular tech resources for the classroom are few and far between. The BBC micro:bit, however, ticks all the boxes – it is a low cost, small programmable computer designed for introducing kids and teens to programming and physical computing. Award winning bloggers, Tech Age Kids, have written a book for beginners to the micro:bit. The book is called micro:bit in Wonderland and takes inspiration from Lewis Carroll's classic story from the Victorian era. The book contains 13 projects that progressively increase in difficulty to lend itself to as many learners as possible. Each activities perfectly combines coding with craft and computational thinking with design and technology.

The projects are ideal for cross-curricula lessons, linking with history, music, physical education, drama and, of course, English. micro:bit in Wonderland is written by computer scientist, Dr Tracy Gardner, previously worked at IBM and taught Computing at primary level, and designer, Elbrie de Kock, previously worked in different industries in design and marketing. They also run local code clubs, coder dojos and family tech events.

The micro:bit is programmed with the Microsoft MakeCode editor in its drag and drop blocks mode – accessible freely online, so no additional costs. The micro:bit itself, and the additional materials used are inexpensive and readily available from educational suppliers. To access 3 free bonus projects available as a taster, please go to alice.techagekids.com for more information.

Find out more about the micro:bit from The Micro:bit Education Foundation at www.microbit.org



MINECRAFT: EDUCATION EDITION

Minecraft: Education Edition is a collaborative and versatile platform that teachers can use across subjects to encourage 21st-century skills. It's an open-world game that promotes creativity, collaboration and problem-solving in an immersive environment where the only limit is your imagination.



The platform offers special features for teachers such as easy tutorials, classroom management tools, secure sign-in, classroom collaboration and tons of sample lessons, plus a global network of mentors and tech support.

Real Learning Outcomes

Use Minecraft: Education Edition to teach a range of subjects, from history

and chemistry to sustainability and foreign languages, and can map lessons directly to specific learning outcomes and curriculum standards.

Build 21st Century Skills

The platform helps prepare students for the future workplace, building skills like collaboration, communication, critical thinking and systems thinking. The open learning environment gives students the freedom to experiment, encouraging creative self-expression and problem solving.

Learn to Code

Code Builder is a feature that allows students to learn coding in Minecraft using tools including Code.org, Tynker, Scratch and Microsoft MakeCode. Students can use blocks of code or JavaScript to build and create in Minecraft. Minecraft Hour of Code also offers a free, one-hour introduction to coding basics.



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