

CLASSROOM DEVICES FOR LEARNING SOLUTION

EMPOWERING THE STUDENTS OF TODAY TO CREATE THE WORLD OF TOMORROW

By Jan Michael Uy

65% of students will have jobs in the future that don't exist yet



More than 50% of today's jobs require some technology skills,



and experts say that percentage will increase to 77% in less than a decade

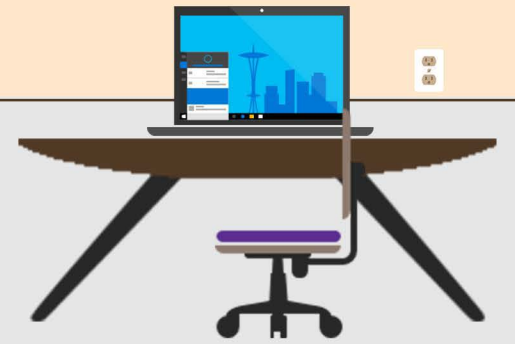
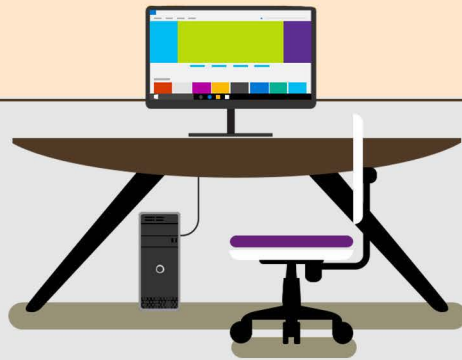
"The world economy no longer pays for what people know but for what they can do with what they know"

- Andreas Schleicher
(OECD Deputy Director of Education)



THE MODERN CLASSROOM

Microsoft is working to create a better learning environment for every student, with modern tools that are intuitive, collaborative, and accessible to all



CHOOSING THE RIGHT DEVICE



The device choice matters, with quality low cost devices and management options available to help enable the modern classroom experience to become a reality.

Solutions such as the modern classroom are key to provide discreet uses of technology to address the right education challenges while leveraging partner solutions on Microsoft platforms.



PERSONALIZED LEARNING

Establish a Vision for Learning

Key conditions in personalized learning effectiveness

Benchmark study respondents believe:

79%

Students work at their own pace

69%

Ability for students to receive help when needed

Drive Key Goals

Improve student outcomes



Expand student access

Leverage Modern Resources



- Modern Identity
- Help desk/Real-time feedback
- Self-paced coursework
- Digital Inking

"Memory retention increases by nearly 38% when using digital inking"

COLLABORATION AND TEAMWORK

"Coming together is a beginning; keeping together is progress; working together is success." - Henry Ford

Collaborating in Teams

Capturing Ideas



Sharing Documents

Providing Feedback

EQUITY AND EMPOWERMENT

Accessible Learning for Everyone

70% of disabilities are invisible to the eye



Leverage modern learning tools to improve reading and writing skills

Promote Problem-Solving Skills



"Play is our brain's favorite way of learning."
- Diane Ackerman
(Game Based Learning & STEM)



Sparking Creativity



86% of students report improved learning in 3D

89% of students say creativity is essential to their future

FUTURE READY SKILLS

Skillsets and Certifications

Modern Workforce Tools

