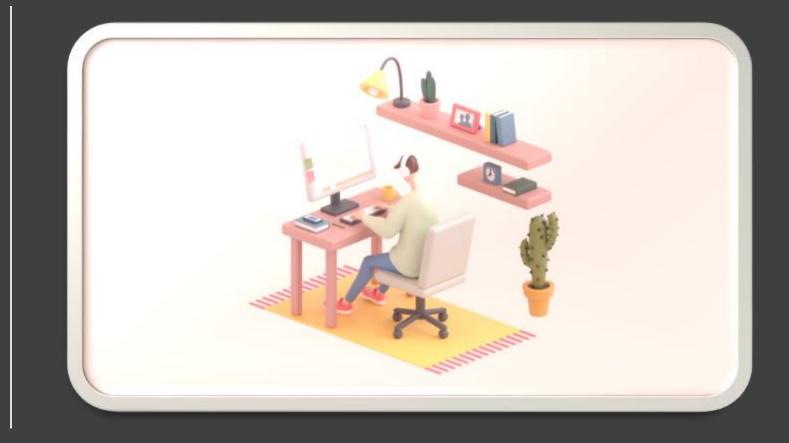
# VIRTUAL LEARNING EXPERIENCE

It allows, through various resources such as computer applications, lessons and activities, to promote exchange and interaction.





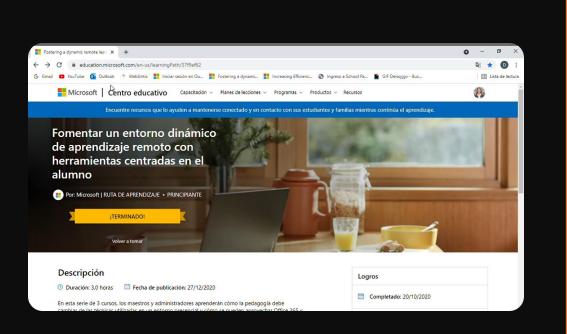




# DEISSY JOHANNA GAMBA VACA Physical Education Teacher

I am a teacher in the area of Sports at the Andean school Deutsche Schule Bogota.

Next, I will show you how I have used the Microsoft teams tool from my subject and its application in virtual classrooms during the course of the pandemic generated by the Covid-19 virus.

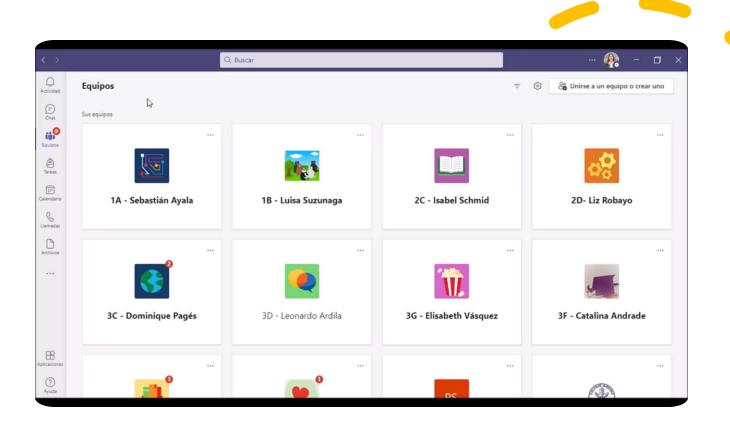




## MICROSOFT INNOVATIVE EDUCATOR

#### **PROGRAMS - MIE EXPERT**

The teams platform facilitates teamwork, sharing and enriching the knowledge of students, faculty and administrative staff of the institution with the help of new technologies and didactic strategies to support the teaching work, offered by Microsoft Teams.



- Meeting calendar.
- Video and non-video calls between members and external personnel.
- File management within the platform.
- And use of applications among others.

# CHARACTERISTICS

- Notification of activities or alerts of the members that are part of this platform.
- Private or multi-user group chats.
- Work teams.
- Assignment of tasks.



-0.00

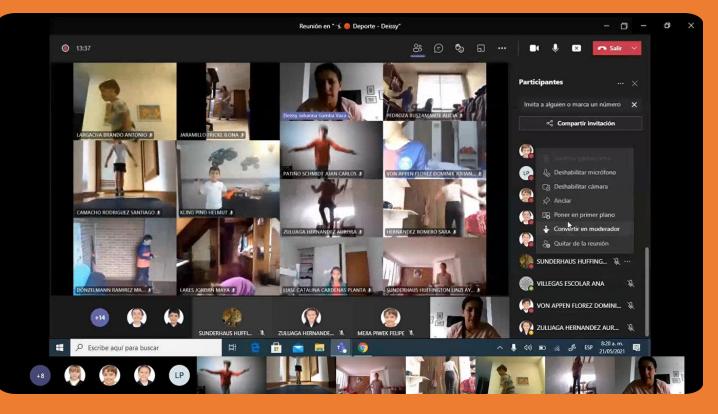
# HOW DO I USE MICROSOFT TEAMS IN MY CLASSES?



# Hybrid

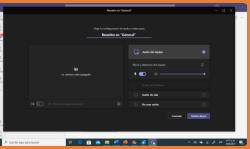
## Asynchronous

# Synchronous



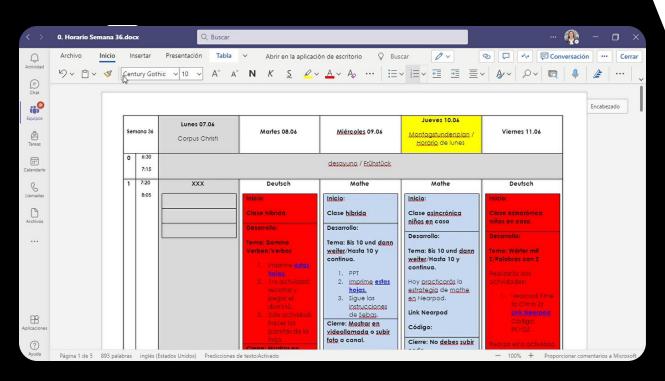
These are those where all the students, together with the teacher, are in remote locations to receive and give the classes through different devices, such as ipad, computer, telephone, among others.

All students are at home through a sports channel meeting.





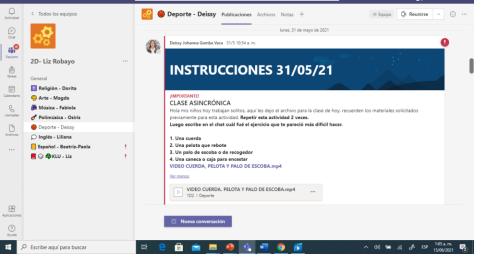




# Asynchronous

Teams allows students to work autonomously with the support of the platform, using the different resources it offers to carry out their work, having the materials that we can link teachers in a clear and concise manner in each of its functions.





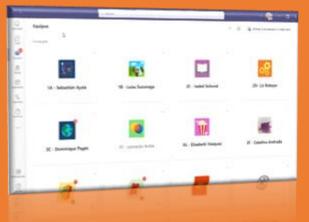






# Hybrid

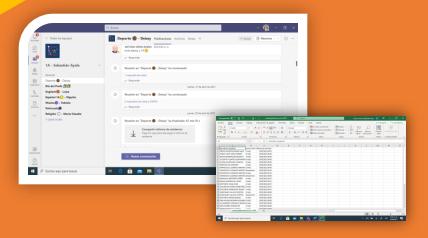
Students have the opportunity to interact with their peers, either from home or from school.



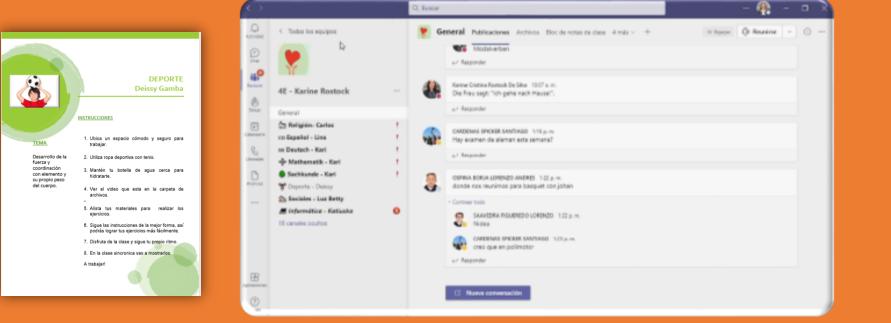
Variety of equipment

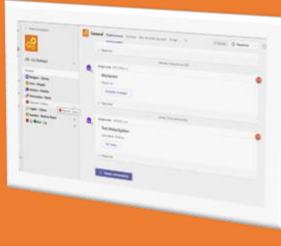
#### ADVANTAGES OF TEAMS





#### Download attendance lists





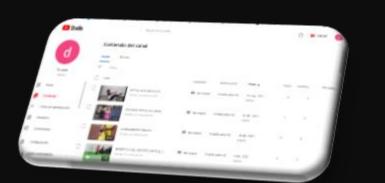
#### channels

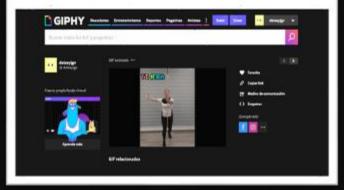
Upload files

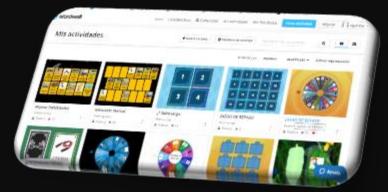


# USE OF OTHER APPLICATIONS

During the classes, students were able to work collaboratively, generating greater participation, appropriation of the contents and taking advantage of the use of tics.







#### •••••

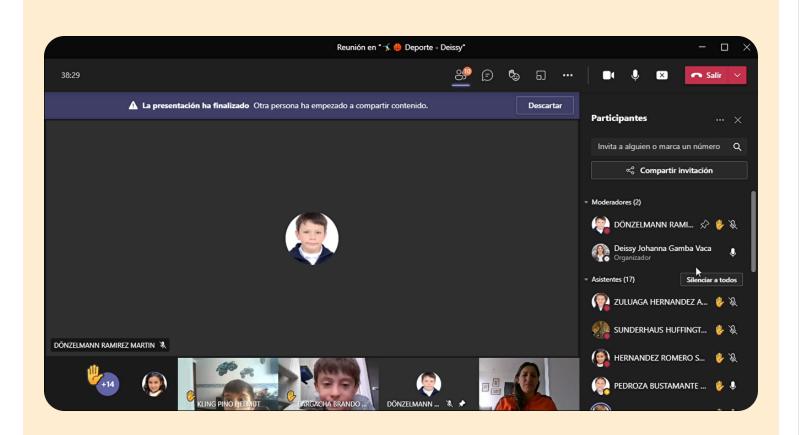
# Use of Tics





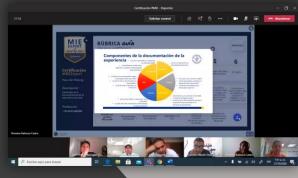


### EVALUATION IN VIRTUAL LEARNING ENVIRONMENTS



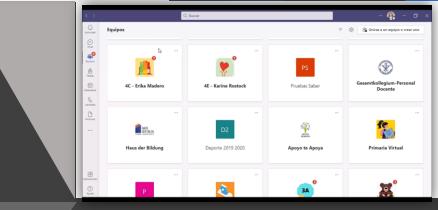
• With the use of technologies, evaluation processes can be more didactic and interactive.

• Here it can be seen that the students themselves had the possibility of playing a game to choose the exercises to be evaluated through an application.

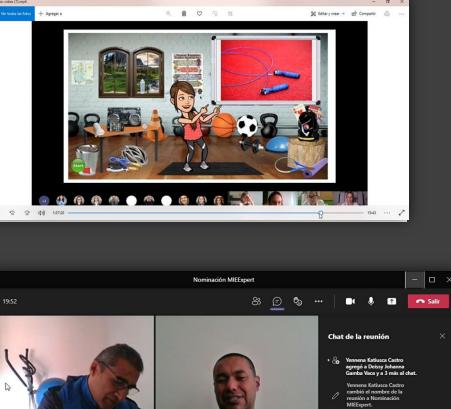


Teams also allows generating workspaces with other colleagues, exchanging ideas and knowledge, cooperative work such as meetings by areas, training, among other things, as well as transmitting relevant information to other personnel of the institution.





Training Cooperative work Knowledge exchange







# CONCLUSIONS

The human being is highly adaptive and given the circumstances we are going through in the technological advancement that this time has brought, great professional challenges in the digital field still await us and it only makes me think that resilience in these processes of change is essential in different situations of daily life to move forward.

Seeking in this way to be innovative from the way it gets, produces and delivers knowledge, as well as how it has the ability to face to transform it and that in educational contexts, learning is immersed in a constant advance without retreat, just to bring benefits in new forms of education and enrich it with new alternatives to also meet the diversities in learning and be reflected in the skills that brings the XXI century.