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Cooperation Agreement

between

The United Nations Educational, Scientific and Cultural Organization.

Whereas Microsoft supports the objectives of UNESCO as stipulated in UNESCO's

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collaborate with UNESCO on the Syllabus by drawing on Microsoft's experience in

designing ICT products and services for use by educationalists and contributing know-how and technical expertise during the Syllabus concept and development phase. Microsoft will also contribute resources to illustrate and promote the concept of the Syllabus, commencing with a multi-media presentation of "lessons" that illustrate potential outputs from the

Syllabus.

- building web communities of practice

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Microsoft may invite UNESCO to join the global Partners in Learning board that

expertise with other centres to benefit under-served youth, help them meet future challenges

SEE APPENDIX 2

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In the fields of access and learning : -

SEE APPENDIX 2

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UNESCO and Microsoft will work together to identify which languages should be prioritized as part of the program. Microsoft will then work with local

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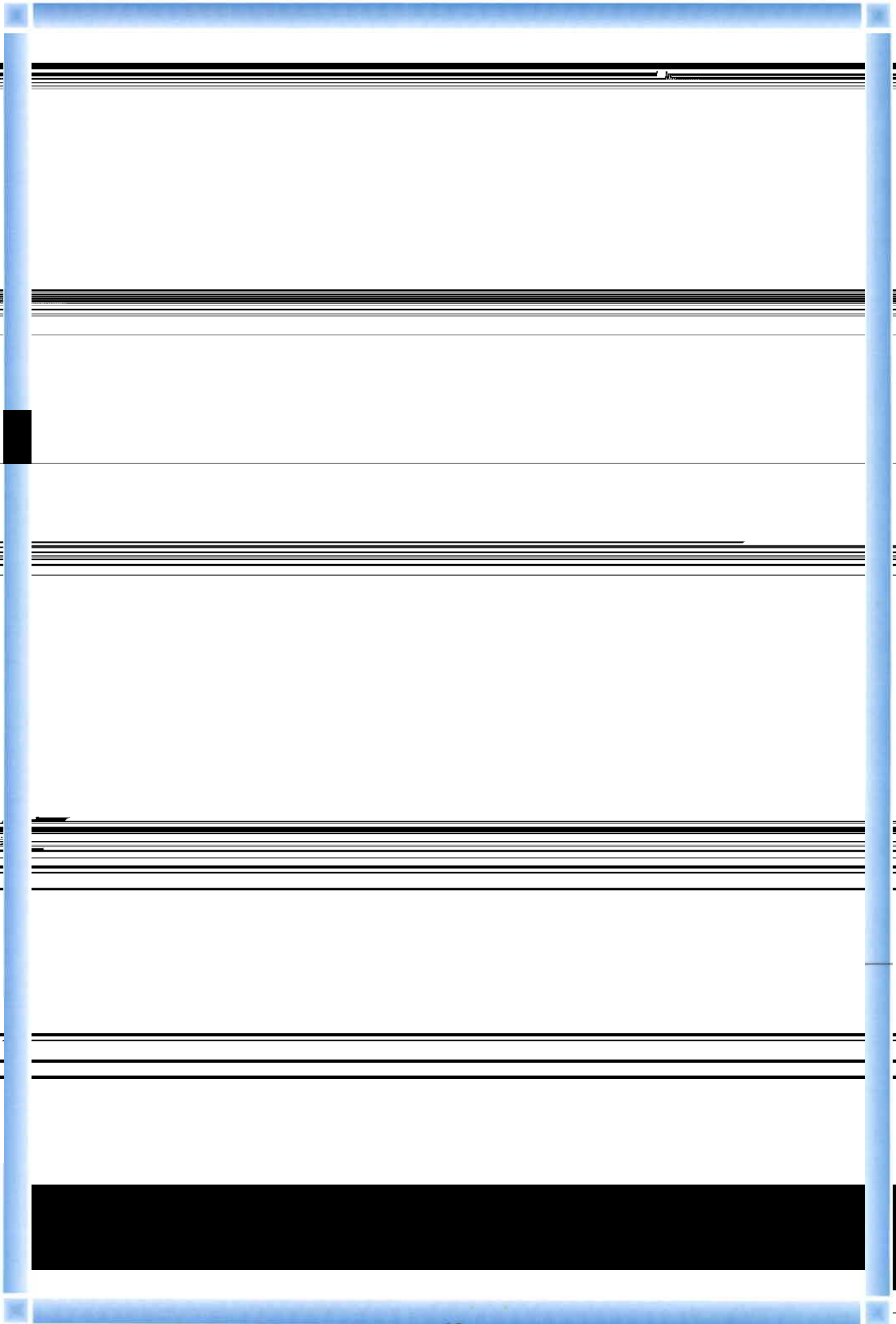
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Article 15 - Conformity with Laws

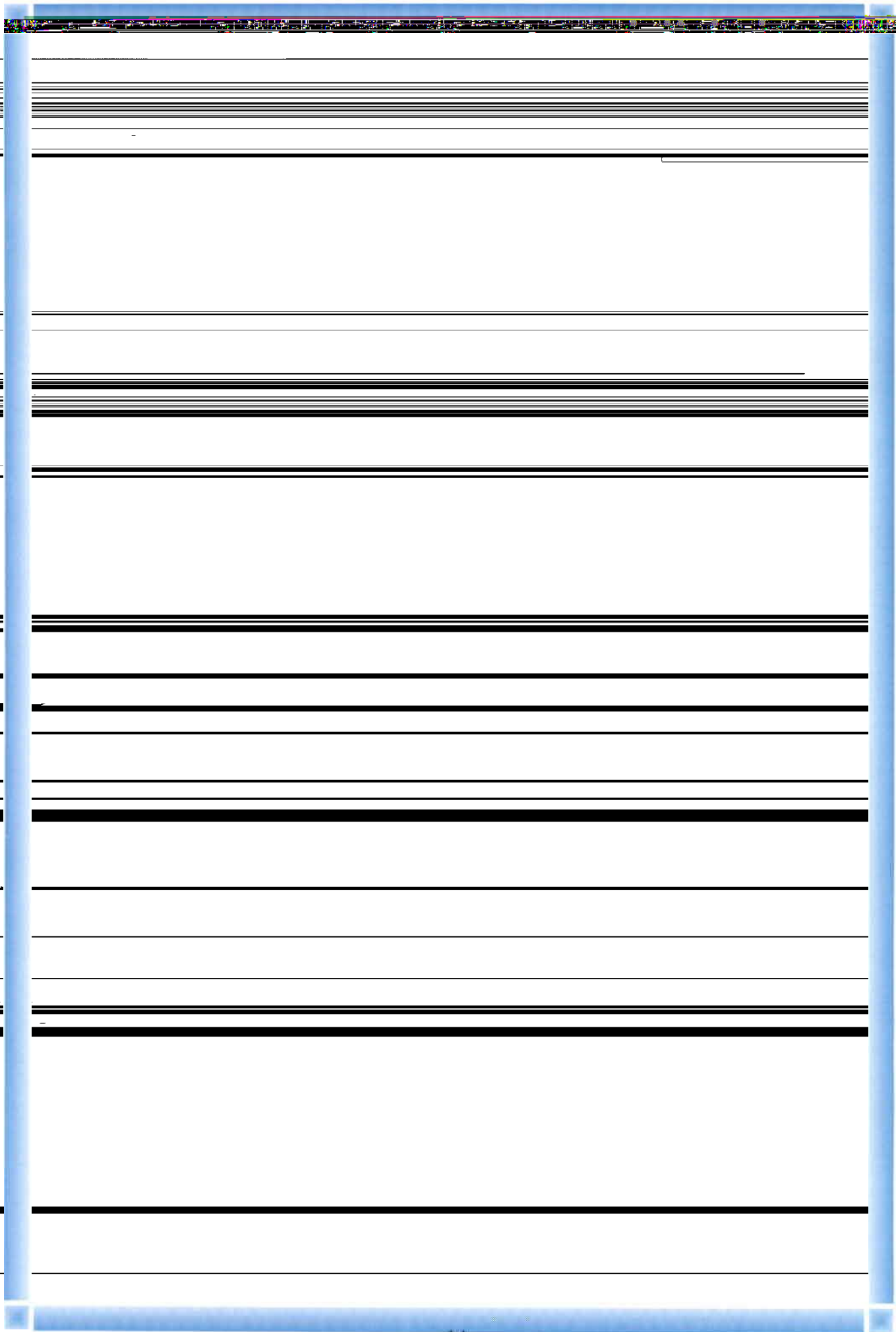
Microsoft agrees to respect the laws of the countries in which it operates. Microsoft

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APPENDIX 2 – MICROSOFT INITIATIVES

INNOVATIVE TEACHERS NETWORK

teachers with content, tools and services. The core objective of ITN is to enable teachers to efficiently perform their daily classroom tasks, collaborate and

enhance their professional skills by learning and sharing best practices. It allows

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APPENDIX 3 – PROJECT DETAILS

1. UNESCO Knowledge Communities - building web communities of practice

UNESCO's Knowledge Communities

Web-based communities of practice in UNESCO's fields of competence

UNESCO's quest towards building knowledge societies recognizes the great importance of

"Communities of practice are groups of people who share a concern or a passion for something they do and who interact regularly to learn how to do it better." (Source: Etienne Wenger)

makes it possible to connect collaborative people and spaces – to build a galaxy of "web-based communities of practice" that will foster the exchange of know-how and sharing of experiences. With a focus on community empowerment and participation, UNESCO will use

built from web sites, databases and sets of best practices. They also consist of members exchanging knowledge, sharing experiences, building relationships, and developing a sense of

homogenous vision and approach.

Regarding the new opportunities offered by the information and communication technologies

(ICTs), and in particular Internet and the Web, Etienne Wenger says: *“New technologies such as the Internet have extended the reach of our interactions beyond the geographical limitations of traditional communities, but the increase in flow of information does not*

obviate the need for community. In fact, it expands the possibilities for community and calls

is influencing theory and practice in many domains. From humble beginnings in

1.2 Vision and Objectives

realise the potential of communities of practice. this could be of significant assistance in

- A document repository for their knowledge base:
- Mechanisms for organizing, searching, rating and cataloguing content:

sometimes also for the community at large, including the ability to know who is participating actively, which documents are downloaded, how much traffic there

cooperation, social responsibility, democratic values, and tolerance. Learning modes will become a diversified mixture of self-instruction, group work and tutoring.

This Community is intended to provide a collaboration space for experts working in the area

The SSN provides an environment in which communities may be created and

2. Syllabus for Teacher Training on Integrating ICT into Teaching

UNESCO Teacher Training Syllabus

Quantum leap in teacher training on using ICT in the classroom

UNESCO strongly believes that modern information and communication technologies (ICTs)

7 Sub-regional Resource Centre to Support Youth Information and

Community Access and Development
Supporting Youth Learning and Learning Centres

Learning Structures in the North African Arab States

Community Access and Development

- Promote the efficient use of Information and communication technology resources in the

- and facilitation collective responses;
- Establish a centre of excellence and a shared resource for capacity-building for youth oriented information structures and networks;
- Create conditions for regional and inter-regional networking, including contribute to the

The Microsoft Unlimited Potential programme focuses mainly on narrowing the technology and skills gap to promote digital inclusion and a society that invests in life long learning. The programme also provides IT skills and access to community learning centres. Through this programme, Microsoft would contribute in the following ways:

- Unlimited Potential Grants – seed money to support Train the Trainer & IT skills

- IT skill development curricula and certification: