Microsoft's Global Commitment to Education

May 2017 Fact Sheet



One of Our Biggest Societal Challenges

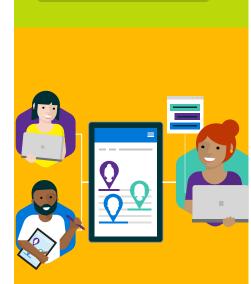
- 61 million children around the world are not in school¹
- 82 percent of teachers in the U.S. cite constantly changing demands as the top challenge they face.²
- The Bureau of Labor Statistics projects that by 2020 there will be 1.4 million computer-science-related jobs available and only 400,000 computer science graduates with the skills to apply for those jobs.³
- 72 percent of classrooms in the U.S. have special education students, and 73 percent of classrooms have readers that span four or more grade levels.⁴

Empowering Every Student

- In the last year, Microsoft donated more than \$650 million, including over \$142 million from our own Giving Campaign, benefitting nearly 19,000 nonprofit organizations and schools.
- Microsoft has also committed \$1 billion in cloud services for nonprofits and researchers to support the public good, donating \$465 million to 71,000 organizations.
- Microsoft provided more than \$75 million in YouthSpark grants to improve digital literacy and expand access to computer science education to hundreds of high schools.
- More than 80 percent of students benefitting from YouthSpark grants are from underserved communities, and more than half are female.⁵

Fueling the Collaborative Classroom

- There are 100 million monthly active users of Office 365.
- Teachers in 146 countries around the world are able to use Office 365 for Education free of charge.*
- A total of 15 million student notebooks have been created in OneNote at a rate of approximately 45,000 new student notebooks each day.
- Free accessibility tools with Office 365 for Education, like Learning Tools immersive reader in OneNote, have increased students' reading speed and comprehension.
- More than 500,000 schools around the world are currently using Skype in the classroom and during our annual Skype-a-thon, classes traveled more than 10 million virtual miles in 2 days.⁸



Microsoft's Global Commitment to Education

May 2017 Fact Sheet



Providing a Platform for Success

- Windows is available in 196 countries and continues to be the leading global platform for K-12 education, with twice as many Windows devices shipped in 2016 than any alternative.⁷
- With Intune for Education and the Set up School PCs app, schools can now use USB keys to set up hundreds of student devices in a single day. A single device can be loaded in as little as 30 seconds.
- Microsoft has tested the top 200+ education websites to ensure compatibility with Microsoft Edge.
- In the last year, nearly 2 million educators have viewed the content in Microsoft's online educator community.⁸

Sparking Creativity

- Nine out of ten teachers see creativity as central to future careers and 93 percent of students view technology as key.⁸
- Since launching last November, Minecraft: Education Edition is already being utilized in more than 100 countries around the world⁸ and has a library of 200+ lesson plans available to help teachers get started.
- Educators in 62 countries are currently using our Hacking STEM lesson plans.⁶
- Studies show improved test performance and passion for learning among students who experience 3D content, girls in particular.⁹

1 http://www.uis.unesco.org/_LAYOUTS/UNESCO/oosci-data-tool/index-en.html#en/cover/in-out-school/poorest-richest

2 http://www.scholastic.com/primarysources/teachers-on-teaching.htm

- 3 https://obamawhitehouse.archives.gov/blog/2013/12/11/computer-science-everyone
- 4 http://www.scholastic.com/primarysources/PrimarySources-2014update.pdf
- 5 https://www.microsoft.com/en-us/philanthropies/impactletter.aspx

6 Microsoft customer usage report, May 2017

- 7 http://www.futuresource-consulting.com/Press-K-12-Education-Market-Qtr4-0317.html
- 8 http://news.adobe.com/press-release/creative-cloud/new-adobe-study-shows-gen-z-students-and-teachers-see-creativity-key#sthash.7aBE7WFz.dpuf
- 9 http://diggingdeeper.pbworks.com/f/Developing+Spatial+Skills.pdf

*You must be a full-time or part-time faculty or staff member or student at an academic institution and: 1). Have a school-specific email address provided by the school (for example, contoso.edu) that can receive external email; 2). Be of legal age to sign up for an online offer individually; 3). Have Internet access.