Role Profile: Computer Science Teacher

Purpose

To ensure the effective Computer Science teaching of all pupils, helping them to develop both inside and outside the classroom. Support the policies and aims of the School and ensure the good social, emotional and physical development of every child. To teach Computer Science to students of all abilities in Key Stages 2, 3 and 4.

Key Accountabilities

1. Teaching & Learning

- To promote excellence in teaching and learning to ensure all pupils develop their potential and are equipped for life beyond school, by obtaining high examination results.
- Exemplify in own practice the skills of teaching and learning typified by lead professionals.
- Ensure that good practice and useful resources are shared throughout the department.
- Ensure that schemes of work are followed to enable the maintenance and development of high standards of teaching and learning with regard to different abilities.
- Ensure that all lessons are planned with clear aims and objectives, taking into account each pupils' individual needs through effective differentiation.
- Monitor pupils' work to ensure high standards are maintained and that pupils make progress
- Keep up to date with developments in subject area and education in general.
- Contribute to the broader life of the school by supporting and leading curricular and extra-curricular events such as school productions, activity days and clubs.
- To deal with inappropriate behaviour quickly and effectively according to the school behaviour policy.
- To set appropriate tasks and challenges for homework according to the published timetable and to ensure that it is regularly marked with constructive feedback.

2. Extra-curricular activities

- Actively promote interest in the subject outside the immediate physical and timetabled confines of the department.

3. Marketing and external links, including public occasions

- Actively promote the department within the school community to encourage pupils' interest in the subject area.
- Maintain classroom displays and other curriculum materials to create welcoming and stimulating environment.

Safeguarding Responsibilities

- To comply with safeguarding policies, procedures and code of conduct
- To demonstrate a personal commitment to safeguarding and student/colleague wellbeing
- To ensure that any safeguarding concerns or incidents are reported appropriately in line with policy
- To engage in safeguarding training when required

Person Specification

	Essential	Desirable
Qualifications	• Undergraduate degree with specialism in Computer Science or other relevant area	*NB: an exceptional individual without QTS but with relevant experience could be considered for this role.*
Skills	• Excellent understanding of effective learning and teaching strategies for Computer Science • Ability to teach Computer Science to GCSE level. • Excellent communication skills and able to work as part of a team • Excellent use of ICT and its role in teaching and learning	• Competent in Python programming • Familiar with Scratch, Small Basic and BBC Microbit programming • Evidence of using data to support pupils progress
Experience	• Evidence of successful teaching to account for the needs of pupils with differing abilities	• Evidence of recent CPD or willingness to take advantage of professional development opportunities • Experience of being a tutor
Other	• Personal integrity, honesty, energy, stamina, enthusiasm, resilience and creativity • Willingness to give generously of time to support school events/activities • Commitment to leading and driving change by personal example	

Key Stakeholders:

Internal – Head, Line Manager, Deputy Head Academic, Pupils & Parents
External – Cognita

Signed …………………………………………………………Print Name …………………………………………

Date …………………………………………