



STRATFORD GIRLS'
GRAMMAR SCHOOL

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Dear Fellow Teacher/Colleague

For a teacher of Computing, Stratford Girls' Grammar School is an extraordinary place to teach in, with high academic standards, a genuine community spirit and a huge level of enthusiasm shown by the girls. This is an exciting time to join the department too as it is a growing and progressive part of a happy and successful school.

Although this is a grammar school, the range of abilities is considerable and a variety of approaches is essential. Lessons are varied, depending on the students and the current topic being studied. The students particularly enjoy practical work, paired programming and teamwork, while relating the underlying computational principles to everyday life. One of the core values of Computing is that it enables the students to understand how technology is embedded in every aspect of the world in which they live and how they can be active participants and developers, rather than just consumers of technology. We work hard to enable students to experience off-site day trips or to participate in national challenges. The school has won the Apps for Good competition on numerous occasions.

There is no doubt that something learnt from direct experience is very memorable, and experimentation is crucial to promoting learning within our programmes of study and overall ethos. Problem solving, an exposure to many programming languages and fostering an understanding of the connection between what they learn and how they consume technology is pivotal in KS3. Computer Science is available as a GCSE and A-Level option and is growing in popularity. We have seen greater emphasis placed upon access to technology through our BYOD policy and to the school network via our VLE, Google Classroom and access to the latest technology such as our HTC Vive VR kit. In following the new Computing programme of Study, a broad depth of knowledge and the ability to think 'computationally' is expected of girls by the end of KS3, with the ability to work cooperatively and independently with confidence.

There is a dedicated computing suite, which uses state of the art retractable monitors to maximise desk area for practical work. The department also has a wide range of resources available, from Lego NXT Mindstorm robots to Raspberry Pi's for use in lessons or lunchtime clubs. There is a lot of specialist software available too including Game Engines such as Unreal Engine 4, Unity and AppGameKit 2.0. The department has also recently begun building resources of retro computers and collections of donor PC's used to build computers in practical lessons. There is currently a shift towards using Google Drive and Google Classroom for the collaborative development of lessons and resources and all girls in the school have their own Google Education account.

I joined the school in September 2016 and have found that as an educational establishment, SGGS embraces all of the finest aspects of academic excellence, and opportunities to 'make a difference' to the experience of girls are encouraged. The Computing department is very much part of this philosophy: your IT colleagues, without exception, are extremely friendly, supportive, highly professional and committed to the provision of high quality Computing education. Discussion of all aspects of education, teaching and technology "over coffee", is both lively and perhaps more importantly, an integral part of the success of the department.

We hope that this sounds like something you would like to be part of too. Please feel free to contact the school if you have any questions.

Kind regards

Ian Fletcher
Head of Computing