

Job Description

Job Title: Teacher of Games Design and New Media

Reporting to: Curriculum Leader for Games Design and New Media

Purpose of Job

- To undertake teaching at all levels within the Games Design and New Media subject area, in accordance with the academy's ethos and the Digital Arts department's development plans.

Main Activities & Responsibilities

- To plan, prepare and deliver lessons in Games Design and New Media, according to the relevant schemes of work.
- To mark, monitor, assess and record work according to relevant policies and practices
- To report to students and parents, through documentation and by attendance at consultation and open evenings
- To maintain an up-to-date awareness of the subject area, educational/industry advances, and personal and professional development
- To work in collaboration with other departments/members of staff to maximise on cross-curricular links
- To attend academy and curricular meetings and INSET to further one's own professional development
- To support and promote the academy practice regarding discipline, professional conduct and equality of opportunity
- To guide students' academic, personal and professional development, as a tutor, in accordance with the academy's guidelines and procedures
- To exercise a commitment to the academy's stated ethos including the equal opportunities policy, health and safety policy and all other current academy policies
- To undertake any other duties or delegated one-off tasks at the reasonable request of the Principal/SLT/Line Manager

This job description sets out the duties at the time of drafting. The job description may be amended from time to time without incurring a change in the grading of the post.