

Computer Science Teacher

Outline

The King's School Shenzhen International will open its new international campus this Autumn, educating students from Grades 1-12 (UK Years 2-13). This is a state-of-the-art, purpose-built school based on its close relationship with The King's School Canterbury, Europe's oldest school and one of the most prestigious schools in England.

We adopt a genuine 'whole-child' philosophy throughout the school, focusing upon challenging young people through curriculum breadth and depth, with a high degree of active and creative learning, and a wide-ranging co-curricular programme, all supported by the highest quality of pastoral care.

All teachers, whether Chinese or international, are expected to contribute to all aspects of a student's development.

The school's curriculum follows the Cambridge Pathway from Primary (by means of the [Digital Literacy programme](#)) to Upper Secondary, [IGCSE](#) and [A Level](#). Computing will, therefore, be part of the whole-school curriculum.

The Computer Science Teacher will work closely with the Design and Technology (DT) department, especially with regards to the development of robotics, a key feature in the school. The postholder will also have responsibility for helping to design the computing schemes of work and programmes of study across the school.

The ability to teach another subject, such as science or mathematics, would be an advantage.

School Life and Routines

All teachers have shared responsibility for smooth daily running of the School as an entity - and for maintaining the general ethos, routine and pedagogy in line with the King's School's Aims and Ethos – as directed within reason by the school management.

In so doing, they should:

- ensure that the School's rules and policies are maintained
- attend School meetings and public events
- support co-curricular events and activities

Safeguarding, Student Welfare and Pastoral Care

All teachers:

- must ensure that they are fully aware of policies and practices with regard to safeguarding and student welfare
- must ensure that they adhere to the published systems
- must be role models to all students at all times
- must be prepared to do pastoral, tutorial work as designated by school leadership

The Role

- To teach computing at all levels in the school, helping to design the curriculum, preparing and delivering lessons and activities as directed by the Academic Department and ensuring that King's curriculum requirements are met
 - monitoring behaviour and ensuring an atmosphere of mutual respect in the class
 - monitoring pupil progress and assessing work
 - writing reports and meeting parents as required
 - ensuring that the class attendance register is accurately and efficiently kept
 - supervising play and lunch sessions as directed
- To ensure that the pupils' welfare is prioritised at all time:
 - being a member of one of the School's Houses and supporting that House in arranged activities
 - ensuring that the school's safeguarding policy and procedures are met
 - communicating with the SLT and parents as required
 - to carry out weekly boarding duties responsibly and full in line with the School's expectations and policy
- To contribute to the School's co-curricular provision in the form of activities, clubs, etc., such as:
 - sport
 - arts
 - academic enrichment
 - outdoor pursuits
- To do other appropriate duties as directed by the School's Leadership Team, such as:
 - co-operating with marketing and admissions
 - attending staff meetings, in-service training, etc.
 - attending whole school events such as Foundation Day
 - serving on school committees

Qualifications

- With an undergraduate degree in Computer Science or a closely related subject
- Master's degree from an overseas university preferred.
- High command of English, fully proficient in delivering content in English
- Coding skills
- An understanding of the CAIE IGCSE/A A-level curriculum requirements is an advantage
- Familiar with inquiry-based approach to teaching
- At least 3 years of full-time documented teaching experience, preferably in international schools running IGCSEs and A levels or IB
- Experience teaching computer/coding-related clubs, after-school activities and external competitions is also an advantage
- A team player who proactively contributes to co-planning and curriculum development