



The Computing Department

The Computing Department is housed in the Rugg Centre along with the Design Technology and Art Departments. The department has grown over recent years and plays a key role in the school's STEM programme. Computing is taught as a core subject to Years 7, 8 and 9 and the department offers ICT iGCSE and Computer Science GCSE, as well as A level Computer Science in the Sixth Form.

Computing lessons are taught in the two ICT suites in the Rugg Centre. Each room is equipped with high specification computers, air conditioning, interactive screens and DVD/Video. Campus-wide we have excellent WIFI coverage, and teachers and pupils can mirror the screens of their personal devices onto the projectors. All staff and pupils are issued with iPads.

The focus of Computing lessons in Years 7 – 9 is to combine the interlinked strands of Digital Literacy, Information Technology and Computer Science, to help develop pupils who are able to express themselves across a variety of digital technologies, who are able to create and use digital systems to solve real world issues, and who are able to apply computational thinking to logical problems. Topics covered include the creation and editing of digital media, use of information sources, applications software, computational thinking and computer programming.

Computer Science is an increasingly popular choice at GCSE with around 20-25 pupils opting for it each year. Pupils have 3 x 50 minute lessons and follow the Edexcel syllabus for the GCSE course. Similar numbers opt for ICT GCSE.

The department has fostered links with local technology firms, most recently including Microsoft, IBM, and Citrix. This includes attending the annual Microsoft Think Computer Science Event, working with the IBM Schools Outreach Program and planning to run a Citrix sponsored programming event next year. We run a variety of activities, from academic clinics to Lego Robotics, 3D Games Programming and Stop Motion Animation. We have recently started working with our IT department to offer a Networking activity, giving pupils the opportunity to build a PC Gaming Network from the ground up. We have participated in the trial of the schools STEM group, working on Engineering and Technology projects which have included miniature hovercraft, and an electronic loyalty card scheme for our on-site coffee shop.

The Post

We are looking to appoint a talented and creative teacher to lead a strong department which has excellent facilities and first-rate technical support. The successful candidate must be able to teach Computer Science up to A level. We also wish to further develop STEM in the school and the successful candidate will be expected to take an active role in this project.

Computing Department Personnel

Kevin Arnold	Head of Computing.
Martin Gale	Computing and ICT Teacher, Housemaster
Nicholas Robinson	Computing and ICT Teacher, Head of Careers

Job Description

In General

- To teach pupils within the school
- To create a well ordered teaching environment in which pupils can thrive and explore their academic potential
- To have a clear knowledge of the individuals in their class and differentiate accordingly. This should mean both their individual learning needs as well as their individual personality
- To bear in mind the Christian ethos that underpins the life of the school community and bring its values into the classroom
- To plan lessons clearly and within the departmental scheme of work
- To mark work regularly and promptly, in line with departmental and school marking policies and to keep clear and full records of pupils' progress
- To insist upon high levels of behaviour and respect for others in the classroom
- To be a subject expert who regularly updates their knowledge to stay 'current' in their subject
- To apply the necessary health and safety procedures when appropriate
- To contribute to the pastoral care of the pupils, including weekly duties in houses
- To contribute to extra curricular activities
- To adhere to and maintain School Policies and Procedures
- To take responsibility for safeguarding the pupils
- To carry out other associated duties as are reasonably assigned by the Headmaster.

The HOD has the following responsibilities to the Headmaster (or delegated members of the SMT):

- Organisation, promotion, efficiency and success of the department
- Planning the curriculum and selecting appropriate syllabuses and specifications
- Advising on teaching objectives and the use of public exams
- Advising on staff needs and teacher allocation
- Advising on performance and development of departmental colleagues
- Advising on expenditure, especially regarding new development
- All health and safety aspects of the department

The HOD has the following responsibilities to the department and colleagues:

- Keeping up-to-date with developments in Computing teaching
- Being responsible for developing and maintaining a programme for the gifted and talented pupils in the department;
- Stimulating interest in Computing and setting aims, objectives and targets for year groups
- Guiding, supporting and assessing teaching colleagues with a view to their career development
- Allocation of teaching and duties and dealing with staff absences
- Developing shared good practice and common resources.
- Monitoring of marking and record-keeping
- Arranging departmental meetings, drawing up agendas and seeing that minutes are done.
- Reviewing and monitoring pupils' performance and progress
- Internal/external exams
- Selecting, ordering, issuing and collecting textbooks and equipment
- Monitoring the fabric of the department and its improvement. Maintaining a clean, tidy, and well-ordered teaching environment
- Budgetary control

Person Specification

Criteria	Essential	Desirable
Qualifications Knowledge Experience	Good honours degree. Relevant teaching experience Ability to teach Computer Science to A level Experience with computer systems and programming	PGCE, QTS or equivalent teaching qualification Experience with Virtual Learning Environments Experience as a tutor/form teacher
Skills Abilities	Excellent teaching skills Ability to work on your own initiative and as part of a team Strong communication and inter-personal skills Ability to motivate and manage both students and staff (particularly important for training and development) Ability to deal positively and constructively with students and colleagues at all levels	Ability to coach a sport Ability to help with extra-curricular activities
Personal Qualities	Capacity to be efficient and organised, flexible and adaptable Ability to prioritise effectively The ability to work in a busy environment and meet deadlines Ability to form professional relationships with children	A good sense of humour
Personal Commitment	Candidates should be willing and able to commit themselves actively to support the ethos of the school	

These attributes will be identified from your application form, references and interviews.