

STEAM Computing Teacher Roles and Responsibilities

ROLE OVERVIEW:

The STEAM Computing Teacher plays a pivotal role in delivering an innovative, project-based computing curriculum within our dedicated STEAM Centre. Working closely with the STEAM Design & Technology teacher and primary class teachers, the post-holder fosters creativity, collaboration and problem-solving through hands-on, interdisciplinary learning experiences across Key Stage 1 and Key Stage 2, with a primary focus on KS2 delivery.

KEY RESPONSIBILITIES:

Curriculum Design & Delivery

- Design and implement a STEAM-based computing curriculum in collaboration with the STEAM team and primary teachers.
- Plan and facilitate immersive two/three-week STEAM residencies in the STEAM Centre that maximise student engagement and learning outcomes.
- Integrate computing into cross-curricular projects to ensure meaningful and authentic learning experiences.
- Continuously review and update curriculum content and student outcomes in line with emerging technologies and best practices in STEAM education.
- Organise scheduling and timetabling for STEAM sessions.

Teaching & Learning

- Deliver high-quality, design thinking instruction across a range of computing disciplines, including coding and programming, robotics, 3D design and printing, and CAD and digital fabrication — in both in-person and remote settings where required.
- Differentiate instruction to meet the needs of diverse learners.
- Use a variety of teaching strategies, instructional media, and assessment methods aligned with curriculum goals.
- Assess student progress and provide timely, constructive feedback to support high-quality outcomes.
- Maintain room displays and working walls that reflect and celebrate student learning.

Innovation & STEAM Development

- Pioneer and lead new initiatives to enhance and strategically develop the STEAM programme.
- Support colleagues in embedding STEAM practices across the curriculum.
- Contribute to the strategic development of the STEAM Centre.

Collaboration & Community Engagement

- Work closely with the STEAM DT teacher and primary class teachers to ensure seamless curriculum integration.
- Build positive relationships with staff and contribute to a collaborative team culture.
- Organise and coordinate internal and external STEAM events and activities (e.g. external competitions, showcases, enterprise projects, Let's Learns).

- Collaborate with Sales and Marketing to promote STEAM initiatives through social media and school communications.

Resources & Operations

- Manage budgets and oversee the ordering, organisation and maintenance of equipment and materials.
- Ensure the safe and effective use of specialist tools and equipment within the STEAM Centre.

Enrichment & Extra-Curricular

- Lead and develop STEAM-related extracurricular activities, such as robotics clubs (e.g., Lego League) and cross-school competitions, providing opportunities for students to extend their learning beyond the classroom.

Professional Development

- Engage in ongoing professional learning to stay informed about current research, trends and innovations in STEAM, computing and emerging technologies.

SKILLS, KNOWLEDGE & EXPERIENCE:

Essential

- Experience teaching computing and/or STEAM within a primary school setting.
- Experience delivering Design Thinking learning, with a creative and innovative approach to problem-solving.
- Technological knowledge of coding platforms including Spike Prime, Micro:bit, and Arduino.
- Experience with Android and Apple interfaces.
- Excellent communication, organisation, and classroom management skills.
- Proven ability to collaborate effectively with colleagues and build positive professional relationships.
- Flexible and adaptable approach to teaching and curriculum delivery.

Desirable / Development Opportunities

Experience with, or a strong willingness to develop skills in:

- Laser cutting and digital fabrication.
- TinkerCAD, Techsoft or similar CAD platforms.
- Woodwork, vacuum forming, and prototyping techniques.
- Textiles, sewing and product design.
- Media production and digital content creation.
- Food technology and cooking integration within STEAM contexts.
- Integration of AI technologies and Class VR.

Qualifications

- Minimum of a Bachelor of Education (B.Ed.) or Bachelor's degree with PGCE.
- Qualified Teacher Status (QTS) or equivalent.

PERSONAL ATTRIBUTES:

- Dynamic, enthusiastic and forward-thinking educator.
- Passionate about STEAM and innovation in education.
- Committed to fostering creativity, curiosity and resilience in students.
- Strong team player with a proactive and solution-focused approach.