



Livingstone Academy Bournemouth is looking for a Computer Science teacher committed to leading learning within a school which has progressive teaching and innovation at its heart. They will be passionate about computer science and digital creative media and have a strong desire to generate a real interest in the subject by offering students a range of high-quality experiences both inside and outside of the classroom.

The successful candidate will be able to enthuse, motivate and inspire children, generating within them a love for learning. Good teamwork, high standards and a capacity for hard work will have been at the core of their success. They will be a creative thinker with an ability and determination to develop the Academy as a centre of creativity and innovation.

LAB offers an immersive and exciting programme of personal and professional development for its entire staff, with an emphasis on action research. It is expected that the successful candidate will be committed to their own continual professional development and take opportunities to continue to develop the department as a centre of excellence for training.

The Computer Science department is in its start-up stages and this is an opportunity to shape the programme at our school. In our new secondary space, we have several ICT/ High-Spec computer labs. There are also dedicated classrooms to support any theory requirements within the department. To enrich the curriculum offered, we are also looking to develop other aspects such as educational visits and speakers to ensure that pupils find the curriculum engaging, relevant and more applicable to the growing skills that are sought after by employers.

Livingstone Academy Bournemouth is part of the Aspirations Academies Trust and it is therefore expected that the successful candidate will also be committed to the vision and values of the Trust and demonstrate these within their role.

Teachers will plan in teams supported by the subject leads and curriculum development staff to deliver lessons that have transdisciplinary links and shared project- or problem-based tasks.

Responsible to: The Principal and Head of Key Stage as applicable

Areas of responsibility and key tasks:

Plan teaching to achieve progression in student's learning through:

- Contributing to the development of the curriculum, establishing a strong design offer, and working closely with other departments.
- Contributing to the development of creative, exciting, and challenging learning experiences and ensure a high level of interest that align to our LAB Key Stage Learning Objectives for Computer Science.
- Delivering and assessing the effectiveness of the learning experiences and performance-based tasks
- Identifying clear teaching and learning objectives and specifying how they will be taught and assessed
- Setting clear targets building on prior knowledge and sound learning progressions
- Identifying the needs of individuals and groups within the class, taking note of individual education plans and our approach to personalised learning
- Making effective use of assessment information when planning lessons
- Making use of Teaching Assistant time as appropriate

Use modern, research informed teaching methods to:

- Structure information optimally, including outlining content and aims and summarising key points as the projects and learning experiences progress
- Instruct, demonstrate and give accurate, well-paced explanations using appropriate vocabulary
- Use effective questioning, listen carefully to students, give attention to error and misconceptions

- Ensure students acquire and consolidate knowledge, skills and understanding appropriate to the project taught by:
 - Making full use of our provided digital anchor resources and learning platforms to embed the use of technology in real ways.
 - Selecting and suggesting further resources, applications and technology that may enhance the learning experience
- Regularly and critically evaluate teaching and assessment to improve effectiveness

Manage the learning environment by:

- Establishing and maintaining a safe environment and purposeful working atmosphere which supports learning and in which students feel secure and confident
- Setting high expectations for students' behaviour, establishing and maintaining a good standard of discipline through well-focused teaching and through positive and productive relationships
- Providing clear structures for projects/learning experiences whilst maintaining pace, motivation and challenge

Monitor, assess, record and report on teaching and learning:

- Analysing how well learning objectives have been achieved and use evidence to improve specific aspects of teaching
- Marking and monitoring students' tasks and other work to set targets
- Assessing and recording students' progress systematically and keep records to check work is understood and completed, monitor strengths and weaknesses, inform planning and recognise the level at which the student is achieving
- Preparing and presenting informative reports to parents

Desirable education and qualifications

- Bachelor's Degree
- QTS
- Experience working in a school setting

Desirable skills

- Secure and up-to-date computer science or programming knowledge and related pedagogies
- Ability to continue to raise the profile of computing in the school
- Competency in a programming language up to A Level standard (preferably in Python) who should be able to teach object oriented programming and have a good understanding of ADTs such as stacks, queues, hash tables and binary trees
- Ability to teach ICT in KS3-4
- Ability to extend and inspire able students to go beyond KS4-5 targets
- Ability to manage the time of self and others efficiently and effectively.
- Ability to work with professionalism, discretion, sound judgment, equity, honesty, and personal accountability.
- Ability to relate to children.
- Critical thinking skills.
- Ability to manage diversity in the classroom and workplace.

Desirable Attributes

- A broad appreciation of a range of computer science disciplines
- A willingness to take part in subject-related extracurricular activities or competitions
- An enthusiasm to continue learning and improving own knowledge in computing and teaching
- A willingness to participate in and contribute to collaborative planning and projects