

Are you currently teaching computing but want to strengthen your subject knowledge and teaching practice? This pathway will help you to develop the understanding and skills to teach computing effectively.

### Participate in professional development

Courses	Face to face	Remote	Online
	Complete at least one face to face or remote course		Complete at least one online course
<b>Teaching key stage 1 computing</b> Develop your confidence to teach the whole key stage 1 computing curriculum successfully.	<a href="#">CP001</a> <a href="#">Face to face</a>	<a href="#">CP450</a> <a href="#">Remote (module 1)</a> <a href="#">CP451</a> <a href="#">Remote (module 2)</a>	
<b>Teaching key stage 2 computing</b> Broaden your understanding of computer systems, networks and the internet to teach key stage 2 computing.	<a href="#">CP002</a> <a href="#">Face to face</a>	<a href="#">CP452</a> <a href="#">Remote (module 1)</a> <a href="#">CP453</a> <a href="#">Remote (module 2)</a>	
<b>Primary programming and algorithms</b> Discover engaging and effective ways to help children use computational thinking.	<a href="#">CP003</a> <a href="#">Face to face</a>	<a href="#">CP455</a> <a href="#">Remote</a>	
<b>Teaching programming to 5-11 year olds</b> Build your subject knowledge and develop your skills in teaching programming.			<a href="#">CO041</a> <a href="#">Online</a>
<b>Teaching computing systems and networks to 5-11 year olds</b> Improve your subject knowledge and develop your teaching to help young children understand the computing systems and networks around them.			<a href="#">CO042</a> <a href="#">Online</a>
<b>Teaching data and information to 5-11 year olds</b> Increase your knowledge of data and information and how you can teach young children about this topic.			<a href="#">CO044</a> <a href="#">Online</a>
<b>Creating an Inclusive Classroom: approaches to supporting learners with SEND in computing</b> Learn how to make your computing lessons more inclusive for learners with special educational needs and disabilities.			<a href="#">CO700</a> <a href="#">Online</a>
<b>Outstanding primary computing for all</b> Develop teaching approaches that widen the appeal of computing, supporting effective curriculum implementation and leading to success for all.	<a href="#">CP005</a> <a href="#">Face to face</a>		
<b>Authentic contexts for primary computing</b> Explore ways to introduce contexts relating to cross-curricular topics, everyday life, and the wider world.		<a href="#">CP405</a> <a href="#">Remote</a>	

### **Contribute to an online discussion**

Join the [Computing At School \(CAS\) community](#) to explore teaching ideas, resources and best practice with other teachers, engaging in [online discussion forums](#) or [webinars](#). CAS is a grass-roots community of computing educators, offering free, informal sessions for teachers.

### **Develop your teaching practice**

Choose at least one activity

#### **Use and feedback on a teaching resource**

Download and use a [Teach Computing Curriculum resource](#), then reflect on how you used and adapted it in the classroom. You can also use [CAS teaching resources](#) or [STEM primary computing resources](#).

#### **Boost the teaching of computing in your school with a free Barefoot Workshop**

[Attend a free Barefoot online workshop](#), designed to boost your subject knowledge and confidence. Workshops are themed around Computational Thinking, Programming in Scratch or Early Years.

#### **Raise aspirations with a STEM Ambassador visit**

[Arrange a visit for your school](#) to help pupils understand real-world applications of computing and raise their career aspirations through engaging activities. STEM Ambassadors are inspiring and relatable role models who volunteer to support schools.

#### **Gain support and share ideas in a CAS Community meeting**

By [joining and attending a session at your local Computing At School \(CAS\) Community](#), you'll meet other teachers in similar roles, sharing ideas, resources and insights. CAS is a grass-roots community of computing educators, offering free, informal sessions for teachers.

### **Develop computing in your community**

Choose at least one activity

#### **Help children learn to code at a Code Club**

Code Club sessions use free step-by-step project guides to enrich young people's experience of programming. You don't need to be an experienced coder to [volunteer](#), and resources and support are on-hand to support you. If there isn't a club set up already at your school, it's [easy to start one](#).

#### **Support computing in your wider community**

There are lots of ways you can help improve computing education, such as helping parents set up and use virtual classrooms, working collaboratively with teachers in your school, or arranging a computing-themed event in your community. Let us know how you've gone the extra mile in computing.