

Are you taking on a subject leadership role or looking to specialise in computing? This pathway will support you to build the confidence to lead computing effectively in your primary school.

## 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>Leading primary computing</b> Lead computing in your school with confidence, making the most of the resources and teaching staff available.	<a href="#">CP008</a> Face to face	<a href="#">CP456</a> Remote	
<b>Assessment of primary computing</b> Develop your confidence and knowledge in assessing computing across the primary age range.	<a href="#">CP007</a> Face to face		
<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> Face to face		
<b>Computing on a budget</b> Be supported in providing the best computing experience for all children without having to buy devices and equipment.	<a href="#">CP262</a> Face to face		
<b>Teaching physical computing to 5-11 year olds</b> Teach your young learners how to create electronic circuits and learn to control them using block-based programming languages.			<a href="#">CO043</a> Online
<b>Programming pedagogy in primary schools</b> Investigate a range of pedagogical approaches for teaching programming to primary pupils.			<a href="#">CO020</a> Online
<b>Improving computing classroom practice through action research</b> Apply action research to your teaching and become a more reflective practitioner.			<a href="#">CO030</a> Online

## **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.

## **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](#).

### **Lead a session at a regional or national conference**

Present a session at a conference, for example, the [annual CAS Virtual Showcase](#) or through your [local Computing Hub](#).

### **Run a CAS Community of Practice**

[Register as a CAS Community Leader](#) and run three meetings per year. Low maintenance and high impact; it should only take one to two hours a month to organise each meeting.

### **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.