

Learning pathway Leading or specialising

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

You will find each of the courses featured below on our website by typing **teachcomputing.org/courses/** and adding the course code at the end of the URL.

and adding the course code at the end of the URL.	Face to face	Remote	Online
Courses	Complete at least one face to face or remote course		Complete at least one online course
Leading primary computing – module 1 Lead computing in your school with confidence, making the most of the resources and teaching staff available.	(Face to face) CP008		
Leading primary computing – module 2 Lead computing in your school with confidence, making the most of the resources and teaching staff available.		(Remote) <u>CP456</u>	
Primary computing for all Develop teaching approaches that widen the appeal of computing, supporting effective curriculum implementation and leading to success for all.	(Face to face) CP005		
Implementing the Teach Computing Curriculum in your school Implement the Teach Computing Curriculum in your own school and provide the best computing experience for your pupils.	(Face to face) CP255		
Creating an Inclusive Classroom: approaches to supporting learners with SEND in computing Improve your subject knowledge and develop your teaching to help young children understand the computing systems and networks around them.			(Online) <u>CO700</u>



Primary Certificate

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 <u>Teach Computing Curriculum resource</u>, then reflect on how you used and adapted it in the classroom. You can also use <u>CAS teaching resources</u> or STEM primary computing resources.

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

<u>Attend a free Barefoot online workshop</u>, 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

<u>Arrange a visit for your school</u> 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 <u>volunteer</u>, and resources and support are on-hand to support you. If there isn't a club set up already at your school, it's <u>easy to start one</u>.

Lead a session at a regional or national conference

Present a session at a conference, for example, the <u>annual CAS Virtual Showcase</u> or through your <u>local Computing Hub</u>.

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.

To find further information about any of our suggested activities or this pathway, visit: teachcomputing.org/primary-certificate