



CURRICULUM LEAD FOR COMPUTING AND DIGITAL SKILLS - JOB DESCRIPTION

PRIMARY RESPONSIBILITIES:

- To plan and deliver high standards of lessons for pupils in Computing across all key-stages.
- To fulfil the duties as outlined in the School Teachers' Pay and Conditions Document.
- To meet the relevant national standards in accordance with the school's Performance Management policy.
- Deliver engaging lessons and implement strategies to raise achievement for all students.
- To maximise the overall progress and development of students as a teacher/formation tutor.
- Involvement in enrichment activities such as clubs, revision sessions, or supporting chaplaincy/whole-school initiatives.

JOB CONTEXT:

- Lead the Computing curriculum and act as Second in Department for the Computing and Engineering Faculty.
- Support and lead whole-school initiatives on Artificial Intelligence.
- To provide professional planning, teaching, assessment and monitoring processes within the Computing department and to work in partnership with the Head of Computing and Engineering
- To Implement intervention sessions and plan to ensure students have suitable and appropriate support for their coursework and revision

PLANNING AND SETTING EXPECTATIONS:

- Set a positive example for students and fellow staff in upholding the Loreto Core Values.
- Develop and improve short, medium and long-term curriculum plans for Computing
- Work with the Line Manager for Computing to ensure that the curriculum promotes progress and enjoyment
- To plan and deliver co-curricular activities in and outside the classroom
- Use data and assessment information to inform teaching and to deliver effective support and intervention to identified pupils.
- Work with the Special Educational Needs Co-ordinator (SENDCO) and EAL coordinator to ensure that personalised learning programmes are used to set subject specific targets and match work well to student's needs.
- Plan to provide for the distinct needs of More Able students.
- Contribute to the whole school aims, policies and practices including those in relation to behaviour, discipline, bullying and safeguarding
- Develop and maintain teaching spaces and resources to motivate students and promote excellent learning.

TEACHING AND MANAGING STUDENT LEARNING:

- Deliver engaging and challenging lessons which enable all students to make excellent progress in their learning.
- Implement strategies to promote excellent standards of behaviour for learning.
- Provide students with regular written and verbal feedback on their learning, employing strategies to promote independent learning.
- Ensure curriculum coverage, continuity and progression in the subject for all students, including those of high ability and those with special education or linguistic needs.
- Develop own practice in line with whole school initiatives and the relevant national standards.
- Support others in the development of their own practice through the school's performance management and quality assurance cycles.
- To contribute positively to effective working relations within the school
- To use ICT technologies effectively in the delivery of teaching and learning

CURRICULUM LEADER - COMPUTING

- Lead the Computing curriculum and teaching with high-quality resources.
- Develop strategies to ensure student progress is central to curriculum development.
- Promote and recruit students to GCSE Computing through clear options information and an inspiring curriculum.

SECOND IN DEPARTMENT FOR COMPUTING AND ENGINEERING

There are key areas of expectation to assist the Head of Computing and Engineering with leadership and management of the department:

- Quality of Education and Quality Assurance within the department
- Behaviour and Attitudes
- Personal Development
- Leadership and Management