Head of Computer Science for September 2023
TPS + TLR 2B (£5,020)

PURPOSE OF POST:

- To teach and develop a coherent and carefully sequenced Computer Science curriculum from Key Stage 3 - Key Stage 5.
- To lead and manage teaching, learning, development and improvement in Computer Science across all Key Stages.
- To be accountable for student progress in Computer Science across all Key Stages.
- To lead, develop and enhance the teaching practice of teachers in Computer Science.
- To line manage, appraise, and promote the professional development of teachers in Computer Science.

REPORTING TO: Curriculum Assistant Headteacher - Director of STEM

RESPONSIBILITIES

Strategic Planning

- To work with departmental colleagues to formulate coherent and relevant aims, objectives and improvement plans for Computer Science reflecting whole-school priorities, strategic planning and the needs of students.
- To produce the annual self-evaluation and improvement plan for Computer Science.

Curriculum

- To lead the Computer Science curriculum across all Key Stages. This will involve the selection of syllabi and updating of schemes of work with the support of departmental colleagues.
- To keep up to date with current and future curricula developments in Computer Science thus ensuring our provision is relevant, challenging and develops outstanding linguists.
- To lead the development of the VLE for Computer Science.
- To plan the effective use of resources in Computer Science, including software, textbooks, revision resources, practical equipment and other renewable items.

Assessment and Progress

- To lead the Computer Science team in designing a comprehensive and robust package of assessment across all Key Stages.
- To lead assessment across the key stages ensuring accuracy and consistency of practise across the department.
- To lead the tracking and monitoring of pupil progress within Computer Science.
- To lead intervention across Computer Science.
- To report to the Director of STEM on pupil progress in Computer Science.

Staff Development, Line Management and Appraisal

- To act as a role model for teachers of Computer Science, setting the highest personal standards.
- To support the induction of all new Computer Science teachers.
- To act as lead practitioner for teaching and learning in Computer Science, promoting outstanding and consistent practice.
- To monitor and evaluate the quality of teaching and learning within Computer Science, through learning walks, formal/informal lesson observations and giving feedback and providing support where needed.
- To plan and lead meetings and staff development in the Computer Science department.
- To be accountable for the appraisal of staff within the department.
- To offer 1:1 coaching and support to members of the department who need additional support.

Marketing

- To lead the marketing of Computer Science at 6th form open evening and to lead on the promotion of the subject during Year 9 Options Week.

Departmental Systems

- To ensure that school policy on behaviour, rewards and sanctions is upheld in Computer Science so that effective learning can take place.

Classroom Teaching

- To be a good - outstanding classroom teacher who is able to teach across all 3 key stages.

This job description is a guide to the duties and should be read in conjunction with the accompanying person specification.

This post is subject to an enhanced DBS disclosure check through the Disclosure & Barring Service.

The Blue Coat School
Job Description & Person Specification

In your application, please *demonstrate* how you meet these criteria.
Do not include a curriculum vitae.

HEAD OF COMPUTER SCIENCE – PERSON SPECIFICATION

Essential	How identified (A/I/LO)
Qualifications & Experience	
Good honours degree in Computer Science	A
Suitable qualification in teaching secondary Computer Science (PGCE or equivalent)	A
Relevant and successful teaching experience	A/I
Teaching and Learning	
A passion for Computer Science, and a desire and enthusiasm to share it with young people	A/I/LO
Very good subject knowledge and subject pedagogy	A/I/LO
Good knowledge and experience of the Computer Science curriculum across all Key Stages	A/I
Understanding and experience of curriculum development and assessment	A/I/LO
An understanding, and experience of, the ways in which students' achievement can be raised	A/I/LO
Track record of high levels of student progress and achievement in teaching career to date	A/I
Engaging, creative classroom practitioner, who can establish good relationships with and motivate students of all ages and abilities	A/I/LO
Leadership and Management	
A clear vision of what would constitute excellence for Computer Science	A/I
An understanding of the systems and structures which need to be in place to achieve high standards for all, and the drive and commitment to implement this	A/I
Understanding of and some successful experience of staff development – how to grow your team to become excellent Computer Science teachers	A/I
An understanding and experience of the effective use of data to promote improvement, with evidenced impact	A/I
A commitment to developing a high profile for Computer Science in the department and in the school to build interest, curiosity and enthusiasm for Computer Science across the school, in line with our ethos.	A/I
Evidenced commitment to your own professional development	A/I

The Blue Coat School
Job Description & Person Specification

Personal	
Good communication skills	A/I/LO
Commitment, drive and the willingness to go the extra mile	A
Excellent organizational skills	A
Good IT skills, for teaching and management	A
Empathy with students and colleagues	A/LO
Creativity, perseverance and resilience	A
Ethos	
A commitment to the development of the whole child – in curricular, extra-curricular and pastoral dimensions	A/LO/I
Sympathy / compatibility with the Christian ethos of the school	A/LO/I
DESIRABLE	
Relevant experience in team-leadership / management – e.g. as a team leader, leadership of the development of curriculum / T & L / assessment etc, which has had an impact on both pupils and teachers	L/I
A = Application I = Interview LO = Lesson Observation	

N.B any candidate with a disability who meets the essential criteria will be guaranteed an interview