SIR JOHN HUNT COMMUNITY SPORTS COLLEGE

**Post Title :** Digital Learning Lead

**Post Grading :** TLR3

**Accountable to :** Assistant Principal& Business Manager

**Post Holder :**

**Main Purpose of the Post**

To support the whole College Digital Learning strategy by taking a lead on the enhancement and transformation of technology in our curriculum and our classrooms.

**Duties and Responsibilities include:**

1. Support the Senior Leadership Team in the continual development of the use of IT across the college in line with the SJH Technology Strategy. This includes providing specialist advise on the development of new technologies whilst also supporting and expanding on the use of IT currently available to staff, e.g. Teams, SharePoint etc.
2. To use the SAMR framework to inform a strategy to ensure that staff have the training, support and confidence to develop the use of technology in the classroom to ensure that students’ learning experiences are enhanced whilst having the advancement of the use of technology promoted.
3. To create and maintain an audit of each curriculum area to identify, optimise and advance the use of technology in the following areas:
* **Substitution**: basic technology acts as a direct replacement of traditional equipment. *E.g. notetaking, basic research, basic presentations, file sharing, assessment.*
* **Augmentation**: technology acts as a direct substitute to provide functional improvements and enhance the students’ learning experience and augment productivity. *E.g. use of cloud based operating system, more advanced presentations, independent research, utilising a range of operations within programmes, use of email, use of online forms, optimising use of online platforms use of videos.*
* **Modification**: technology allows for significant task redesign to develop the opportunity for a shift in lesson design, to feature technology which improves the quality of learning outcomes. *E.g. producing podcasts, creating videos, use a range of technological tools (computers/tablets/cameras) and a range of digital tools (programs/websites/applications).*
* **Redefinition**: technology allows for the creation of new tasks where technology entirely transforms the students’ experience. *E.g. use technology to augment documents into audiobooks, videos, e-books, comic strips, to collaborate with others around the world, to publish work to a broader communities, to recording performance for analysis/reflection, to create tasks that use multiple digital elements (e.g. producing short films, webpages, graphic documents with creative layouts).*

**Monitoring and evaluating**

1. Evaluate the impact of the College Digital Learning strategy by gathering feedback from staff and students to make further recommendations for improvement and development.

**Training**

1. Provide whole College, departmental and individual CPD to train staff on how to enhance and transform the use of technology in our curriculum and our classrooms.
2. Explore opportunities for Microsoft accreditation and expansion of our computing curriculum provision at KS3, KS4 and KS5

March 2024