

KINGS'

SCHOOL · WINCHESTER

Teacher of Business
September 2024
MPR to UPR, £30,000 - £46,525 per annum
Closing date: 8:00am, Monday 22nd April 2024

We have a fantastic opportunity for an inspiring, enthusiastic, dedicated and well qualified individual to join our Business and Computing department as a Teacher of Business. You will be a part of our vibrant and flourishing school community, where a love for learning and positive relationships extends beyond the classroom and into the life of the school.

Recruiting developing, and retaining great staff is at the centre of realising our mission; investing in our people is therefore at the core of our vision for success. We recruit on character; we minimise distractions from our purpose (teaching, learning and pastoral care); and we focus on investing in you, and your professional growth so you become the very best you can be.

To view the full job description and person specification attached to this role please click <u>here</u>. Teachers of all career stages are welcomed to apply.

Why Kings'?

Kings' is an exciting and rewarding place to be, our pupils are keen to learn and succeed, and consistently show appreciation for their teachers' support and dedication. Our teaching and support staff are committed and hardworking, all believing firmly that we should help pupils be and do their best. Whether colleague or pupil, all members of the Kings' community live our values and collective morale is high.

Working at Kings' in Winchester, you will:

- Benefit from a supportive, encouraging culture of professional growth and autonomy.
- Be part of our friendly welcoming team you join our Kings' family who live by our motto, Una Laborantes (Working together).
- Feel valued and recognised for your contributions, whilst being actively encouraged and supported in maintaining a healthy work-life balance.
- Receive a laptop, that comes with continual support from our effective and dedicated in-house IT Support Team.
- Park onsite, at the front of school in a secure accessible car park, equipped with EV charging spaces
- Work in well-resourced departments, with access to a high-quality library for professional development.
- Feel the benefits of working in the beautiful Hampshire countryside, on a large campus surrounded by greenery and open spaces.

To see what current staff say about working at Kings' and learn more about our dedication to wellbeing and staff voice, visit our <u>website</u>.

How to apply

Download a Teaching application here, complete the form and email a copy to recruit winchester.hants.sch.uk by the stated closing date.



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Business and Computing at Kings'

Our department is made up of 6 specialist Computing and Business teachers ranging from main scale teachers to teachers with 20+ years of experience. We currently have three Computer Science specialists, and two Business specialist Teachers.

Curriculum

We have a fully resourced curriculum for Business and Computing at both Key Stage 3 and Key Stage 4. Our KS3 computing curriculum has been made and developed "in-house". The curriculum is based on precise learning points, essentially a list of points for each lesson that all pupils must know and remember. This is supported by core questions and answers that are printed in the 'Knowledge Organiser'.

For KS4 Business, we follow the Edexcel course and the Computer Science Course follows OCR. Business is a popular course at Kings', around 25% of KS4 pupils opt to follow GCSE Business as part of their options. These pupils are taught by 2 specialist Business teachers.

Teaching & Learning

We place a huge emphasis on growing great teachers within the Business and Computing department at Kings'. We are a tight knit team who support each other and help each other grow. In addition to the whole school Teaching and Learning Priorities, our pedagogical CPD is based on the ideas from Roshenshine.

Facilities

We have 4 impressive Computer rooms across two floors in the purpose built Danemark building. Our rooms are fully kitted out, ensuring great Business and Computer Science teaching spaces. We also have a dedicated Business and Computing base for the departments teachers to work and socialise in. The department base has a kitchen and photocopier for staff to use, all team members are given desk and shelf space in the department base, in addition to an allocated classroom.

Business Vision

Our mission is to foster a new generation of young entrepreneurs and business leaders. We aim to equip them with the knowledge, skills, and ethical mind-set needed to thrive in the dynamic business landscape. Through engaging real-world case studies, interactive projects, and practical simulations, we empower students to deeply understand business principles, economics, and finance.

Our goal is to instil confidence, resilience, and adaptability, enabling success in an ever-evolving global marketplace. Simultaneously, we emphasize social responsibility and ethical decision-making. By nurturing creativity, collaboration, and innovation, we inspire our students to become visionary leaders who drive positive change and contribute meaningfully to both the business world and society at large.

Computing Vision KS3 &Ks4

"The computer was born to solve problems that did not exist before" Bill Gates





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The KS3 Computing curriculum has been created to give all pupils the knowledge, skills, and cultural capital they need to succeed in life. The Computing curriculum is planned and sequenced towards building sufficient knowledge and skills for future learning and employment, we refer to this as employability skills. With ever changing technology and resources the curriculum is reviewed constantly; adapted, designed, and developed to be interesting and to meet the needs of pupils. Hence, developing pupil's core knowledge, ICT skills and abilities to apply what they know and can do with ease and independence. The curriculum is broad, and we teach an extensive range of concepts that full under the headings; Computer Science, Digital Literacy and Employability (ICT).

At Kings', the computing education equips pupils to use computational thinking and creativity to understand and change the world. Computing has deep links with mathematics, science and design and technology, and provides insights into both natural and artificial systems. The core of Computing is computer science, in which pupils are taught the principles of information and computation, how digital systems work and how to put this knowledge to use through programming. Building on this knowledge and understanding, pupils are equipped to use information technology to create programmes, systems, and a range of content. Computing also ensures that pupils become digitally literate – able to use, express creativity and develop their ideas through, information and communication technology – at a level suitable for the future workplace and as active participants in a digital world.

The curriculum offered at Kings' school for computing aims to ensure that all pupils:

- Can understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, sequences, algorithms, and data representation.
- Can analyse problems in computational terms and have repeated practical experience of writing computer programs in order to solve such problems.
- Can evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems.
- Are responsible, competent, confident, and creative users of information and communication technology.
- Can feel fully prepared for future life beyond Kings'.

Thank you

Thank you for taking the time to read this information and for considering a role with us, at Kings' School. Please do contact the school or visit our website to find out more about us, the role, life in Winchester and how to apply.

The advert may close and/or interviews may be held earlier than the stated date, therefore we would encourage you to apply as soon as possible if you are interested in this role.

