

ABINGDON LEARNING TRUST

Person Specification for a TEACHER OF COMPUTING

	Essential	Desirable
Education and training	<ul style="list-style-type: none"> Honours degree in a subject related to teaching Computing PGCE (or equivalent teaching qualification) 	<ul style="list-style-type: none"> Degree in Computer Science. For an experienced applicant, evidence of professional development.
Experience	<ul style="list-style-type: none"> QTS or above Experience of teaching Computing at Key Stages 3 and 4. Experience of teaching programming. ECTs welcome to apply 	<ul style="list-style-type: none"> Experience of teaching Computer Science at KS5. Experience of teaching Btec Tech Award Digital IT Evidence of contributing to the wider curriculum via clubs, experiences or after school activities
Knowledge	<ul style="list-style-type: none"> Current Computer Science specification for GCSE 	<ul style="list-style-type: none"> Current Computer Science specification for A Level
Skills	<ul style="list-style-type: none"> Excellent teaching skills, tailored to maximise the achievement of all students, promoting independent learning and delivering engaging, imaginative and varied lessons. Excellent communication skills, both verbal and written. Good administration, organisation and time-management skills. 	
Personal qualities	<ul style="list-style-type: none"> Suitability to work with young people Dynamic, enthusiastic and creative Hard working, adaptive and tenacious. Well-organised Ability to manage time effectively Team player Ability to inspire and motivate students of all prior attainment, ethnicities and backgrounds Ability to build strong collaborative relationships with colleagues, parents and pupils 	<ul style="list-style-type: none"> Leadership Skills
Interests	<ul style="list-style-type: none"> A genuine passion for Computing. 	<ul style="list-style-type: none"> Wide Interests

We are committed to safeguarding and promoting the welfare of children and young people. The successful candidate will be subject to an enhanced DBS check.