CREATIVE, DIGITAL & PERFORMING ARTS ACADEMY

Person Specification for the post of Teacher of Games Design and New Media

Qualifications	<u>Essential</u> • Qualified teacher status (or equivalent) and degree. • Ability to teach Games Design and New Media <u>Desirable</u> • The ability to teach more than one subject
Knowledge and Understanding	<u>Essential</u> • Thorough subject knowledge and an understanding of National Education issues • Understanding of effective teaching and learning strategies • Understanding of assessment for learning strategies and how to use these in the classroom • Understanding of behaviour management strategies
Skills and Disposition	<u>Essential</u> • Excellent communication and interpersonal skills • Excellent teamwork and collaboration skills • Personal organisation and time management skills • Ability and desire to generate cross curricular links which promote our specialisms • Ability to develop Games Design and New Media within a specialised academy <u>Desirable</u> • Emerging leadership skills and ambition
Personal Qualities	<u>Essential</u> • Dynamic with innovative ideas and a passion for teaching and learning • Ability to demonstrate an enthusiasm for the subject • Energetic commitment to raising the aspirations of the whole academy community • Sense of humour, resilience and generosity of spirit