Teacher of ICT (Main/Upper Pay Scale):
Full-time, permanent, from 1st September 2023

From:	**1st September 2022**
Grade:	**Main to Upper Pay Scale**
Salary Range:	**£25,971 - £42,020 per year (Pay Award Pending)**
Contract:	**Full-time, permanent**
Closing Date:	**9.30am, Friday 9th December 2022**
Interviews:	**W/c 12th December 2022**

The Post

We are seeking a well-qualified colleague to join our highly successful ICT, Computing and Media department. The successful candidate will be committed to the highest standards of academic achievement and behaviour and will genuinely enjoy working with teenagers of all abilities. They will have a clear understanding of how to achieve and maintain high standards and will already have a record as an excellent classroom teacher or, for recently qualified applicants, the potential to become outstanding.

The successful applicant will be expected to teach Computer Science and/or iMedia to KS5, and the ability to teach both subjects would be advantageous. We offer a range of IT, Computer Science and iMedia courses up to KS5 level.

We believe that this post offers an excellent opportunity for job satisfaction and for personal and professional development. It provides the opportunity to work with dedicated colleagues in a pleasant, thriving school, where students are responsive, industrious and articulate. Prince Henry's has been oversubscribed for several years and it is a feature of our intake that the very great majority of our students wish to do well and wish to work hard, with the school, to achieve this.

Prince Henry's offers a full programme of extra-curricular activities made possible by the outstanding commitment of members of staff. The successful candidate will be most welcome to contribute to the department's programme of extra-curricular activities, as well as the school's wider range of extra-curricular opportunities.

The Department

The ICT Department currently comprises Mr Martin Brant (Head of Department), Miss Aurelia Giordano, Mr Clayton Gardner and Mr Will George. The department is supported by two part-time IT Technicians, plus the school's Network and Media Managers.

The Curriculum

Year 9 (Key Stage 3)

From September 2022, we have provided a bespoke IT course to all Year 9 students. This will cover topics such as e-safety, effective use of computer technology and basic MS Office skills. We will also provide an introduction to the courses that are on offer for KS4.

Years 10 & 11 (Key Stage 4)

There are a number of different opportunities for students to opt to further their study during Years 10 & 11. These include iMedia and Computer Science.

GCSE Computer Science has been designed to introduce students to computation and problem solving using computers. The course will develop students understanding of current and emerging technologies, how they work, use of algorithms and solving problems using programming.

Students who have an interest in the media, gaming or demonstrate artistic flair have the opportunity to choose one of two routes. Both lead to the Cambridge Nationals Level 1/2 Award in iMedia. The first option is to study Digital Photography and Video Production. The second option is Game Design, in which students have the opportunity to study and develop games.

Years 12 & 13 (Key Stage 5)

Four courses are offered at A Level; GCE Computer Science, BTEC National Extended Certificate in IT, BTEC National Extended Certificate in Digital Games Production and Cambridge Technical Foundation Diploma in Digital Media.

Advanced Level Computer Science aims to provide an understanding of the more scientific principles of information management, communication and computers. It covers the theoretical aspects of hardware and software and includes a significant element of computer programming. Students follow the AQA specification and complete three units over two years, one of which is coursework based.

In IT, students will choose a strand to follow. Those who choose to follow a traditional IT route will complete the BTEC IT (2016) which is a vocational qualification designed to further students understanding of the use of IT in business settings. Students complete four units of work (Creating Systems to Manage Information, Social Media in Business, Web Sites and Information Technology Systems). The course is 25% external and 75% internal assessment. This is equivalent to 1 A Level. Students who wish to gain a better understanding of the gaming industry can choose to follow the BTEC Digital Games Production. This is a 100% coursework with a focus on Game Design, Production and Testing using industry standard software for Gaming and App production. This is equivalent to 1 A Level.

The Cambridge Technical in Digital Media (2016) is a vocational qualification. This is designed to enable students to study the principles, knowledge and skills of the Media industry to a higher level. Students complete eight units of work which cover a wide range of topics and achieve the equivalent of 1.5 A Levels.

We also offer an elective in Advanced ECDL which is designed to improve Office Software skills and attracts 40 UCAS points.

Super Curriculum

Working with the Science and Technology departments, students in Year 9 are offered the chance to complete a robotics project to produce a working fairground ride.

Extra-Curricular Activities

Programming Club, Retro Gaming Club and coursework support are offered by the department.

Accommodation

ICT teaching takes place in 5 designated classrooms which contain at least 20 highly specified PCs. There are a further 7 large classrooms equipped with full ICT facilities which are used by various departments and a large number of other classrooms which have computer facilities and interactive whiteboards. The entire network of 500 PCs is housed on a Research Machines CC4 network which has been recently upgraded. It is supported by an in-house team of 4 very experienced technicians, including a Network Manager.

November 2022