

## The Computer Science, Creative iMedia and Vocational Team Business and Computing Faculty

This an enthusiastic and vibrant team with three staff delivering a range of academic and vocational courses covering Computer Science, Creative iMedia and Cambridge Technicals in IT across Key Stages 3, 4 and 5. The Computer Science, Creative iMedia and Vocational team is part of a larger Business and Computing Faculty, offering GCSEs and A Levels in Business and Economics as well as BTEC Business at KS4 and 5 and Travel at KS4. We put our passion for our subjects at the heart of all our teaching and aim to instil and share our enthusiasm with all students we teach. The Computing team focus all they do around three core aims; Promoting equality, preparing job ready students, and delivering an engaging and relevant curriculum.

Continuing professional development of teachers is fully embedded within the faculty. The varied nature of the faculty ensures there are a wide range of opportunities available for all staff to develop their practice and further their careers. We are a member of the Pavilion and Downs Teaching School Alliance with the team undertaking opportunities to further enhance their professional development.

At Key Stage 4, students are able to opt for GCSE Computer Science (**OCRI**) or Creative iMedia (OCR). Computer Science and Creative iMedia are popular options which sees three/four classes taught from Y9 to Y11.

Post-16 courses delivered by the team are also very popular including an A Level course in Computer Science (AQA) and a vocational Cambridge Technical in IT (OCR).

All students are encouraged to take part in school visits and enrichment activities. Locally these have included educational visits to companies and places of interest such as Bletchley Park. There have also been longer distance visits to Berlin. The team strives to integrate the world of work into all aspects of the curriculum. We run lively computing clubs across all three sites.

The team is based at the Upper School site in Shooting Field in a large well-resourced area. This includes several large ICT rooms used in conjunction with the interactive whiteboards in all area classrooms. We also make regular use of physical computing hardware across the subject. Microbits in KS3, and RaspberryPi & Arduino in KS4/5. Teachers are trained in all aspects of ICT and are given either an iPad or Chromebook. We have a subject staffroom where we foster a welcoming and supportive atmosphere. The team are social and there are regular organised nights out and meals throughout the year.

The Computing Team is dynamic and forward thinking; it is keen to take on the challenges of the Key Stages 3, 4 and 5 curriculum developments. This post therefore offers the successful applicant a wide range of experience at the forefront of curriculum developments.

