



# CPD

## Spring 2 2022

These courses explore the requirements of the National Curriculum for specific Year groups. We look at the subject knowledge needed to be taught in each year group, and how to plan for the best way to achieve this. Each course is spread over **two** online sessions, with a hands on gap task between the sessions to explore your current practice. It draws on the NCCE (National College for Computer Education) curriculum as well as Education for a Connected World, the DfE recommended document to teach E-safety. We also look at how Computational Thinking can be applied across the whole curriculum. Participants can also access a taught session by OpenZone staff to help support teaching and learning.

### Year 1

### Teach Computing

#### Course objectives:

- Understand the National Curriculum requirements for the year group
- Identify what needs to be taught in the year group
- Identify what is taught well and where gaps are
- Know where to get resources
- Understand progression of the subject and how to assess progress
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#### Expected impact on schools - Participants will:

- Be confident in understanding the National Curriculum for Computing for the year group
- Be able to plan the curriculum to ensure coverage
- To think about ways to enhance and expand the curriculum
- Understand how computing links to other parts of the curriculum
- Develop ideas for own practice
- To be aware of resources and where to find them

#### Who is this course for?

Year 1 teachers

#### When:

Thursday 3rd March 2022 AND	16.00 - 17.30
Tuesday 31st March 2022	16.00 - 17.30

### Year 2

### Teach Computing

#### Course objectives:

- Understand the National Curriculum requirements for the year group
- Identify what needs to be taught in the year group
- Identify what is taught well and where gaps are
- Know where to get resources
- Understand progression of the subject and how to assess progress
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#### Expected impact on schools - Participants will:

- Be confident in understanding the National Curriculum for Computing for the year group
- Be able to plan the curriculum to ensure coverage
- To think about ways to enhance and expand the curriculum
- Understand how computing links to other parts of the curriculum
- Develop ideas for own practice
- To be aware of resources and where to find them

#### Who is this course for?

Year 2 teachers

#### When:

Thursday 10th March 2022 AND	16.00 - 17.30
Tuesday 5th April 2022	16.00 - 17.30

# Year 3 Teach Computing

## Course objectives:

- Understand the National Curriculum requirements for the year group
- Identify what needs to be taught in the year group
- Identify what is taught well and where gaps are
- Know where to get resources
- Understand progression of the subject and how to assess progress

## Expected impact on schools - Participants will:

- Be confident in understanding the National Curriculum for Computing for the year group
- Be able to plan the curriculum to ensure coverage
- To think about ways to enhance and expand the curriculum
- Understand how computing links to other parts of the curriculum
- Develop ideas for own practice
- To be aware of resources and where to find them

## Who is this course for?

Year 3 teachers

## When:

Thursday 24th March 2022 AND	16.00 - 17.30
Thursday 7th April 2022	16.00 - 17.30



## EYFS and Ofsted

## Course objectives:

- Understanding what inspectors will be looking for during deep dives, their expectations around the national curriculum and when school should start teaching early reading.
- Understanding Ofsted's stance on modifications to EYFS and their expectations on how settings deliver COVID-safe provision.

## Expected impact on schools - Participants will:

- Be aware of resources and where to find them
- Be aware of the support offered by ICT in Schools
- Develop ideas for using in teaching and learning

## Who is this course for?

EYFS Practitioners and subject leaders

## When:

Tuesday 29th March 2022	16.00 - 17.30
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# Teach Tinkercad - Year 6



## Course objectives:

- To learn the basic skills to get started with Tinkercad
- Understand the tools available to create 3d models
- Raise awareness of the different file types in 3d modelling
- Understand how 3d printers work

## Expected impact on schools - Participants will:

- Have access to useful online resources to support the coding and computing curriculum.
- Be able to deliver 3d modelling and design lessons with your class.
- Develop ideas for using in teaching and learning

## Who is this course for?

Year 6 teachers

## When:

Wednesday 2nd March 2022	16.00 - 17.30
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# Scratch for Y3 and 4



## Course objectives:

- Learn the basic skills needed to get started with Scratch 3.0
- How to create a class in Scratch 3.0
- How to share work and set projects
- Set remote learning tasks for students to complete

## Expected impact on schools - Participants will:

- Be able to teach repeating patterns and nested loops using Scratch
- Have access to useful online resources to support the coding and computing curriculum.
- Become more confident using Scratch 3.0.
- Understand how to deliver areas of the computing curriculum through coding.

## Who is this course for?

Year 3 and 4 teachers

## When:

Wednesday 9th March 2022	16.00 - 17.30
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# Scratch for Y5 and 6

In Scratch 3.0 there are new sprites, backgrounds, and sounds for you to explore. The brand new extension library lets you add new sets of blocks that connect to hardware and software so you can do even more with Scratch



## Course objectives:

- Learn the basic skills needed to get started with Scratch 3.0
- How to create a class in Scratch 3.0
- How to share work and set projects
- Set remote learning tasks for students to complete
- Look at using variables and conditionals in programming

## Expected impact on schools - Participants will:

- Become more confident using Scratch 3.0.
- Understand how to deliver areas of the computing curriculum through coding.
- Have access to useful online resources to support the coding and computing curriculum.

## Who is this course for?

Year 5 and 6 teachers

## When:

Tuesday 15th March 2022	16.00 - 17.30
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# Scratch Jr On iPad for Y2 & Y3



ScratchJr is an introductory programming language that enables young students to create their own interactive stories and games. Students snap together graphical programming blocks to make characters move, jump, dance, and sing. Students can modify characters in the paint editor, add their own voices and sounds, even insert photos of themselves -- then use the programming blocks to make their characters come to life.

## Course objectives:

- Find out how to code using Scratch Junior on iPad
- Understand the teaching progression for pupils to learn how to code
- Access a range of free resources
- Understand the cross curricular possibilities especially with literacy

## Expected impact on schools - Participants will:

- Be able to use Scratch Junior confidently
- Know how Scratch Junior can be used to teach the Coding elements of the Computing Curriculum effectively in KS1
- Develop ideas for using Scratch Junior across the curriculum

## Who is this course for?

Y2 & Y3 practitioners who wish to develop coding in the classroom

## When:

Wednesday 23rd March 2022	16.00 - 17.30
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Be ready for your  
**'DEEP DIVE'**

## A Deep Dive Into Computing

The Ofsted deep dive is one of the key elements of the new Ofsted Inspection Framework's curriculum focus. This course explores what an Ofsted deep dive entails, the questions you are likely to be asked by the inspection team, what it looks like in practice, and how to prepare for it.

### Course objectives:

- To look at the priorities of a deep dive into Computing
- To consider the intent, implementation and impact of your school's Computing curriculum
- Audit the quality of the provision for Computing
- To be prepared for the questions that will be asked

### Expected impact on schools - Participants will:

A clear understanding of Ofsted's Deep Dive into Computing in Primary Schools

### Who is this course for?

Computing Subject Leaders

### When:

Thursday 10th February	13.30 - 15.30
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## Update : School Websites Workshop and New Features

Realsmart's Web Design team are joining us to deliver this workshop. They will address any of your frustrations or requests on how to best present your school online. In the session, you can work hands. They will also demonstrate some new features available for you to incorporate into your school sites.

This will be a great opportunity for those schools looking to give any aspect of their site a fresh look and feel.

### Course objectives:

- To look at how your school website is presented
- To consider new features that are available for your website
- Address any issues or suggestions for improvements

### Expected impact on schools - Participants will:

Have an understanding of what the new features of Realsmart's website design are and how best to use them to get the most out of the school website.

### Who is this course for?

Those of you who host your school website through realsmart

### When:

Friday 11th February	13.00 - 14.00
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If you are interested in taking part in any of our CPD sessions, please email: [julia.small@ictinschools.org](mailto:julia.small@ictinschools.org)

Our courses will be running virtually using Google Meet. Once you have registered on the course a Meet link will be sent out to you.

