

# CPD for Computing 2022 - 2023

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** twilight 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.



## Teaching Computing Y1

### 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 1 teachers and Support Staff

### When:

Thursday 17th November 2022 AND	16.00 - 17.30
Thursday 9th March 2023	16.00 - 17.30



## Teaching Computing Y2

### 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 2 teachers and Support Staff

### When:

Thursday 10th November 2022 AND	16.00 - 17.30
Thursday 2nd March 2023	16.00 - 17.30

All sessions are face to face at OpenZone @ The Word. If you are interested in taking part in any of our CPD sessions, please email: [julia.small@ictinschools.org](mailto:julia.small@ictinschools.org)



# Teaching Computing Y3

## 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 and Support Staff

## When:

Thursday 6th October 2022 AND	16.00 - 17.30
Thursday 16th February 2023	16.00 - 17.30



# Teaching Computing Y4

## 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 4 teachers and Support Staff

## When:

Thursday 29th September 2022 AND	16.00 - 17.30
Thursday 9th February 2023	16.00 - 17.30

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## Teaching Computing Y5

### 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 5 teachers and Support Staff

### When:

<b>Thursday 22nd September 2022 AND</b>	<b>16.00 - 17.30</b>
<b>Thursday 26th January 2023</b>	<b>16.00 - 17.30</b>



## Teaching Computing Y6

### 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 6 teachers and Support Staff

### When:

<b>Thursday 15th September 2022 AND</b>	<b>16.00 - 17.30</b>
<b>Thursday 19th January 2023</b>	<b>16.00 - 17.30</b>

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You are cordially invited to:

# Computing Subject Leads Network Meetings

on  
Tuesday 4th October 2022  
and  
Tuesday 21st March 2023



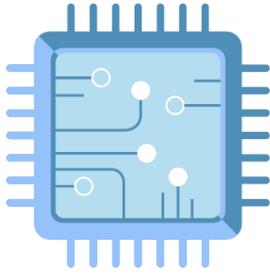
at  
OpenZone @ The Word

from  
16.00 - 17.30



All sessions are face to face at OpenZone @ The Word. If you are interested in taking part in any of our CPD sessions, please email: [julia.small@ictinschools.org](mailto:julia.small@ictinschools.org)

# Teaching Computer Systems and Networks



## Course objectives:

- Look at how the relevant units in the NCCE Curriculum can be taught
- Understanding what a computer network and system is.
- Identify what needs to be taught in each year group
- Know where to get resources

## Expected impact on schools - Participants will:

- Be confident in understanding what a computer network and system is.
- Be able to plan the curriculum to ensure coverage
- Develop ideas for own practice
- To be aware of resources and where to find them
- Be aware of the support offered by ICT in Schools

## Who is this course for?

KS2 teachers and Support Staff

## When:

Wednesday 16th November 2022	16.00 - 17.30
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# EYFS and Teaching Computing

## Course objectives:

- Understanding what inspectors expectations are around the national curriculum.
- Identify what needs to be taught
- Identify what is taught well and where gaps are
- Know where to get resources
- Understand progression of the subject

## Expected impact on schools - Participants will:

- Be confident in understanding the EYFS Curriculum requirement for Computing in EYFS
- Be able to plan the curriculum to ensure coverage
- To think about ways to enhance and expand the curriculum
- Develop ideas for own practice
- To be aware of resources and where to find them
- Be aware of the support offered by ICT in Schools

## Who is this course for?

EYFS Practitioners, Support Staff and subject leaders

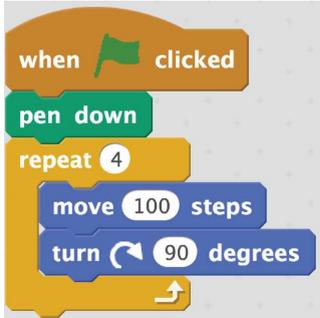
## When:

Thursday 24th November 2022 AND	16.00 - 17.30
Thursday 23rd March 2023	16.00 - 17.30

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# Scratch for Lower KS2

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
- Look at using pen tools in programming to draw shapes
- Look at how the relevant units in the NCCE Curriculum can be taught
- Explore how the curriculum can be extended

## 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 and Support Staff

## When:

Thursday 20th October 2022	16.00 - 17.30
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# Teach 3D design using Tinkercad

Tinkercad is a free-of-charge, online 3D modelling program that runs in a web browser. Since it became available in 2011 it has become a popular platform for creating models for 3D printing as well as an entry-level introduction to constructive solid geometry.

## 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
- Look at how the relevant units in the NCCE Curriculum can be taught



## 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 and Support Staff

## When:

Thursday 3rd November 2022	16.00 - 17.30
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# Scratch for Upper KS2

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
- Look at using variables and conditionals in programming
- Look at how the relevant units in the NCCE Curriculum can be taught
- Explore how the curriculum can be extended

## 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 and Support Staff

## When:

Thursday 13th October 2022	16.00 - 17.30
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# Scratch Jr On iPad for KS1

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
- Look at how the relevant units in the NCCE Curriculum can be taught
- Explore how the curriculum can be extended



## 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:

Thursday 1st December 2022	16.00 - 17.30
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# iMovie on the iPad

iMovie lets you create engaging and informative movies that tell stories. Create movies that include titles, music, and effects (now including green screen) all with videos and photos taken on your iPad. Using video is an excellent way to develop and set work for pupils and for them to extend their learning.

## Course Objectives:

- Learn the features of iMovie software
- Understand how to create videos using iMovie video editing software
- Add effects, text, overlays and sound
- Explore ideas using trailers
- Be able to do share your movie with others
- Look at E safety and policy considerations
- Introduction to Apple Teacher programme

## Expected impact on schools - Participants will:

- Understand E Safety issues around video
- Understand the workflow for teaching editing in class
- Become confident in using iMovie as a classroom tool to engage learning.
- Be able to use iMovie to develop resources.
- Be able to earn the iMovie for iPad badge as part of the Apple Teacher programme.

## Who is this course for?

Any practitioner using iPads

## When:

Wednesday 23rd November 2022	16.00 - 17.30
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# Stikbot Animation with iPad

Stop-motion animation creation by pupils in a classroom is an engaging way for learners to demonstrate their learning. With Stikbot, creating and sharing animation has never been so easy.

The free Stikbot Studio app, allows you and your pupils to take still photos of your subject and then layer them in sequence to create simple animation.

## Find out:

- How to create simple stop motion animation
- Add greenscreen so your animations can take place anywhere
- Add sound effects or voice over
- Share your finished animations

## Expected impact on schools - Participants will:

- Be able to use Stikbot confidently
- Know how animation can be used to enhance the curriculum and engage pupils
- Develop ideas for using in teaching and learning

## Who is this course for?

Any practitioner using iPads

## When:

Wednesday 15th March 2023	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:

<b>Wednesday 14th September 2022</b>	<b>16.00 - 17.30</b>
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## Leading Primary Computing

This course will help new and existing computing coordinators to clarify their role and develop and implement a broad and balanced curriculum. You will learn how best to lead the improvement of computing teaching and learning, and to provide professional support and development to others. You will develop a detailed action plan to guide the effective use and development of resources, assessment approaches, infrastructure and facilities. By monitoring and communicating impact you will enable yourself and school leadership to accurately understand the strengths of computing in your school, and sustainably plan for improvement.

### Course objectives:

- Understanding what inspectors expectations are around the national curriculum.
- Identify what needs to be taught
- Identify what is taught well and where gaps are
- Know where to get resources
- Understand progression of the subject

### Expected impact on schools - Participants will:

- Improve the computing curriculum offer in your school, and be confident in its purpose and vision.
- Use assessment to better know the strengths of your learners, and know how to adapt teaching to support all children.
- Develop a passion for computing in your school through a planned enrichment and extra-curricular offer.
- Know how to resource teaching by you and your colleagues, drawing on quality-assured lesson materials and evidence-based teaching practices
- Be confident in leading the development of others, helping the whole school to inspire in computing

### Who is this course for?

New to the role Computing Leaders and existing Computing leads wishing to develop their leadership skills.

### When:

<b>Wednesday 12th October 2022</b> <b>AND</b>	<b>16.00 - 17.30</b>
<b>Wednesday 8th February 2023</b>	<b>16.00 - 17.30</b>

All sessions are face to face at OpenZone @ The Word. If you are interested in taking part in any of our CPD sessions, please email: [julia.small@ictinschools.org](mailto:julia.small@ictinschools.org)