From September 2014, primary and secondary schools will be required by law to teach the new computing curriculum.

The UK’s technology industry accounts for over £66m of the annual GVA and is continuing to grow, creating greater demand for higher level computer skills. With the new curriculum designed to address this need, school leaders must effectively prepare for the challenges and opportunities posed by teaching more advanced computer science.

This Implementing the New Computing Curriculum course gives delegates the tools they need to effectively prepare for the impending change to their former ICT curriculum.

Led by Computing at School (CAS) Master Teacher, Peter Marshman, attendees will: recognise what the future of the computing curriculum will mean for their school; learn from best-practice how to implement effective learning technologies and gain practical tools to bring back to their school.

- Develop practical strategies to help your school effectively prepare for the computing curriculum.
- Identify what the future of computer science will entail and how technology will shape your curriculum in 2014.
- Learn from best practice from primary and secondary schools that have successfully implemented computer science.
- Effectively protect your pupils through teaching the importance of e-safety.
- How to deliver a creative computing curriculum to successfully engage your pupils.
- Create an action plan to help prepare your school for new computing curriculum.

Contact us: Email: skills@moderngov.com Telephone: 0161 211 3038
Implementing the New Computing Curriculum

**Programme**

**09.45 - 10.00**
Chair’s Welcome and Introduction

**10.00 - 10.30**
The Future of Computer Science in the Curriculum
- Recognise the three key elements of the computing curriculum – computer science, information technology and digital literacy
- How will new technologies shape your curriculum?
- Dispelling the myths – the importance of ICT in the age of computing

**10.30 - 11.15**
From ICT to Computing: Transforming Computer Science
- Best practice in developing an effective computing curriculum
- Change the learning culture to reflect the emphasis on computer science and digital literacy
- Empower teachers to successfully deliver the new computing curriculum
- Recognise the issues posed by implementing the curriculum – and how to overcome them

**11.15 - 11.30**
Coffee

**11.30 - 12.15**
Demystifying Computer Science and Coding
- Recognise what teachers are actually expected to understand about coding
- Develop strategies to effectively teach computer science at KS1 and KS2
- Use current ICT facilities to meet the needs of the new curriculum
- Effectively engage pupils through learning technologies in and out of the classroom

**12.15 - 13.00**
The Importance of E-Safety in the Computing Curriculum
- Identify the importance of improving e-safety under the new inspection framework
- Recognise how to improve your school’s ability to effectively prepare and protect pupils
- Effectively prepare pupils for the dangers posed by increased use of technology
- Developing e-safety strategies in your school to help combat online risk

**13.00 - 14.00**
Lunch

**14.00 - 14.45**
Computational Thinking, Creativity and Coding in the Curriculum
- Learn creative ways to teach coding and engage pupils
- Recognise the importance of innovative teaching in the computing curriculum
- Improve digital literacy and computational thinking
- Utilise digital technologies to engage pupils and improve learning

**14.45 - 15.00**
Coffee

**15.00 - 16.00**
Workshop: Practical Tools for Developing your Computing Curriculum
- Identify the necessary tools to improve your computing curriculum
- Adapt the ICT tools you currently have to teach the new curriculum
- Effectively teach the computing curriculum in your school
- Recognise the software available and identify the best technology for your school
- Create an action-plan to bring back to your school