

**AL-Khair Primary & Secondary School**  
**Computer Science Teacher Job Description**

Al-Khair Secondary School is a high achieving school, which has an excellent academic as well as pastoral record. We place the utmost importance on nurturing our students in a holistic manner to be the best they can whatever their chosen specialisation may be in the future. We would like our students to realise their individual potential and live as valuable and beneficial members of society that will bring benefit to all who they come across. If you share our values and would like to be a part of our exciting, rewarding and demanding vision, please complete an application form and return it with a covering letter to: [samia.arooj@alkhairschool.org.uk](mailto:samia.arooj@alkhairschool.org.uk). The application form is available to download from our website – <http://www.alkhairschool.org.uk/MainFolder/2-About-Us/Al-Khair-Application-Form-V1.pdf>

**Closing date:** Monday 6th May 2019

You will be notified if you have been shortlisted for an interview.

Interviews from the week beginning **Monday 13th May to Friday 17th May 2019.**

**Start date:** September 2019

**Salary:** £24,500 - £32,500 depending on qualification and experience (Part Time opportunity is available, pro rata for part-time)

**Working hours:** For Full-Time, 08.00 am -17.00 pm Monday to Friday with a lunch break plus preparation, meetings and school events outside of these hours, as required. We currently work a 36-week teaching year. **For Part-Time, working hours may vary.**

**Post title to which post holder reports:** The Head Teacher, The Proprietor, and the AKF School Management Team

It is expected that all members of teaching staff will

- support the Islamic ethos of the school;
- adopt professional standards of behaviour and appearance at all times;
- Work as a supportive member of the teaching staff;
- participate in sharing good practice;
- familiarise themselves with all the relevant documentation and policies;

**Job Description**

- Strategic Direction and Development of Computer Science
- Developing a high quality, innovative programme of study for Computer Science at KS3 and KS4 and KS3 Mathematics
- Maintain an interest in and knowledge of a variety of fields of technology from mobile to programming, robotics, web design, cloud storage, animation and virtual reality.

- Keep abreast of technological developments, commentary and trends adjusting the curriculum as necessary to ensure the subject remains at the forefront of innovation.
- Have a willingness to share knowledge and tech discoveries, promote the significance of technology with other members of the teaching staff in the school.
- Establishing and maintaining policies and practices, which promote high achievement through effective teaching and learning.
- Creating an environment where students and staff develop and maintain positive attitudes towards teaching and learning.
- Using data effectively to monitor and evaluate student progress; planning and implementing effective intervention to support all students to achieve highly.
- Analysing national, local and Academy data, research and inspection findings to inform curriculum area policies and practices, expectations and teaching methodologies.

### **Teaching and Learning of Computer Science**

- Ensuring appropriate, challenging and differentiated programmes of Study and Schemes of Work are in place for all Computer Science teaching groups and related courses.
- Ensure students are given the opportunity to experience and apply the subject outside of the classroom in the delivery of extra-curricular activity.
- Securing and sustaining effective teaching of the subject through structured monitoring and evaluation of all aspects of teaching and learning
- Ensuring teaching and learning objectives are clear to all members of the curriculum team.
- Ensuring effective development of students' literacy, numeracy and ICT skills within the subject.
- Developing the curriculum to meet the needs of all students; introducing, planning and implementing new courses of study to meet 14-16 curriculum initiatives and KS3 developments.
- Map progress of students regularly against prior attainment and local and national norms and identifying students at risk of underachieving.
- Ensure students gain experience of a wide range of programming languages including but not limited to:
  1. Small domain-specific languages (such as instructions to a simple robot)
  2. Visual languages such as Scratch BYOB or Kodu.
  3. Text-based languages, such as C#, C++, Java, Pascal, PHP, Python, Visual Basic,
  4. Scripting languages, such as shell scripts, Flash ActionScript, or JavaScript.
  5. Spreadsheet formulae.

### **Efficient and Effective Deployment of Staff and Resources within Computer Science**

- Developing and using appropriate resources, in consultation with the Head teacher for effective, efficient and safe teaching and learning within the subject area; accommodation, staff, time, courses, development opportunities and equipment.
- Creating an effective and stimulating learning environment for teaching and learning.
- Deploying accommodation to effectively meet the teaching and learning needs of the subject.

- Ensuring a safe working and learning environment through application of appropriate risk assessments.

### **Skills and Experience**

- Computers and Electronics. Knowledge of circuit boards, processors, chips, electronic equipment, and computer hardware and software, including applications and programming.
- Education and Training. A good Computer Science or related degree. Knowledge of principles and methods for curriculum and training design, teaching and instruction for individuals and groups.
- Mathematics. Knowledge of arithmetic, algebra, geometry, calculus, statistics, and their applications.
- Prior experience teaching computer science courses, preferably at secondary level and ability to teach Computer Science up to KS4
- Engineering and Technology. Knowledge of the practical application of computer Science, engineering science and technology. This includes applying principles, techniques, procedures, and equipment to the design and production of various goods and services.

### **Teaching Commitment**

The person undertaking this role is expected to work within the policies, ethos and aims of the School and to carry out such other duties as may reasonably be assigned by the Head Teacher. All teachers take an active role in the School's pastoral care of students and the post holder will be expected to fulfil the role of form tutor.

### **Health and Safety Statement**

So far as is reasonably practicable, the post holder must ensure that safe working practices are adopted by employees, and in premises/work areas for which the post holder is responsible, to maintain a safe working environment for employees and service users. These are defined in the School's Health and Safety policy, departmental policies and codes of practice.

### **Safeguarding Statement**

Al-Khair School is committed to the safe guarding of all of its young persons and expects all staff, volunteers and adults to work within the parameters of the policies and procedures as agreed by the Executive Board to ensure the safety of all young persons within its care.

The duties of this post may vary from time to time without changing the general character of the post or level of responsibility entailed.

## Person Specification

	Essential	Desirable
Qualifications	A good Computer Science or related degree.	Qualified Teacher Status
Experience, Skills and knowledge	<ul style="list-style-type: none"> <li>• Clear view of the place of Computer Science in the curriculum and developments in the field.</li> <li>• Prior experience of leading a subject area and creating an innovative, practical curriculum that has inspired and motivated students.</li> <li>• Evidence of improving outcomes for students.</li> <li>• Knowledge of circuit boards, processors, chips, electronic equipment, and computer hardware and software, including applications and programming.</li> <li>• Demonstrable experience of teaching a variety of programming languages including but not exclusively :-</li> <li>• Small domain-specific languages (such as instructions to a simple robot)</li> <li>• Visual languages such as Scratch BYOB or Kodu, Alice, Greenfoot or any other visual programming software</li> <li>• Knowledge or experience of Dreamweaver and Photoshop</li> <li>• Text-based languages, such as C#, C++, Java, Pascal, PHP, Python, Visual Basic,</li> <li>• Knowledge of principles and methods for curriculum design.</li> <li>• Prior experience teaching Computer Science courses at secondary level and up to KS4.</li> <li>• Knowledge and understanding of the National Curriculum, particularly statutory requirements.</li> <li>• Excellent written and communication skills, including appropriate ICT skills.</li> <li>• A secure knowledge of the importance of data as a means both to measure and to extend progress</li> <li>• Ability to use assessment data in planning.</li> </ul>	<ul style="list-style-type: none"> <li>• Additional industry experience in computing.</li> <li>• Knowledge of the practical application of Computer Science and the linking to engineering science and technology.</li> <li>• Experience of designing, building and programming robots.</li> <li>• Knowledge of media production, communication, and dissemination techniques and methods. This includes alternative ways to inform and entertain via written, oral, and visual media.</li> </ul>

	<ul style="list-style-type: none"> <li>• A high level of organisational skills.</li> <li>• The ability to create a stimulating visual and practical environment in the classroom.</li> <li>• Understanding of what is required to secure effective teaching and learning.</li> <li>• Ability to provide appropriate challenges for students.</li> <li>• Knowledge of behaviour management strategies and an ability to maintain good classroom discipline.</li> <li>• Understanding of the practical application of Equal Opportunities in a school context</li> </ul>	
<p>Personal Qualities</p>	<ul style="list-style-type: none"> <li>• Commitment to safeguarding and promoting the welfare of children and young people.</li> <li>• Willingness to undergo appropriate checks, including enhanced CRB checks.</li> <li>• Motivation to work with children and young people.</li> <li>• Ability to form and maintain appropriate relationships and personal boundaries with children and young people</li> <li>• Emotional resilience in working with challenging behaviours and attitudes to use of authority and maintaining discipline.</li> <li>• Flexibility and a willingness to be involved in activities that promote the community hub.</li> <li>• A commitment to extra-curricular activities and the opportunity for students to learn in different contexts.</li> <li>• A commitment to lifelong learning and a willingness to contribute to furthering their own learning through CPD.</li> <li>• Energy, enthusiasm and a sense of humour.</li> <li>• Commitment to the Academy's Equal Opportunities policies.</li> <li>• Personal drive and energy to motivate and inspire staff and students.</li> <li>• Capable of establishing positive relationships with parents.</li> </ul>	

	<ul style="list-style-type: none"><li>• Integrity.</li><li>• The ability to cope with complexity, ambiguity and uncertainty.</li><li>• A genuine liking for and commitment to students even when the going gets tough!</li><li>• Have a willingness to demonstrate commitment to the values and behaviours which flow from the Oasis ethos.</li><li>• Ability to motivate students.</li><li>• Ability to work as part of a team.</li><li>• Ability to be a reflective practitioner.</li></ul>	
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*THIS JOB DESCRIPTION IS NOT INTENDED TO BE A COMPLETE LIST OF DUTIES AND RESPONSIBILITIES, BUT INDICATES THE MAJOR REQUIREMENTS OF THE POST. IT MAY BE AMENDED AT A FUTURE TIME, TO TAKE ACCOUNT OF THE DEVELOPING NEEDS OF THE SERVICE.*

*AL-KHAIR SCHOOL IS COMMITTED TO SAFEGUARDING AND PROMOTING THE WELFARE OF CHILDREN AND YOUNG PEOPLE AND ALL POSTS WILL BE SUBJECT TO SATISFACTORY REFERENCES AND AN ENHANCED DBS CHECKS.*