



# Blundell's

FOUNDED 1604

## WORKING AT BLUNDELL'S ADDITIONAL INFORMATION (TEACHING POSTS)

**Job Title:** Teacher of Computer Science  
**Department:** Computer Science  
**Report to:** Head of Computer Science  
**Date:** April 2022

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### ROLE

An enthusiastic and well qualified teacher of Computer Science is required to join our dynamic Computer Science department. The ability to teach A Level and to teach another subject to GCSE will be an advantage but not essential. This post would suit an established teacher, an NQT, a recent graduate or someone wishing to retrain. The successful applicant will, if required, be able to gain Qualified Teacher Status through the Teaching Apprenticeship Programme. This Programme is a salaried, hands on, practical school-based teacher training route with supportive mentors. We are experienced in providing this opportunity and have an outstanding track record of training excellent practitioners.

Every new member of staff is assigned a mentor and the full statutory NQT induction programme is available for teachers new to the profession. Blundell's School is a regional training centre for NQTs in the independent sector.

A commitment to full participation in the extra-curricular life of this thriving boarding school is expected and accommodation may be available.

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### THE COMPUTER SCIENCE DEPARTMENT

The Computer Science department is staffed by the Head of Computer Science (who is also the Director of IT Services) and two other teachers. Currently ~230 pupils have Computer Science lessons from KS3 through to KS5 with GCSE and A Level options becoming more popular among pupils.

The National Curriculum is followed for KS3 and we teach the AQA Computer Science specification for both GCSE and A Level sets. As subject specialists we take a highly collaborative approach, for example through joint preparation of resources and peer marking. We pride ourselves on a friendly, inclusive culture and have good experience of supporting apprentice teachers.

The Computer Science lessons take place in two dedicated computer suites which are both well-equipped and spacious teaching spaces. We use Microsoft 365 and associated systems to support teaching, utilising Microsoft Surface Pro devices, One Note and Teams extensively to feed back to pupils and aid their development. Coding skills are delivered using a range of programming languages with Python being the core but SQL, VB.Net, Javascript and Haskell also being used at different points in the curriculum.

Members of the department are encouraged to take opportunities to stretch and challenge the pupils through competitions and enrichment lectures. All pupils compete in the Bebras Computational Thinking Challenge and some of the more successful pupils get invited to take part in the Oxford University Computing Challenge, where the school has had notable success in recent years.

We strive to introduce pupils to the world outside the classroom where possible. Recent trips have been to visit the National Museum of Computing, Bletchley Park and the Met Office. Past pupils have worked with the Met Office Earth System Modelling group for either work experience or presenting work they have completed in collaboration with the Met Office team at the Royal Society Summer Science Exhibition.

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## TEACHING POLICY

### **Aims:**

To foster in pupils an enthusiasm for study, application of intellectual, physical or creative effort and the ability to think and learn for themselves;

To enable pupils to acquire new knowledge understanding and skills in the subjects taught;

To support and encourage pupil reflection about their academic progress and enable them to demonstrate achievement.

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## PERSON SPECIFICATION

### **Job Description**

#### **Teachers will:**

- Show a clear command of the subject areas which they teach;
- Organise teaching programmes which meet curricular demands and pupils' needs;
- Plan lessons carefully, making their aims and objectives clear to pupils;
- Have high expectations of all pupils, challenging their knowledge and understandings and encouraging and enabling them to meet their full potential;
- Stimulate and maintain pupils' interest by a range of methods and their own enthusiasm;
- Use data on pupils' baseline to inform their teaching;

- Use personalised teaching strategies where appropriate to meet the needs of pupils of different abilities, including the most able, pupils for whom English is not their first language or those who have learning difficulties. Central lists of pupils and their particular learning requirements should be referred to;
  - Set appropriate homework and assess and feedback to pupils on their work regularly and effectively, according to agreed standards and policies (see Marking and Assessment Policy)
  - Manage pupils well, to maintain good order and discipline within the classroom;
  - Develop good relationships with pupils through a balance of firmness and friendliness;
  - Insist on punctuality in attending lessons and set a good example themselves;
  - Provide a teaching environment which is bright, orderly and interesting. Classroom decoration should be updated frequently and there should be regular displays of pupils' work;
  - Provide fair, full and accurate feedback to pupils, parents, tutors and Houseparents via the reporting systems, as well as more regular communication where appropriate for individuals;
  - Contribute to the regular progress meetings which are an important forum for sharing feedback on pupils' progress and agreeing strategies to enhance their performance;
  - Be ready to ask for advice and to share difficulties in teaching with other colleagues;
  - Take opportunities to observe other colleagues and share good practice in teaching
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Please sign to acknowledge receipt of job description.

Signature: \_\_\_\_\_

Employee Name: \_\_\_\_\_

Date: \_\_\_ / \_\_\_ / \_\_\_