Computing CPD – Secondary

September 2024 +

Search and sort algorithms	<u>Wednesday 18 September 2024 09:00-15:30</u> (remote) OR <u>Thursday 26 September 2024 09:00-15:30</u> (remote)
During this course you'll go deep into understanding how search and sort algorithms function; you'll explore the purpose and how to use trace tables when working with algorithms. You'll explore each of the core search and sort algorithms function; exploring how they manipulate data structures and compare the relative efficiency of different methods.	
Python programming: advanced subject knowledge, implementation and testing	<u>Thursday 19 September 2024 09:00-15:45</u> (remote) OR <u>Wednesday 25 September 2024 09:00-15:45</u> (remote)
During this course you'll develop your Python skills by exploring advanced programming techniques such as authentication, nested selection, data structures, sub-routines etc. whilst applying them into the implementation and testing stages of the software life cycle.	
Introduction to algorithms, programming and data for D&T teachers	<u>Wednesdays 2 and 9 October 2024 09:00-14:45/16:00</u> (remote) OR <u>Thursdays 3 and 10 October 2024</u> <u>09:00-14:45/16:00</u> (remote)
Take your first steps towards teaching programming within Design and Technology, during this two-day course you'll explore different programming techniques and how to apply them to popular platforms such as VEX, Crumble and Micro:Bit.	
Fundamentals of computer networks	<u>Wednesday 6 November 2024 09:00 – 15:45</u> (remote) OR <u>Thursday 14 November 2024 09:00 – 15:45</u> (remote)
This course will deepen your knowledge, up to GCSE level which will help boost confidence when teaching key topics to students. You'll need to know some basic concepts and terminology to access this GCSE-level subject knowledge enhancement.	
Adapted teaching and effective learning interventions in secondary computing	<u>Wednesday 4 December 2024 09:00-15:00</u> (remote) OR <u>Thursday 5 December 2024 09:00-15:00</u> (remote)
This CPD takes the best evidence and practice for education recovery and applies it to computing, with a spotlight on effective and sustainable approaches to subject-specific challenges and issues.	
Introduction to Isaac GCSE computer science	<u>Wednesday 11 December 2024 14:30-15:30</u> (remote) OR <u>Thursday 12 December 2024 14:30-15:30</u> (remote)
This short course is suitable for teachers interested in using the Isaac Computer Science platform. Isaac Computer Science is an exciting, free learning platform, aimed at supporting students with the subject knowledge required for GCSE and A Level. During this short course, you'll learn about the features available on the Isaac Computer Science platform, including how to: • create a group (if you have your students' email addresses to hand, you can set them up as a group during the session) • set assignments (choose from our bank of pre-made question 'gameboards') • view your students' progress in their assignments • use auto-marking to inform your teaching • create your own custom 'gameboard'	

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