

Person Specification: Primary Class Teacher & Science & Computing Lead

Criteria	Essential	Desirable
Qualifications & Training	<ul style="list-style-type: none"> - Qualified Teacher Status (QTS) - Degree or equivalent in Primary Education - Evidence of CPD in teaching and learning 	<ul style="list-style-type: none"> - Further qualifications in Science and/or Computing - Leadership training (e.g., NPQML)
Experience	<ul style="list-style-type: none"> - Teaching across the primary age range - Raising attainment and improving outcomes - Using a range of teaching strategies - Integrating technology into teaching 	<ul style="list-style-type: none"> - Leading a subject or curriculum area - Delivering staff training/CPD - Working with STEM/Computing organisations
Leadership & Management	<ul style="list-style-type: none"> - Ability to lead and inspire colleagues - Monitoring and evaluating teaching and learning - Mentoring colleagues - Strong communication and interpersonal skills 	<ul style="list-style-type: none"> - Leading whole-school initiatives - Working with external agencies - Applying for grants or funding
Personal Attributes	<ul style="list-style-type: none"> - Passionate about Science, Computing, and primary education - Committed to professional growth - Enthusiastic and innovative - Team player - High expectations for self and others - Resilient and adaptable 	<ul style="list-style-type: none"> - Involvement in STEM-related extracurricular activities - Interest in emerging EdTech and digital learning

Primary Class Teacher (Science & Computing Lead)

Job Description

- To deliver high-quality teaching and learning in the primary phase.
 - To lead and develop the Science and Computing curriculum across the school.
 - To inspire and support staff in delivering engaging Science and Computing lessons.
 - To contribute to whole-school improvement and pupil achievement.
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Main Duties and Responsibilities

Classroom Teaching Responsibilities

- Plan and deliver engaging, inclusive, and challenging lessons that meet the needs of all learners.
- Assess, track, and report on pupil progress in line with school policies.
- Use a range of teaching strategies to foster curiosity, creativity, and independent learning.
- Create a positive and stimulating learning environment.
- Promote high standards of behaviour, engagement, and well-being.
- Collaborate with colleagues to plan and deliver cross-curricular learning experiences.

Science and Computing Leadership Responsibilities

- Lead the development and implementation of an exciting Science and Computing curriculum.
- Ensure progression in knowledge, skills, and understanding across all key stages.
- Monitor and evaluate the quality of teaching and learning in Science and Computing.
- Support and mentor colleagues in their professional development in these subjects.
- Organise and lead Science and Computing-related enrichment activities, such as STEM clubs, coding clubs, and educational visits.
- Keep up to date with national developments in Science and Computing and ensure best practices are implemented.
- Work with SLT to develop and implement school-wide policies for Science and Computing.
- Promote the use of digital learning tools to enhance teaching and engagement.

Wider School Contribution

- Be an active member of the school community, participating in staff meetings and professional development opportunities.

- Support whole-school initiatives, including assemblies, special events, and extracurricular activities.
 - Establish positive relationships with parents, carers, and the wider school community.
 - Contribute to a culture of continuous improvement and high expectations for all pupils.
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Safeguarding and Pastoral Responsibilities

- Uphold and promote the school's safeguarding policies, ensuring the safety and well-being of all pupils.
- Be a positive role model, supporting pupils' personal development, resilience, and well-being.
- Promote an inclusive and supportive learning environment for all pupils.