

CPD Courses available from Phil Wickins

I am available for INSET days, twilight sessions or morning/afternoon training sessions. I can deliver to large and small groups, or even one to one.

My usual fees depend on the length of training, plus £10 per person per hour (minimum 5 delegates, maximum 30).

Full day (6 hours)	£200	+ £10 pp, ph
Half day (3 hours)	£150	+ £10 pp, ph
2 hour twilight	£100	+ £10 pp, ph
1 hour staff meeting	£80	+ £10 pp, ph



e.g. 2 hour twilight for 10 teachers, £100 + (£10 x 10 x 2) = £300
(please note prices may vary depending on location, equipment availability and course content)

Testimonials from my delegates:

"Excellent delivery with practical and appropriate ideas to implement straight away."

"The training session was extremely fun to participate in, it allowed us to actually get engaged in our own learning and gave us a really good idea on how to start teaching this material ourselves."

"...prior to arrival the session seemed daunting due to the 'technical' nature of the subject, but the trainer made the subject accessible and easy to understand."

Included in this Brochure are the full courses I can offer, however any of the following schedules can be changed, condensed or adapted to suit your needs.

Contents:

Coding and Programming

Leading Computing

Digital Literacy and The Internet

Planning and Pedagogy (Applicable to all primary subjects)

Using I.T. for Assessment (Excel training)

E-Safety

CAD Design

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Coding and Programming

5 x half-day sessions

Aimed at: KS2 Teachers and Computing Leaders

Coding and programming are high priority skills for pupils in the 21st century. This course aims to build teacher confidence and subject knowledge with coding and provide teachers with hands-on experience working with algorithms, developing lesson plans and activities, using a range of commonly available programming tools and applications and developing a deeper understanding of the concepts underlying basic programming:

Sessions:

- **An introduction to computational thinking & algorithms:**
 - How to think computationally as a pre-cursor to programming
 - Logic, sequence, repetition and decisions
 - Algorithms: definitions, types and pedagogy in teaching algorithms
- **Implementation of algorithms (Beebots, Flowal, Hopscotch, Scratch)**
 - Implementing algorithms and variation in approach
 - Understanding real life concepts before simulation
 - Applying the above concepts in various visual programming languages
 - Testing and de-bugging through visual methods and role-play
- **Planning and designing projects**
 - Understanding the planning and design process as an essential bridge between learning skills and actual coding Exploring different planning techniques and pro-forma
 - Using decomposition as part of the design approach
- **Introduction to coding (Scratch)**
 - Applying the basic coding concepts through Scratch and other visual programming languages. A longer practical hands on element, exploring ideas, techniques and resources that can be taken straight back to the classroom.
- **More advanced programming (Scratch)**
 - Develop understanding and practice of concepts from the National Curriculum including: abstraction, decomposition, sequencing and repetition.
 - Using conditional operators within a variety of contexts, including controlling and simulating real life situations.
 - Ideas on how to extend higher ability pupils.

Leading Computing

5 x half-day sessions

Aimed at: Computing Leaders

Computing supports all areas of the curriculum. It is a complex subject that requires the teaching of core skills that pupils will be able to apply safely and confidently across a range of rapidly evolving applications and platforms. This course supports computing leaders to fully implement a computing curriculum that meets the rapidly changing needs of their pupils:

- Curriculum development
- Lesson planning
- Pedagogy
- Ensuring opportunities for digital literacy
- Programming and coding
- E-safety
- Assessment for learning

Sessions:

- **Whole school overviews and curriculum development:**
 - Skill progression
 - Curriculum mapping
 - Application across the curriculum – different approaches
- **Digital literacy across the curriculum:**
 - Ensuring coverage of basic digital literacy skills
 - High expectations for digital literacy
 - Different approaches for applying digital skills across the curriculum
- **Computing pedagogy – sharing best practice:**
 - Analysis of current planning
 - Analysis of scaffolding to support learning
 - Importance of design process
- **Lesson planning:**
 - Effective planning for skill progression and assessment
 - Differentiation, support, independence and challenge
 - Planning for application and exploration of computational thinking concepts
 - Building in assessment for learning
- **E-safety and resource management:**
 - E-safety and the legal framework
 - Effective approaches for ensuring e-safety
 - Computing resources and planning for the future

Digital Literacy and the Internet

1 x full-day session

Aimed at: KS1 and KS2 Teachers

This one-day programme aims to provide teachers with a range of strategies for teaching ICT skills and providing opportunities for pupils to use and practice these skills throughout the curriculum. It is designed to ensure pupils are able to perform commonly used actions and use a range of standard applications to support their work:

- How to teach and employ ICT skills within the new computing curriculum
- How to develop fine motor skills and common actions on various physical platforms including:
 - Keyboard, mouse, trackpad and touchscreen use,
 - Open and Save operations
 - Select, delete, edit, move functions
 - Similarities between various software packages
- How to teach word processing effectively
- How to teach and use Data and Excel effectively
- The internet: Teaching literally how it works, then how it's used, including:
 - Kid safe resources
 - How to use the internet effectively
 - Spotting fake news/ unreliable sources
 - Ads and pop ups
 - Staying safe on the internet (More in the E-Safety session)

Planning and Pedagogy

1 x half-day session

Aimed at: KS1 and KS2 Teachers, Middle and Senior Leaders

This half day session is designed to bring about an awareness of the use of scaffolding within lessons and across sequences of lessons; how this affects more and less able children and enhances or inhibits learning opportunities. Examples of the school's current planning are required for this analysis; the school then may allocate further time for teachers to adapt and alter plans, based on the outcomes of this session.

Using I.T. for Assessment

1 x half-day session

Aimed at: KS1 and KS2 Teachers, Middle and Senior Leaders

This half day session is design to support the gathering, manipulation and analysis of school data to provide purposeful and accurate assessment. Staff will be trained on how to use Excel effectively to identify gaps in attainment, compare vulnerable groups, explore 'within school variance' and analyse progress over time.

E-Safety

1 x full-day session

Aimed at: Computing Leaders, Senior Leaders, Designated Safeguarding Leads, Governors

Schools play an increasingly crucial role in promoting and teaching internet safety. This one-day course supports leaders to develop a whole school approach to e-safety that involves staff, governors, parents and pupils themselves in keeping children and young people safe online. It covers all aspects of e-safety and provides a range of resources that will enable children to be safe, confident explorers of the online world through online platforms, teaching resources, face-to-face workshops and assemblies:

- E-safety in primary (including advice on e-safety agreements with pupils/parents, E-safety in the curriculum).
- Legal aspects of child protection in online environment
- How to deliver teaching on:
 - Online conduct
 - Navigating content
 - Contacting other people
 - Commercialism
- How to communicate with parents about E-Safety, including setting up regular parent only and parent & child E-Safety workshops.

Computer Aided Design (CAD)

1 x half-day session

Aimed at: KS1 and KS2 Teachers, and Computing and DT Leaders

CAD based computing applications provide a powerful tool for integrating computing skills within design, art, geometry and communication applications. This course provides teachers and leaders of computing and design with experience in developing a range of CAD based design activities and projects:

- Understanding the National Curriculum expectations for Design Technology: pupils should be taught to generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design.
- Exploring the importance and benefits of CAD and how it fits within your DT curriculum,
- Opportunities to expand the use of CAD in DT and foundation topics
- Practical hands-on experience in the use of 'Sketchup' (free for schools) to design, create, modify and test 3D models. This will include:
 - creating and annotating basic 3D models,
 - creating scale models with measurements,
 - creating 2D images of these models as multi-viewpoint plans
 - cross sectional diagrams
 - rendering.
- Taking CAD into computing: How to combine 3D design with coding to enable children to improve their Scratch games