

# How to Teach the Primary Computing Curriculum

**Join us to find out how to teach the primary computing curriculum effectively.**

## Outline

This course will help KS1 and 2 teachers to understand the requirements of the computing curriculum so that they can teach it in an engaging and accessible way.

Through practical activities that can be taken back into the classroom, you will explore the three strands of computing, investigate how to bring computational thinking into all areas of the curriculum and leave confident that you can teach programming.

## By the end of this course participants will:-

- understand the requirements of the computing curriculum
- have clarity about progression between KS1 and KS2
- feel confident in their understanding of and ability to teach the three strands of computing
- have explored a variety of appropriate software and hardware
- have looked at resources to support all areas of the curriculum

## Phase

Primary

## Audience

All staff

## Trainer

Jill Duman

## Date

01/11/2019

*Lunch will be provided*

## Time

9.30 am – 4.00 pm

## Venue

Norwich Professional Development Centre

## Cost

£170 per delegate

## Course Ref

TLS-1119-T016



**For more information and to make a booking**  
**[www.educatorsolutions.org.uk](http://www.educatorsolutions.org.uk)**  
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