

# West Yorkshire & North West Computing Hub

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## INTRODUCTION TO PRIMARY COMPUTING

*(approx. 6 hrs online CPD)*

**Various dates including:** 6<sup>th</sup>, 12<sup>th</sup> & 19<sup>th</sup> May  
10<sup>th</sup>, 16<sup>th</sup> & 23<sup>rd</sup> June  
8<sup>th</sup>, 14<sup>th</sup> & 21<sup>st</sup> July  
5<sup>th</sup>, 11<sup>th</sup> & 18<sup>th</sup> August

### Who is it for?

New subject coordinators of primary computing, as well as other teachers/trainee teachers interested in integrating computing into their classroom teaching.

### How will you learn?

- Scheduled live, interactive online sessions led by an experienced practitioner.
- Flexible facilitator-supported, participant-led tasks, involving deep exploration of the subject content.

### Summary of the course

This CPD helps teachers to understand the nature of computing in the curriculum; the breadth and depth of computer science, digital literacy and information technology. You'll gain hands-on experience of teaching different aspects of computing, evaluating high-quality resources that can be used in your classroom. You'll also begin to develop your knowledge of computer programming, and its teaching in key stages 1 and 2. There's a wide network of teacher communities, resources and professional development opportunities to take you further in the teaching of computing – this course will guide you towards the most reliable and accessible sources of help.

Follow us on Twitter: [@ComputingHubBIY](https://twitter.com/ComputingHubBIY)

For any enquiries please contact the Hub directly on:

[teachcomputing@bingleygrammar.org](mailto:teachcomputing@bingleygrammar.org)

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## Fundamentals of Computer Networks

**Dates:** 20<sup>th</sup> May, 2<sup>nd</sup>, 5<sup>th</sup> & 9<sup>th</sup> June OR  
24<sup>th</sup>, 30<sup>th</sup> June, 3<sup>rd</sup> & 7<sup>th</sup> July OR  
22<sup>nd</sup>, 28<sup>th</sup>, 31<sup>st</sup> July & 4<sup>th</sup> August

**(6 hours total)** with scheduled live, interactive online sessions led by an experienced practitioner.

### Who is it for?

This course is for current or prospective teachers of GCSE computer science with some understanding of computer science principles.

### Learning Outcomes

- Understand the main reasons why computers are connected to share data.
- Know the layout and key hardware devices in networks for GCSE computer science.
- Understand the different transmission methods used when networking, including the characteristics of different wired methods and Wi-Fi.

### Summary of the course

During the course, you will demystify the hardware and network topologies used for data transfer between computers, and help you make topic learning relevant and engaging to students.

Learn how computers of all shapes and sizes are connected physically, or wirelessly, & how this arrangement affects how data is shared. Switches, routers & other network components will be fully explained, helping you understand how data is moved around in packets.

Mapped closely to the specifications of GCSE computer science, the course will provide you with deepened knowledge and confidence that your students are equipped for their exams.

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Introduction to computer systems, networking  
and security in GCSE computer science

**Various dates (5 hours total) from 30th April, through to August 2020**  
with scheduled live, interactive online sessions led by an experienced practitioner.

## Who is it for?

This course is for prospective teachers of GCSE computer science who may be new to the subject, or who may teach computing in earlier years.

## Learning Outcomes

- Learn how data is inputted into a computer, how it is processed, stored and output in a useful form
- Recognise the terminology used to describe data storage and transmission, ironing out common misconceptions
- Develop a basic understanding of local and global computer networks
- Become knowledgeable and confident in using common cybersecurity terms
- Learn engaging ways to bring these topics to the classroom

## Summary of the course

Take your first steps towards teaching GCSE computer science and establish a foundational knowledge of concepts, terminology and classroom practice. Find out how the components of computer systems interlink and how these can then be connected together to form a network.

Learn about the different components of computer hardware, including devices not instantly recognisable as computers. The key components for input, processing, storage and output will be covered, and you'll learn about the binary data that flows around and between computers.

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