

Secondary Teacher Computer Science CPD Phase 1 to 3

Day 1 Phase 1 – Introduction to Computer Sciences and How to teach CS through Scratch

This 3-hour programme will be run to facilitate teachers and principals to travel and give the attendees the tools, skills and confidence to:

Implement computing and coding in their classroom.

For those that are already delivering computing and coding, this course will provide a full syllabus to allow teachers to expand their current skills portfolio.

- **What will be covered?**
- Presentation (Overview of Workshop)
- Resources – YouTube for Education & Educational Website Usage.
- How to keep your Laptops and PC clean and safe.
- Anti-Virus SW, Updates, Disk Clean-up, What are the elements of your laptop.
- Discuss 'Short Course Coding – Specification for Junior Cycle'
- Discuss how to align material with department specification requirements.
- Computing – OS, HW, & SW. Computing and Coding through CS Unplugged (Paper Exercises).
- JC Short Coding Course – Roadmap, resources and walkthrough.
- Binary
- Encryption
- Exercise
- Coding through Scratch – Practicals
- Introduction to HTML & CSS (Overview)
- Introduction to Python. (Overview)

Programme 2 Phase 2 – An Introduction to HTML & CSS Post-Primary Workshop

This 3-hour programme will be run to facilitate teachers and principals to travel and give the attendees the tools, skills and confidence to:

Implement HTML & CSS in their classroom.

For those that are already delivering HTML & CSS, this course will provide a full syllabus to allow teachers to expand their current skills portfolio.

- **What will be covered?**
- How to use Notepad++, Sublime Text 3 & Trinket.
- Understanding how website works.
- Understanding the difference between The Internet & The Web.
- File Transfer Protocol (FTP), what is it? what does it do?
- Introduction to HTML & CSS.
- Developing Web pages.
- Syllabus navigation & exploration.
- Exploring useful HTML & CSS websites.
- JC Short Coding Course – Roadmap, resources and walkthrough.

Phase 3 – An Introduction to Python Programming Post-Primary Workshop

This 3-hour programme will be run to facilitate teachers and principals to travel and give the attendees the tools, skills and confidence to:

Implement Python in their classroom.

For those that are already delivering Python, this course will provide a full syllabus to allow teachers to expand their current skills portfolio.

- **What will be covered?**
- How to use Python IDLE & Interface & Environment.
- Using Turtle Graphics.
- Understanding Variables & Numbers.
- Loops. While Repeat (For) & Nested.
- Conditions & Boolean Logic.
- Functions.
- JC Short Coding Course – Roadmap, resources and walkthrough.

To get the most from the workshop you will need to download the following programmes onto your laptop:

Scratch 2.0 Offline, Notepad++ & Python – Links on request

Bespoke programme developed to meet your needs. Contact Us: trevor@computingschools.ie or Office 053-9156757 – Mobile 087-6873933.

Prices – vary depending on in-person **Live** versus in-person **Zoom**. **Contact Us Today! Start the Journey!**