

Carousel Education

in partnership with

Eat Sleep ICT Repeat



COMPUTING 23-24 VIDEO COURSES



Computing Subject Leadership

This course focuses on intent, organisation, implementing curriculum and the impact of learning in Primary Computing lessons.

- Intent – Why teach computing?
- In school set up for teaching Computing – What do you need to consider before 'teaching'.
- Defining your role, budgeting and resourcing.
- Implementing the Computing curriculum – Strands, Schemes, Progression and Cross-Curricula links.
- Skills, Knowledge and Vocabulary in Computing.
- Developing and delivering staff training and supporting parents.
- Enrichment in Computing – Digital Leaders, Trips & Visits, Clubs, Competitions, School Events.

Trainer: James Fraser

Cost: £50 per school

Release Date: Monday 11th September 2023

This course is also available as in person training or as a webinar. See below for more details.

Online Safety CPD for Staff

This course focuses on how to take a whole school approach to Online Safety by being able to:

- Understand the risks that pupils could encounter.
- Stay update with the latest terminology, apps and games.
- Prevent incidents through education and support.
- Respond through reporting incidents internally and externally.
- Understand what risks staff could encounter.
- Know where to receive external support.
- Implement ways of raising awareness of Online Safety across the school community.

Trainer: James Fraser

Cost: £50 per school

Release Date: Monday 25th September 2023

This course is also available as in person training or as a webinar. See below for more details.



Embedding Online Safety in the Primary School Curriculum

This course focuses on delivering an age appropriate online safety curriculum, supporting parents and staff in Online Safety awareness and where to find supportive resources.

- Intent – Why teach Online Safety?
- Implementing the Online Safety curriculum – Schemes, Policies, Progression and Resources.
- Effective teaching, learning and assessment from Early Years to Key Stage 2.
- Enriching Online Safety opportunities and delivering staff training and supporting parents.
- Monitoring and Filtering Online Safety Provision.

Trainer: James Fraser

Cost: £50 per school

Release Date: Monday 9th October 2023

This course is also available as in person training or as a webinar. See below for more details.

- All our video courses are priced per school, not per participant. Schools can pay online or via invoice
- All course materials, training notes and presentation slides are provided with the purchase of each course

- For further details and to purchase a video course visit: www.carouseleducation.org/computing
- To book a course to be delivered in person at your school or as an online webinar, contact James Fraser at: EatSleepICTRepeat@gmail.com or visit www.eatsleepictrepeat.com/cpd-for-staff



Embracing AI in the Classroom

to support educators and pupils

This course focuses on how educators can use a range of artificial intelligence in the classroom to help them work smarter, not harder and enhance learning in the curriculum for pupils.

- Understanding of what AI is
- Awareness of what tools and resources are available
- Understanding of good promptcraft and how AI can link to the curriculum
- Understanding of the risks of using AI
- Where to find leading AI practitioners for further support and inspiration

Trainer: James Fraser

Cost: £50 per school

Release Date: Monday 30th October 2023

This course is also available as in person training or as a webinar. See below for more details.

Computing in EYFS

This course focuses on lesson ideas for teaching computing foundation skills in EYFS.

- Intent – Why teach computing in EYFS?
- Accessing age appropriate online safety lessons
- Designing digitally and understanding how to use media tools
- Implementing core computing skills
- Exploring computational thinking, coding and programmable toys
- Assessing learning in EYFS

Trainer: James Fraser

Cost: £50 per school

Release Date: Monday 1st January 2024

This course is also available as in person training or as a webinar. See below for more details.



Coding through the Primary School Curriculum

This course focuses on delivering a progressive Coding curriculum, effective teaching and learning and understanding the impact of computational thinking.

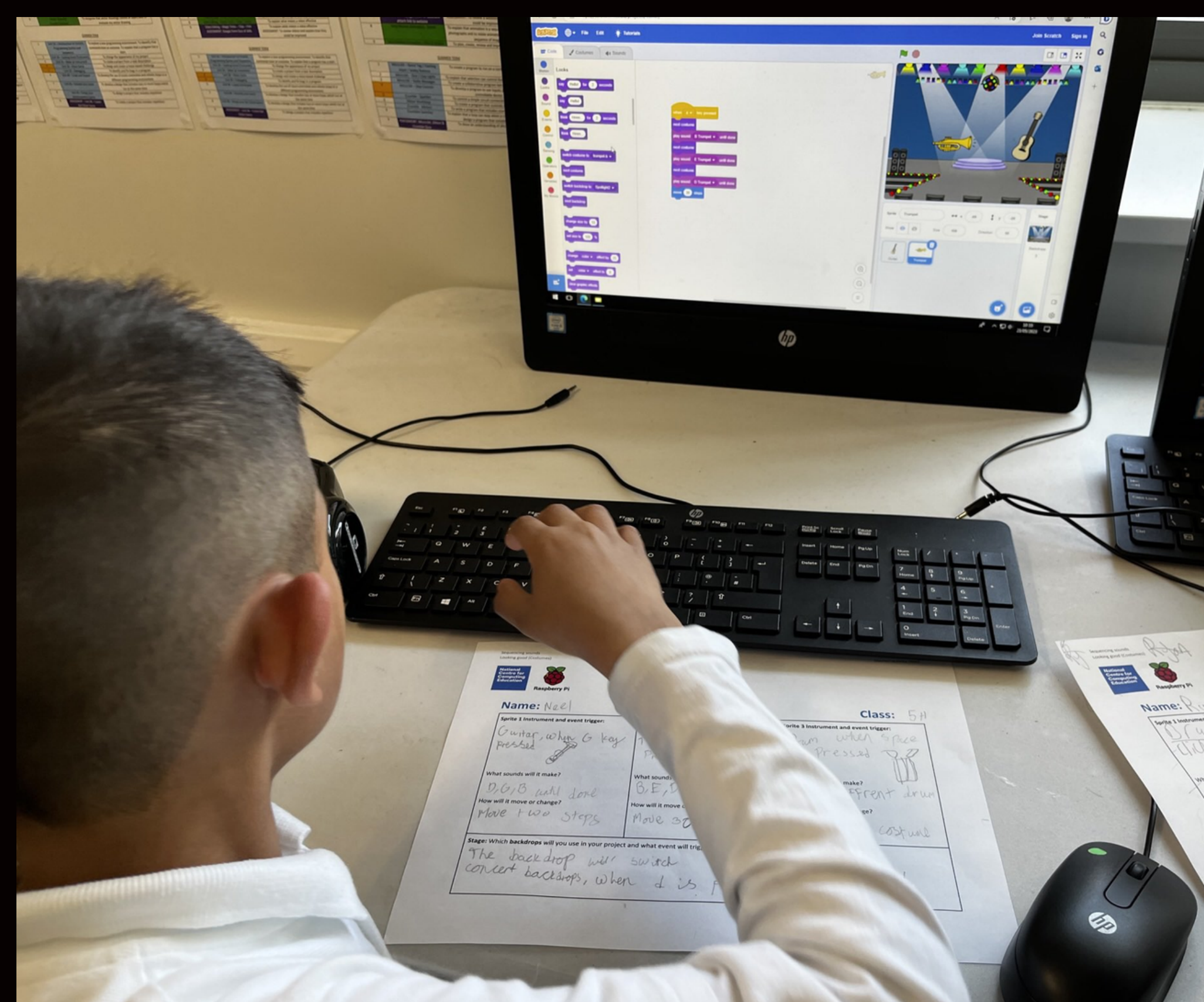
- Intent – Why teach Coding?
- Implementing the Coding curriculum – Schemes, Progression and Resources.
- Skills, Knowledge and Vocabulary in Computer Science.
- An understanding of Computational Thinking
- Effective teaching, learning and assessment from Early Years to Key Stage 2
- Enriching Coding through trips, visits, clubs and competitions.

Trainer: James Fraser

Cost: £50 per school

Release Date: Monday 22nd January 2024

This course is also available as in person training or as a webinar. See below for more details.



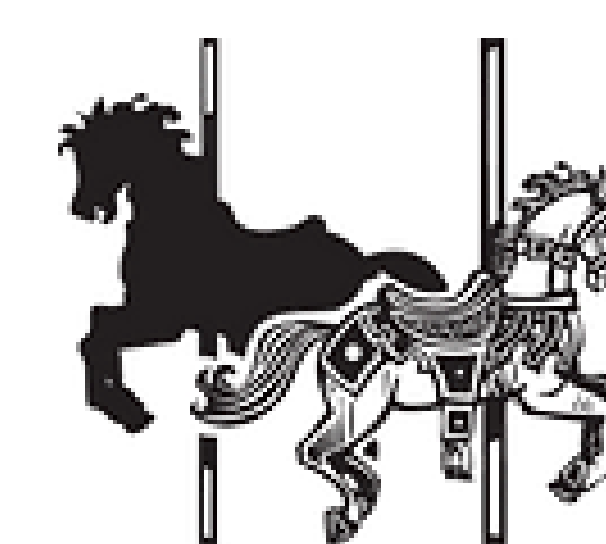
COMPUTING 23-24 - THE COMPLETE PACKAGE

Purchase school-wide access to all six video courses for the discounted price of £200

This offer includes:

- Whole school access to each video course through multiple log-ins
- All course materials, including presentation slides and links to resources

This package is suitable for both existing subject leaders and those new to the role.



For further details and to purchase a video course visit: www.carouseleducation.org/computing

To book a course to be delivered in person at your school or as an online webinar, contact James Fraser at: EatSleepICTRepeat@gmail.com or visit www.eatsleepictrepeat.com/cpd-for-staff