### Option A:
**Whole school**
**Face-to-face**

- One course completed in a single day (e.g. 10am to 3pm)
- Delivered at your school
- Fees: £35 per teacher attending
- Bursaries: £220 plus £35 for each teacher attending
- £250 for hosting

**Net income for school**
- 10 teachers: £820
- 20 teachers: £1170

### Option B:
**Whole school**
**Remote delivery**

- One course completed in a single day (e.g. 10am to 3pm)
- Delivered remotely
- Fees: £35 per teacher attending
- Bursaries: £220

**Total cost for school**
- 10 teachers: £130
- 20 teachers: £480

### Option C:
**Whole school**
**Remote delivery**

- One course completed across 3 twilight sessions
- Delivered remotely
- Fees: £35 per teacher attending
- Bursaries: £220

**Total cost for school**
- 10 teachers: £350
- 20 teachers: £700

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**Available courses:**

**Introduction to Computing**
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.

**Primary Programming and Algorithms**
You will discover engaging and effective ways to help children use computational thinking. You will be equipped to develop their knowledge of how technology works, and the skills to make computers follow instructions in simple programs. A range of approaches will be explored, including ‘unplugged’ activities that require no computer and multimedia activities that allow creativity and promote widespread engagement.

**Outstanding Primary Computing for All**
You’ll consider how cultural and other influences affect outcomes in computing, including the impact on girls and other groups of children. Using a range of sources of evidence you’ll examine the relationship between computing and the rest of the curriculum, leading to better integration of this relatively new subject. You’ll plan how to raise the knowledge and digital skills of your colleagues, ensuring positive attitudes towards computing in all areas of the curriculum.
Option A:  
Computing Lead  
Face-to-face  
One course completed in two days at one of our venues  
Delivered by venue  
Fees  
£70 per teacher attending  
Bursaries  
£440 plus £70 for each teacher attending  
Net income for school  
1 teacher £510  
2 teachers £580

Option B:  
Computing Lead  
Remote delivery  
One course completed in a single day from our listed events  
Delivered remotely  
Fees  
£35 per teacher attending  
Bursaries  
£220  
Net income for school  
1 teacher £185  
2 teachers £150

Option C:  
Computing Lead  
Remote delivery  
One course completed across 2 twilight sessions from our listed events  
Delivered remotely  
Fees  
£35 per teacher attending  
Total cost for school  
1 teacher £35  
2 teachers £70

Available courses:  
Teaching and Leading KS1  
You will develop your knowledge of internet-connected computer systems, from hardware to online safety. You will take-away engaging ways to use computers and software effectively, supporting other areas of curriculum learning. Combining popular and accessible tools, you will develop the skills and ideas to support creative projects produced by your children. You’ll also discover age-appropriate data collection, analysis and sharing methods and projects.

Teaching and Leading KS2  
You will broaden your understanding across the whole computing curriculum. You will strengthen your knowledge of computer systems and networks, including the internet and technologies such as search engines and email that make use of it. You will demystify computers, developing understanding of data fundamentals such as binary, and learning how the parts of a computer system handle this data to carry out useful tasks.

Outstanding Primary Computing for All  
You’ll consider how cultural and other influences affect outcomes in computing, including the impact on girls and other groups of children. Using a range of sources of evidence you’ll examine the relationship between computing and the rest of the curriculum, leading to better integration of this relatively new subject. You’ll plan how to raise the knowledge and digital skills of your colleagues, ensuring positive attitudes towards computing in all areas of the curriculum.