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| **Job title:** Teacher of Games Development  **Reporting to:** Digital Curriculum Manager – ICT and Games Development  **Base:** The Joseph Wright Centre |
| **Hours per week** 37 hours per week, 52 weeks per year  **Contract Type** Academic  **Holidays** 35 per year plus 6 College closure days where applicable and 8 statutory days per year  **Salary** Up to£41,683, depending on experience and qualifications. |
| **Job Purpose**  To manage a high-quality teaching and learning experience, which will encourage retention and achievement, and ensure all learners are challenged, engaged and making progress every day. |
| **Introduction**  The requirements that the College has of its Teaching staff are outlined in this job description and also in the following documents:   * Professional Standards for Teachers and Trainers in Education and Training – England * The objectives set out in the Teachers Scorecard – as updated annually * The Minimum Expectations for Teachers outlined in the Teachers and Team Managers Guidelines and Procedures   **Teaching Responsibilities**   * Carry out the effective day-to-day management of students’ learning in accordance with the College’s objectives. * Inspire students and colleagues identifying, interpreting, and applying specific knowledge. * Raise retention and achievements for students on a continual basis. * Embrace the educational possibilities of Information Learning Technology and take the responsibility for adapting teaching materials and one’s own practice in the use of ILT. * Manage learning flexibility within a variety of delivery modes. * Undertake a pastoral role. * Support and advise team members in effective delivery of the curriculum. * Create, deliver, and evidence high quality learning materials. * Contribute towards the development of and deliver a unitised curriculum. * Promote equality of opportunity and recognition of diversity through teaching and learning. * Continually assess the individual needs of students. * Facilitate learning in large and small groups. * Communicate effectively with all levels of students. * Identify and apply strategies to facilitate effective learning. * Work effectively within different learning environments. * Be familiar with a range of accreditation/specifications. * Demonstrate an awareness and understanding of learning opportunities from a variety of sources. * Demonstrate an understanding of the complex nature of the curriculum. * Demonstrate an understanding of the complex nature of the Games Industry. * To represent both the course and the College in student recruitment activities, including participation in twilight interviews throughout the year and taster sessions. * To contribute to the subject’s activities and reputation both internally and externally   The above represents the range of activities, which could typically be expected of an academic member of staff in the College, which is neither prescriptive nor exhaustive.  **Student Progression Responsibilities**   * Ensure that students’ progress well from their different starting points and achieve or exceed standards expected for their age. * Help students attain relevant qualifications so that they can and do progress to the next stage of their education into courses that lead to higher-level qualifications and into jobs that meet local and national needs. * Maintain consistently high expectations of what students can achieve, including the most able and the most disadvantaged. * Where relevant, promote English, maths and other skills necessary to function as an economically active member of British society and globally. * Have a secure understanding of the age group being worked with and have relevant subject knowledge that is detailed and communicated well to students. * Gather assessment information from looking at what students already know, understand and can do and is informed by their parents/previous providers as appropriate. * Use assessment information to plan appropriate teaching and learning strategies, including identifying students who are falling behind in their learning or who need additional support, enable students to make good progress and achieve well. * Ensure that students understand how to improve as a result of useful feedback and, where relevant, parents, carers and employers understand how students should improve and how they can contribute to this. * Engage with parents, carers and employers to help them understand how students are doing in relation to the standards expected and what they need to do to improve.   **Student Personal Development, Behaviour and Welfare Responsibilities**  Promote and support students’:   * Pride in achievement and commitment to learning. * Self-confidence, self-awareness and understanding of how to be a successful student. * Choices about the next stage of their education, employment, self-employment or training, where relevant, from impartial careers advice and guidance. * Where relevant, employability skills so that they are well prepared for the next stage of their education, employment, self-employment or training. * Prompt and regular attendance. * Following of any guidelines for behavior and conduct, including management of their own feelings and behavior, and how they relate to others. * Understanding of how to keep themselves safe from relevant risks such as abuse, sexual exploitation and extremism, including when using the internet and social media. * Knowledge of how to keep themselves healthy, both emotionally and physically, including through exercising and healthy eating. * Personal development, so that they are well prepared to respect others and contribute to wider society and life in Britain.   **General Responsibilities**   * Comply with administrative procedures for the effective collection, interpretation and actioning of College management information. * Provide professional customer service to both internal and external customers. * Ensure that quality standards are met, monitored and reviewed within the section. * Fully participate in Team Meetings, professional development, events, discussions and any other activities commensurate with the duties and responsibilities of this post. * Demonstrate flexibility in responding to changing demands in personal, sectional or the College’s workload. * Take reasonable care of your own health, safety and welfare and that of any other person who may be affected by your actions or omissions whilst at work. * Undertake risk assessments for any new activity and ensure risk assessment checks are carried out for any ongoing activity. * Proactively promote and comply with all relevant College practice, guidelines, policies and procedures, and legislation, including but not limited to: Safeguarding, Equality and Diversity, Health and Safety, and Data Protection.   Carry out any other reasonable duties within the overall function, commensurate with the grading and level of responsibility of the job.  **Continuous Professional Development**   * Develop dual professionalism: ensuring vocational/academic knowledge and skills is kept up-to-date; and developing a knowledge and application of pedagogy. * Keep abreast of local and national developments that impact on student experiences. * Take responsibility for one’s own professional development and continually update as necessary. Additionally, the set amount of CPD required by the College per annum must be accrued and Team Time attended. * Be proactive and creative in line with the Teachers’ Professional Standards. |
| **Person Specification** |
| **Competencies**  **Essential**   * High level of interpersonal skills * Good time management skills * IT proficiency - able to operate the necessary software including MS Office |
| **Knowledge & Experience**  **Essential**   * Able to teach modules relating to other areas of Games Development   **Desirable**   * Experience of the relevant industrial context * Familiar with a range of FE accreditation/specifications * An understanding of the complex nature of an education curriculum * An understanding of the sources of funding and their impact on curriculum design |
| **Qualifications -** You are required to provide valid certificates as proof of all qualifications  **Essential**   * Certificate in Education/PGCE/Professional Diploma in Teaching or willing to work towards. * Degree in Computer Games design, development or Computing with a major in Games modules. * Professional Subject Qualification at Level 4 **or** Advanced craft qualification if in vocational area. * Level 2 Maths (GCSE or equivalent) * Level 2 English (GCSE or equivalent) * Recent professional development.   **Desirable**   * Specific IT qualifications at Level 5/6 * Certifications in Games courses or Industrial experience working in the Games field. |