

Curriculum Improvement Cycle – Computing science – Workshop 1

Workshop 1: Examine the evidence – The Why and the What - 26th November 2024

Online Agenda and Suggested Pre-reading:

<https://blogs.glowscotland.org.uk/glowblogs/digilearn/computing-science-curriculum-improvement-cycle/>



Workshop 1 - Examine the evidence: The Why and the What

10:00	Arrival and Registration	
10:20	Welcome and Ice Breaker Overview of today. <i>Kirsty McFaul, Education Scotland</i>	
10:35	Setting the Scene Introducing the Curriculum Improvement Cycle. <i>Andy Creamer, Education Scotland</i>	<p>Record individual responses online</p> <p>Intro and Provocations Feedback Board</p>
11:00	<p>Provocation Session 1</p> <p>Where are we now in Scotland? An Industry and Business Perspective - <i>Karen Meechan, Scotland IS</i></p> <p>What is happening and what does it tell us? Overview of Computing in Schools.- <i>Brian Clark, Education Scotland</i></p>	
11:30	Comfort Break	
11:45	<p>Provocation Session 2</p> <p>What is happening and what does it tell us? Overview of Computing in Further Education. <i>Iain Shand, West College Scotland</i></p> <p>What does current research tell us and where are we going? Overview of current pedagogy research. <i>Dr Sue Sentence, Raspberry Pi Computing Education Research Centre</i></p> <p>What does current research tell us and where are we going? STACS perspective. <i>Professor Quintin Cutts, STACS University of Glasgow</i></p>	<p>Knowledge Capture Board</p> 
12:30	<p>Group Knowledge Capture: cross sector group discussion</p> <p>2 x 15 minutes discussions.</p> <p>Record individual responses online; Group responses on paper</p> <ol style="list-style-type: none"> Where are we now? How is Computing Science contributing to the 4 capacities - what is working? 	
13:00	Lunch (Opportunity to view other group responses)	
13:30	<p>Group Discussions - 3 Key Questions</p> <p>3 x 25 minutes, In groups rotating round each question.</p> <p>Record individual responses online; Group responses on paper</p> <ol style="list-style-type: none"> Why Computing Science? Looking ahead to 2030, what knowledge, skills and attributes will learners require to realise the ambitions of computing science in education? What are the challenges and opportunities for learners in acquiring the knowledge, skills and attributes you have identified? 	<p>3 Key Questions Board</p> 
14:45	<p>Group Discussion activity</p> <p>Common themes emerging from discussions. <i>Brian Clark, Education Scotland</i></p>	
15:00	<p>Next Steps</p> <p>Record individual responses online;</p> <ol style="list-style-type: none"> What next? How will we get there? Exit pass activity 	<p>Closing Activities Board</p> 
15:30	Close	