National Centre for Computing Education

I Belong

Creating an inclusive future in computing

Primary CPD:

- Inclusive computing in primary schools
- Introduction to the micro:bit in key stage 2
- Empowering girls in key stage 2 computing
- Careers and enrichment in primary computing
- Leading primary computing - module 3
- Supporting autistic pupils in primary computing
- Introduction to the Bee-bot in key stage 1
- Introduction to the Crumble in key stage 2

Secondary CPD:

- Adapted teaching and effective learning interventions in secondary computing
- Assessment and progression in KS3 computing
- Behaviour for learning in a computing environment
- Encouraging girls into computer science
- Establishing leaders of secondary computing
- KS3 computing (module 3): Creative curriculum enrichment and inclusion
- Programming Pedagogy in Secondary Schools: Inspiring Computing Teaching

CPD for all stages:

- Creating an Inclusive Classroom: Approaches to Supporting Learners with SEND in Computing

All inclusive practice courses

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STEM Community | Adapted resources for each year group:

- Primary discussion threads
- Secondary discussion threads

Further resources:

- **Article |** Empowering STEM teachers to support pupils with SEND in mainstream classrooms
- **Resource |** Explorify for Inclusion Hub
- **Resource |** Barefoot SEND collection
- **Resource |** Computing at School Inclusion resources
- **Guidance |** Special Educational Needs in Mainstream Schools, Education Endowment Foundation
- **Guidance |** CAST UDL Guidelines
- **Website |** Neuroinclusive Education Network
- **Report |** SEND Computing Report, Sheffield eLearning Service
- **Collection |** SEND Computing Resource Collection
- **Study |** Pedagogy for Autistic Students in Computing Education
- **Website |** NASEN

Government guidance:

- Special educational needs (SEN) and disabilities: guidance for school governing boards
- SEND code of practice

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Pedagogy Quick Reads

- Using concept maps to capture, communicate, construct, and assess knowledge.
- Improving explanations and learning activities in computing using semantic waves
- Using peer instruction in lessons helps students learn, retain, and discuss computing concepts
- Using PRIMM to structure programming lessons