London Schools Excellence Fund - Case Study
CDI Apps for Good - Proficiency in technology and computing

Teaching Computer Science
CDI Apps for good is leading this project, aimed at improving computing education at Key Stage 3.

Value: £250,000

Summary
The project will raise attainment through enhanced teacher subject knowledge and proficiency in technology and computing. Impact will be both on computing specialist teachers and their pupils but will also raise standards of teaching and attainment in other subjects – notably oracy in English - where student-led coding projects will enhance learning.

Geography
The project aims to be Pan-London and work across 15 schools.

Impact/ Activities
This project seeks to address the compelling need for improved technology skills aligned both with the curriculum shift from ICT to computing and the increasing need for pupils who are able to create digital solutions not just consume them. A range of projects undertaken as part of the programme will be supported by complementary work in the English s curricula increasing achievements in these subjects too through the recognition that 'coding helps learning'. The entrepeneurial project development process will also place learning from other subjects in a practical context and increase engagement and understanding.

The project plans to work in around 15 schools influencing hundreds of teachers directly (and thousands through the collaborative enquiry reach) as well as thousands of students. The approach it will be taking fosters a collaborative approach that builds networks and lays the foundation for sustainability across the widest possible range of schools.

It will embed teacher subject knowledge through both traditional courses for teachers but allied to innovative workshop and project activity. The leading-edge collaborative enquiry approaches contributed by TDT will ensure that teachers are able to critically evaluate and continuously improve their teaching excellence and that peer-to-peer collaborative networks develop and grow to support significant further dissemination of this work to other London schools.

For pupils the project will demonstrate improvements in their ability to apply computing principles within technology specialisms but also in their wider oracy skills. They will create motivational apps through an entrepreneurial development process which will provide a context to support learning in other subjects and contribute to their achievements and grades. The project will create changed mindsets about the place of computing and technology in their lives, education and careers.