

# Remote Courses

## PRIMARY COURSES

### Introduction to Primary Computing

This CPD covers the whole computing curriculum at an introductory level, including programming essentials using Scratch.

■ [teachcomputing.org/courses/CP454](https://teachcomputing.org/courses/CP454)

### Primary Programming and Algorithms

Be prepared to teach algorithms and programming to children of all ages, helping them develop their understanding through effective pedagogy.

■ [teachcomputing.org/courses/CP455](https://teachcomputing.org/courses/CP455)

### Teaching and Leading Key Stage 1 Computing - Module 1

Gain confidence in teaching the key stage 1 computing curriculum, including foundational knowledge of computer science, the applications of information technology and the implications for digital literacy in the modern world.

■ [teachcomputing.org/courses/CP450](https://teachcomputing.org/courses/CP450)

### Teaching and Leading Key Stage 2 Computing - Module 1

Learn how to demystify computers, develop understanding of data fundamentals such as binary, and how the parts of a computer system handle this data to carry out useful tasks.

■ [teachcomputing.org/courses/CP452](https://teachcomputing.org/courses/CP452)

## SECONDARY COURSES

### Key Stage 3 Computing for the Non-Specialist Teacher

For key stage 3 computing teachers who are new to the subject. This CPD covers the key subject knowledge topics required to teach the computing key stage 3 programme of study.

■ [teachcomputing.org/courses/CP445](https://teachcomputing.org/courses/CP445)



### Computer Processors

Explore the core of a modern computer. Learn how the instructions that humans write in computer programs are translated into machine code that the computer can process.

■ [teachcomputing.org/courses/CP431](https://teachcomputing.org/courses/CP431)