

Job Title: Curriculum Lead for Creative Media, Esports and Games Design
TLR: TLR A: £700

Responsibilities

The responsibilities outlined in this job description may be modified by the Director or Head of School, with your agreement, to reflect or anticipate changes in the job, commensurate with the salary and job title.

Curriculum & Assessment Leadership

- Lead the creation, implementation, and ongoing development of Schemes of Work and lesson resources for Esports and Game Design.
- Develop engaging student projects, assignments, and assessments in line with UAL and RSL awarding body requirements.
- Map progression pathways from KS4 to Post-16, ensuring skills development and preparation for further study or career pathways.
- Ensure all curriculum delivery is adapted to meet SEN students' needs, including EHCP targets and differentiation.

Teaching & Student Support

- Deliver high-quality lessons for KS4 and Post-16 students, including discrete Esports and combined Esports/Game Design lessons.
- Provide feedback, monitor student progress, and track achievement against criteria.
- Support students' social, emotional, and team-working skills development through course projects and esports activities.
- Promote online safety and responsible digital practice within lessons.

Staff Support & Leadership

- Provide guidance and support to other staff delivering Esports/Game Design, ensuring consistent use of assignment briefs and curriculum intent.
- Maintain and share teaching resources via the VLE for staff use.
- Offer informal CPD and support in subject-specific skills, software use, and differentiated delivery.

Facilities, Equipment & Resources

- Manage the school's gaming lab, including PCs, laptops, consoles, and peripherals.
- Maintain and install necessary software for curriculum delivery.
- Oversee the procurement and acquisition of new equipment in line with departmental needs and budget planning.

Enrichment & Student Experience

- Organise termly trips to enhance student learning and broaden experience.
- Embed enrichment opportunities into the curriculum, such as internal esports events and showcases.
- Develop career-related opportunities through trips, guest speakers, and industry-relevant activities.

Safeguarding, Behaviour & SEN

- Set and maintain high standards for behaviour and engagement in lessons, both online and offline.
- Ensure all learning is accessible and adapted for SEN students.
- Support students' development of teamwork, resilience, and communication skills through subject projects.

Wider School Contribution & Strategic Development

- Lead curriculum development across the school for Esports and Game Design, ensuring all staff follow the established pathway.
- Contribute to school newsletters and open evenings through subject highlights, trips, and student achievements.
- Support careers guidance in the subject area, highlighting post-16 pathways and industry opportunities.
- Drive strategic development of courses, including the transition from UAL to RSL qualifications at Level 2 and Level 3.

Application

As this is an internal position, interested applicants should send an expression of interest to Emily Gunton by Friday 13 February at 4.30pm. Interviews will commence the week beginning 23 February.