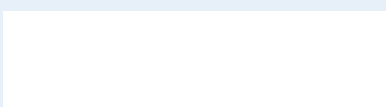
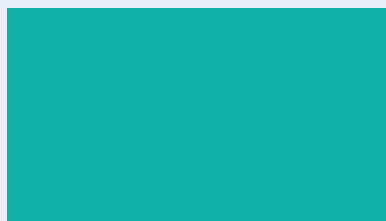
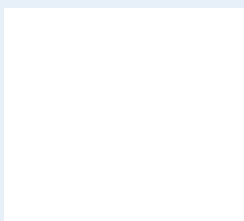
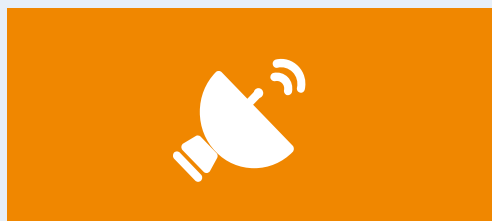
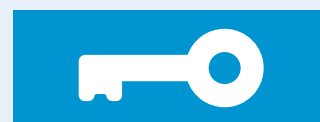




eSKILLS TEACHER TOOLKIT



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Grand Coalition
for Digital Jobs

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Intro

ICT skills are increasingly important in powering all branches of the European economy. However, the number of computer graduates in ICT is *falling* across the European Union. In addition the number of ICT professionals leaving for retirement is on the rise. ([Cedefop 2012](#)). This means that:

- **There will be 900,000 unfilled ICT jobs in the EU by 2015** ([EC, 2013](#))

So Why is ICT so important to our students? The widening skills gap in ICT is both an opportunity and a threat for our students.

The opportunity is that with nearly a million unfilled ICT vacancies forecast by 2015 ([EC, 2013](#)), there will be plenty of jobs to choose from for those with the right skills.

The threat is a *shortage* of people at all levels with the right ICT skills that industry is increasingly demanding.

- Currently ICT intensive users account for more than 20% of all workers ([OECD, 2012](#))
- Over half of all ICT professionals now working outside of the "traditional" ICT industry ([Cedefop, 2012](#)) in areas such as eCommerce, eHealth, eLearning, eGovernment, Smart Cities, Virtual working
- By 2015, 90% of jobs will need basic computer skills. ([Microsoft, 2009](#))
- And despite the economic downturn, digitization provided US\$193 billion to world economic output and created 6 million jobs globally in 2011 ([BOOZ&Co, 2012](#))
- The **Internet of Things** is connecting everyday objects from cars, glasses, to traffic lights and creating significant demand for people who understand ICT across all sectors
- There will be nearly 26 billion devices on the connected by 2020 ([Gartner 2013](#))

This toolkit has been designed to help you integrate e-skills into your lessons, and encourage your students to take an interest in ICT.

It presents an expanding collection of tools, best practices, resources and opportunities available to boost the uptake of ICT and coding concepts in class.

If you would like to suggest additional resources, or have any feedback on the site, please feel free to contact us via eskills@eun.org

ICT teaching resources

This is the core of the site, linking you and your students to different apps, websites, communities and activities that you can use in the classroom to stimulate an interest in the practical aspects of ICT.

Computational thinking



Cisco Networking Academy

Cisco

The Cisco Networking Academy programme has been adopted by 10,000 places of learning in 165 countries, thousands of them in Europe.

These individual Networking Academies – or NetAcads – can be set up practically anywhere, even in schools and colleges. The idea of the programme is to prepare individuals – including school children and students – for industry-recognised certifications and entry-level information and communication technology (ICT) careers in virtually every type of industry.

Students who attend courses develop the essential foundational abilities in ICT while acquiring vital 21st-century career skills in problem solving, collaboration and critical thinking.



NetAcads receive a large amount of support from Cisco Systems, who provide an impressive array of tools, for example:

Cisco Packet Tracer: Allows you and your students to design, build, troubleshoot and experiment with virtual networks. Use it to explore complex technical concepts and networking system designs in the classroom or laboratory.

Cisco Aspire: Use this educational game to allow your students to solve business and technical challenges as they complete projects for clients.

Social Media Tools: resources like Facebook, Twitter, LinkedIn and the NetAcad Instructor Community site connect students and instructors around the world to encourage collaboration and learning outside the classroom.

Your school or college can [become a NetAcad](#) and take advantage of these tools and much more. In addition, you could join the ranks of over 37,000 [instructors](#) currently helping students learn more about the world of ICT.

Additional Resources

[Introduction to Computer Science programme](#)

Oracle Academy

This resource offers access to world-class software, Java development environments, curricula, faculty training, certification preparation and more. Prepare your students for university-level CS studies. For secondary schools, technical/vocational schools and 2-year colleges.

[Small Basic](#)

Microsoft Educator Network

Help your students start writing their first programs quickly and easily. Free online books and guides are available to help them make rapid progress and develop their skills.

[Digital Literacy Curriculum](#)

Microsoft Digital Literacy

e-learning materials that help you teach and assess basic computer concepts and skills such as emailing and using the Internet.

[Think Big School](#)

Telefonica



One day or half-day sessions for 11 to 18 year-olds across Europe which teach website development and entrepreneurial skills.

Code Club

A partnership with ARM, Samsung, Google and Canary Wharf Group

A UK nationwide network of free, volunteer-led after-school coding clubs for 9-11 year olds. It also creates projects for volunteers to teach at club sessions.

CoderDojo

Hello World Foundation

An online and real-life community with almost 400 centres in 43 countries that is dedicated to teaching coding to 5-17 year olds – for free.

Code.org

Code.org

Aimed at US schools, but this not-for-profit organisation has online tutorials and more for any students interested in coding JavaScript, Python and other languages.

CodeCademy

CodeCademy

A web-based community that helps teach coding at different levels and in various coding languages.

Computing at School

The Computing at School Working Group, in collaboration with BDC, The Chartered Institute for IT

A community that aims to promote the teaching of computer science in UK schools and which provides online teaching materials.

Apps for Good

NMC Academy, in collaboration with HP

This mini-course will help teachers guide students working in teams to identify real-world issues and how best to solve them through the design of mobile and Facebook applications.

Raspberry Pi Teaching Resources

Raspberry Pi

A tiny, low cost, credit-card sized computer that can help students explore computing and learn how to program in languages like Scratch and Python. Its website includes various teaching resources.



Computational Thinking in K-12 Classrooms

NMC Academy, in collaboration with HP

A mini-course to help teachers discover valuable resources and strategies for exploring computational thinking – the use of computer science techniques to solve complicated problems – in classrooms.

MIT App Inventor

Massachusetts Institute of Technology

Teach students how to programme and create Android apps with this easy to use tool. Appropriate for middle school children and up.

TouchDevelop

Microsoft Educator network

Create mobile apps everywhere for all devices, using simple programming and a touch-based code editor.

Exploring Computational Thinking

Google

Teachers and Google engineers have created downloadable classroom-ready lessons and examples showing how educators can incorporate CT into their K-12 curriculum.

Tynker

Neuron Fuel

A web-based visual programming language and online course for 7-14 year olds.

Coding games

Kodu and the Kodu Kup Europe

Microsoft

Kodu is a visual programming language made specifically for creating games. It is designed to be accessible for children as young as 6 year olds and enjoyable for anyone.

Kodu is very easy to use, intuitive and visually attractive and yet allows for high degree of computational thinking; it can be easily integrated across the curriculum, with strong links to numeracy and literacy, as well as science, maths and geography; and it is available for free. Developed by Microsoft Research, Kodu runs on PC and Xbox allowing rapid design creation.

There is plenty of support with resources and online communities including: www.kodugamelab.com, www.pil-network.com www.planetkodu.com



All the above make Kodu a great start to computing, and to a new European adventure with **Kodu Kup Europe**. The first European school competition on Kodu opens this year in 8 countries (Belgium, Estonia, Greece, Finland, Lithuania, Norway, Portugal and UK) to encourage uptake of computing in primary schools, strengthen digital skills, collaboration and new thinking for young Europeans.

Launched by European Schoolnet and Microsoft, **Kodu Kup Europe** highlights the role played by **game-based learning** to strengthen digital skills, collaboration and new thinking for young Europeans.

Pupils and teachers will be rewarded in the heart of Europe: **national finalists will be invited to a Coding Camp held in Brussels on October 2014 at the Microsoft Innovation Center during the European Coding Week** where a regional competition will be held.

Information and resources to participate are available: www.kodukup-europe.org

More updates and news following [#kodukup_eu](https://twitter.com/kodukup_eu)

Additional resources

GameStar Mechanic

E-Line Media and Institute of Play, with support from MacArthur Foundation

A web-based application that is aimed at 7-14 year olds and which can help your students design their own video games.



Hopscotch

Hopscotch Technologies

An iPad app which helps teach 9-11 year-old students the basics of coding by creating games, animations, apps and more.

Daisy The Dinosaur

Hopscotch Technologies

iPad app aimed at young coders, with a simple drag and drop interface. After playing Daisy, you can download a kit to programme your own computer game.

Move The Turtle

Next is Great

An iOS app that teaches children from 5 years old the basics of programming, using a game.

CodeCombat

CodeCombat

Teaches students to code JavaScript by playing a game – from beginner level upwards.

Kinect for Windows

Microsoft Educator network

Microsoft's Kinect motion-sensor device works with an Xbox 360 gaming console for game-based learning. You can use existing Kinect games, or use the free Kinect for Windows Software Development Kit (SDK) to create custom learning possibilities.

Game Design for Learning

Learning Games Network – NMC Academy

This mini-course will introduce you to the Design Corps Program and its Game Design Tool Kit — an innovative and free online resource to help teachers integrate game design across the curriculum. The toolkit has been specifically refined for STEMx teachers, and the content will also build a bridge to a larger set of game-based learning resources and introduce teachers to the Playful Learning knowledge network.

ICT for Maths

Skooool Football

Intel

Skooool Football is an online game that uses football as a hook to capture your students' attention, whilst teaching them maths and science skills.

Aimed at a wide age group from the under 12s to 15, it covers topics as diverse as nutrition, body mass and health, to speed calculation, measuring angles and tracking distance.



Skooool Football is part of Intel's Maths and STEM environment, which has been designed to help you and your students adopt an exploratory and investigative approach to learning. Additional games include:

Sprint Sim uses real world sprint data to create an animated representation of a virtual race.

The Numberline creates a dynamic environment in which you and your students can explore numbers and relationships between them.

The Mathematical Toolkit is the result of a collaboration with the UK Mathematical Association, and is designed to support the teaching and learning of mathematics for pupils at UK Key Stage 3.

Mental Maths features simple step-by-step tools to help your students learn to solve complex calculations quickly and accurately.

Additional resources

Digitally Curious: Leveraging Technology in Mathematics

NMC Academy, in collaboration with HP

A free, online 15-hour course for teachers, which covers using technology to teach mathematics.

Kinect Angles

Microsoft Faculty Connection

A competitive two-player game, which can be used to reinforce maths in a fun way, for learners aged 10 to 13.

GeoGebra

Microsoft Educator Network

Free dynamic mathematics software for all levels of education that brings together geometry, algebra, spreadsheets, graphing, statistics and calculus in one easy-to-use package.

Math Worksheet Generator

Microsoft Educator Network

This tool creates multiple maths practice problems, from basic maths to algebra, in seconds. You provide a sample problem and it does the rest. It even gives you an answer sheet.

Mathematics 4.0

Microsoft Educator Network

This powerful computer algebra system has a friendly user interface and a step-by-step equation solver, helping students understand the path to a correct answer.

Jumpido for Windows

Nimero

A free download from a Bulgarian startup company, this uses Microsoft Kinect to put the fun back into maths with game-based learning for primary school pupils.

Students learn programming by themselves

Ingrid Maadvere, Educational Technologist at Gustav Adolfs Gümnaasium

An activity for 12-13 year-old students in Estonia who already have some ICT experience, it includes an English language presentation.

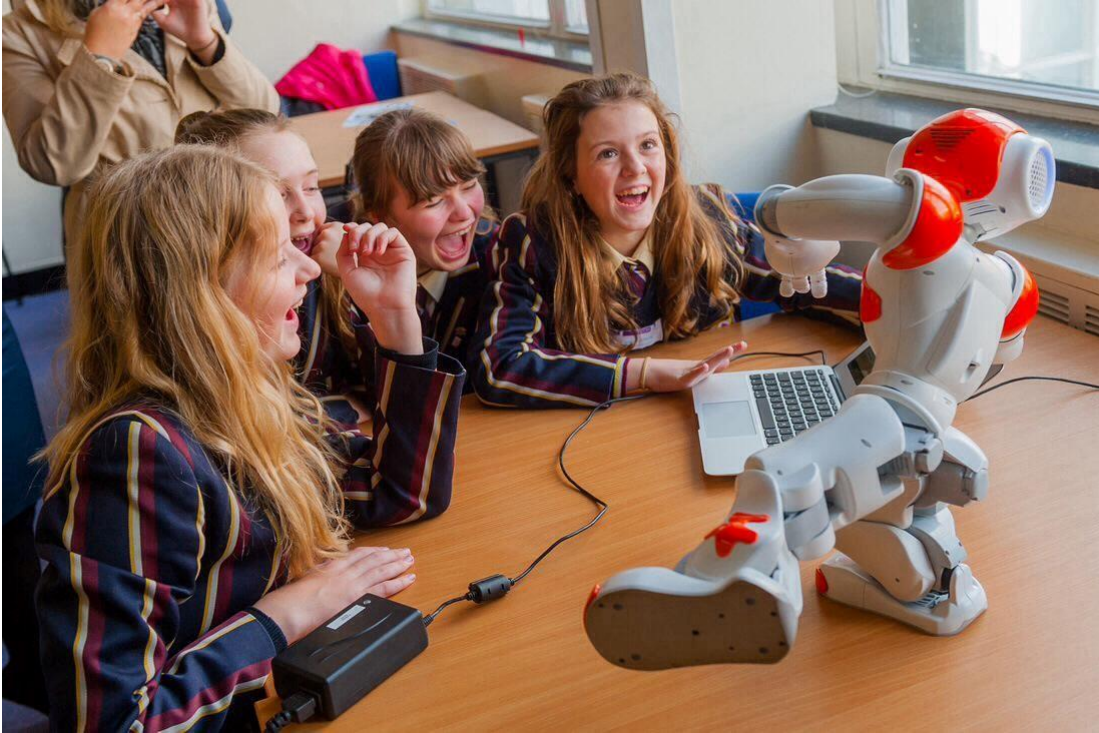
Language: Estonian

Mathematica for Primary and Secondary Education

Wolfram

Downloadable demonstrations, courses and other learning resources for Mathematica, Wolfram's computational software programme based on symbolic mathematics.

Robotics



Scratch & WeDo

MIT and LEGO

[Scratch](#) is a visual programming language with a strong and vibrant online community, which was developed by MIT. Simple and straight-forward, it can allow your students to create interactive stories, games, music and art.

The Scratch website is also a forum where children can upload their creations and share them with everyone, encouraging collaborative group work. There are also video tutorials, lesson plans, Scratch projects, extensions and solutions to help you integrate the study of Scratch into your classes to make programming both fun and relevant.

LEGO's WeDo allows young students to programme simple LEGO models and operate them as basic robots, via a computer. There are over 100 projects available which are based on the Scratch language.

The combination of Scratch and WeDo can really bring both programming and robotics to life in the classroom and involve students in different areas of programming, programmable logic controllers, robots, control systems and techniques of computational thinking. Relevant resources include:



[LearnScratch website](#)

[WeDo starter projects](#)

Additional resources

[The Institute for Personal Robots in Education \(IPRE\)](#)

Georgia Tech and Bryn Mawr College, sponsored by Microsoft

Applies and evaluates robots as a context for computer science education. Includes resources for K-12 teachers and an online textbook.

[Robotics in elementary school](#)

Birgy Lorenz, IT-development manager at the Pelgulinna Gümnaasium, Estonia

The tool helps students develop their coding abilities, plus cooperation and problem solving skills, mathematics and English. For 7-10 year-old students.

Language: Estonian

[School of Robotics](#)

Robopartans, Bulgaria

eLearning platform for robotics, with courses for 8-9 and 10-16 year olds. Language: English, Russian and Bulgarian.

[European Robotics Week](#)

euRobotics AISBL

A week of robotics related activities across Europe highlighting the growing importance of robotics in a wide variety of application areas. The week aims to inspire technology education in students of all ages. The 2014 event will be from 24 to 30 November.

[Mindstorms](#)

LEGO

Resources to enable students to build robots and use software to plan, test and modify sequences of instructions from a variety of real life robotic behaviours. For 11+ year olds.

Digital Creativity (multimedia, video, digital entertainment)

The Sound of Science: Digital Audio Creation and STEMx

NMC Academy, in collaboration with HP

This mini-course explores the educational possibilities of digital audio creation in physical and life sciences.

It is a straight-forward online course that informs educators on the best ways to edit, mix, use, and – most importantly – teach with accessible audio editing technologies.



Learn how to use digital audio to communicate complex topics, capture field experiences, enhance visual inspections, and augment real or hypothetical locations – all with common hardware and free software.

Four projects within course will help you build on your technical, creative, legal, and ethical knowledge and skills. It will take up about nine hours of your time, and requires very little in the way of pre-existing knowledge on the subject.

Additional resources

YouthSpark Hub

Microsoft

Over 30 programmes offering a great range of activities, enabling your students to build a website, make an app, make a game and produce digital media.

Microsoft Photosynth

Microsoft Educator Network

Lets anyone reconstruct a 3D experience from flat photographs and offers both detailed synths and panorama experiences.



Microsoft Fotor

Microsoft Educator Network

A brilliant photo editing software package you can use with your students in the classroom.

Multimedia education

Lilleküla Gümnaasium, Estonia

A course where 16-18 year-old students learn how to create videos, take photos, create sound files and write newspaper articles. Language: Estonian

ArduinoArts

Arduino Arts

A knowledge base for Arduino projects, tutorials and projects, which was developed by an industrial engineer and musician. Arduino is an open-source single-board microcontroller designed to make the process of using electronics in multidisciplinary projects more accessible.

STEM to STEAM

Rhode Island School of Design

A global movement that aims to integrate art and design into the STEM equation in education. The website includes case studies and links to various resources.

ICT career guidance

Once your students take an interest in ICT careers, they will want to know how to get a job. In the career section you can meet professionals and find inspiration to provide career orientation to your students and guide them in career talks in class.

Meeting employers and professionals can be essential to equip them with best information available to make their career choices (evidence –based current job trends and foreseen demand) and to help them keep an open mind and fight stereotypes.

Advice on getting a job in ICT

In addition to academic qualifications, certification and professional courses, here are some general tips you could share with your students on getting a job in ICT, as supplied by recruitment company [Randstad](#):

Build your peer group in the industry before not after you complete your studies

- Reach out to those who have careers you want
- Industries change, be flexible but know your interests

Connect with employers and recruitment companies

- Ask questions what are key skills they are looking for
- Get involved with relevant job boards, social networking and voluntary work

Brand yourself – become accessible to the outside world

- Encourage promotion of success and learning's Blog, social "business" network"
- Practice your soft skills - your on-line and off-line actions all count towards your future employability!

The links below give an idea of what major companies that need ICT staff are looking for.

[Find your fit at Microsoft](#) Explore the full range of professions at Microsoft with a short summary of what each job entails.

[Google: how we hire](#) Google are looking for smart, team-oriented people who can get things done. You can read about how they choose new Googlers.

[Working for Google in Dublin](#) A short video about working in Google's European head office. It gives you a flavour of the working conditions, and the sort of person you need to be to work there.

[European e-Competence Framework](#) This is a highly detailed resource which focuses on the proficiencies required for different positions in ICT. These 40 are classified according to five main ICT business areas and relate to the European Qualifications Framework ([EQF](#)).

Careers in IT – An overview. An introduction to ICT careers from [CareerPlayer](#), this video summarises the opportunities, skills required, plus the upsides – and downsides – of working in the industry.

Job profiles

In this section you will find job descriptions and role models profiles, from people currently working in this sector, to better provide your students with direct contact with the reality on the **ground** and help them get a better understanding of the wide range of skills and responsibilities involved in IT jobs.

Job descriptions

The following links to the [BigAmbition](#) site provide alternative names for specific positions, a general overview of the duties, skills and aptitude, salary expectations, plus video interviews with people currently working in the job:

- [Games developer](#)
- [Programmer](#)
- [Web developer](#)
- [Multimedia producer](#)
- [Software Engineer](#)
- [Systems Analyst](#)
- [IT Project Manager](#)
- [Tech Support](#)
- [Tech Consultant](#)

Here are additional resources from Randstad to help your students better understand some of the key positions that are generally available in the ICT job market.

- [IT Manager job description](#)
- [Becoming an ICT technician](#)
- [Data Analyst job description](#)
- [What is a Business Analyst?](#)
- [What does a SAP Consultant do?](#)
- [IT Support job description](#)
- [IT Director job description](#)
- [What does a Software Developer do?](#)
- [How to get a job in cyber security](#)

ICT professionals don't just have interesting, rewarding careers - they can also command top pay. Here are some examples of what you might expect to be paid in the UK for various roles:

- [Data Analyst salary](#)
- [IT Technician salary](#)
- [Project Manager salary](#)

- [Business Analyst salaries](#)
- [IT Manager salary](#)

Role models

We've provided a series of profiles of ICT professionals who explain their jobs in their own words to help you discuss **what is working in the ICT sector like**.

Steph

User Experience (UX) Developer at Microsoft

"My typical day is spent coding, even though before I started here I couldn't code at all!" says recent graduate Steph. Find out more about her job [here](#).

Kishore

Premier Field Engineer at Microsoft

Kishore was able to secure an internship as part of his university degree, and afterwards was set on coming back as a graduate. Find out why [here](#).

Manolis

Software Development Engineer in Test at Microsoft, Oslo

"As a tester you have to be smart and creative, persistent and a good coder," says Manolis. Read more about his job [here](#).

Marc

Senior Software Development Lead, for Microsoft, Dublin

In just three years Marc's had the opportunity to impact over 11 million users across the various different projects he's been involved in. Read more about his story [here](#).

Emilia

Software Development Engineer in Test at Microsoft, Copenhagen

"The facilities at Microsoft Development Center Copenhagen are great: modern equipment, great breakfast, refreshing views of nature right outside my office," says Emilia, originally from Poland. Read her [story](#).

Noah Levin

Interaction Designer at Google

After working at Google for only a few months, Noah improved Google Search for iOS. Hear [his story](#) and about the employee culture that allowed him to do it.

Reto Strobl,

Engineering manager at Google Zurich.

About how he fell in love with computer science, why he likes being a Googler and what he enjoys about Google Zurich. Read more [here](#).

David Germain
Chief Operating Officer

David has been in I.T. and operations for over 20 years and found himself in this position through developing his expertise in the field. At school, David was very passionate about technology, especially how it is used in everyday life. Read more [here](#).

Simon Turner
CTO at Equipos

At Equipos, a high fidelity software company, Simon's greatest asset is to be able to bridge technology with business - a skill that has allowed him to progress throughout his successful career. Read more [here](#).

Naushad Khimji
IT Programme Manager

After taking on some great opportunities to learn project management skills, Naushad has been a successful programme manager for 20 years. He explains how he grew and developed within project management and programming taking on larger projects as his skills developed as well as taking on exciting work. Read more [here](#).

Susanta Panigrahi
SAP TPM Consultant

After working for a consulting firm in India, Susanta took the skills and knowledge he had gained and applied it to create a business for himself. The SAP technology that he learned at the start of his career was used as a base to begin his own consultancy. Read more [here](#).

Women in IT

It is no secret that women are significantly under-represented in the ICT related jobs ([EC, 2013](#)), but even so, the following statistics make shocking reading:

- Less than 30% of the ICT workforce is female
- Only 9 in 100 European app developers are female.
- Only 19% of ICT managers are women (compared with 45% women in other service sectors)
- Only 19% of ICT entrepreneurs are women (54% women in other service sectors)
- Lack of women in ICT roles at is costing the European economy €9bn in lost revenue, according to a [report from the European Commission](#).

Low gender diversity in ICT is strongly linked to gender gaps in STEM learning.

By encouraging female students in STEM subjects generally, bringing ICT into the class and providing positive role models you can help us reverse this situation.

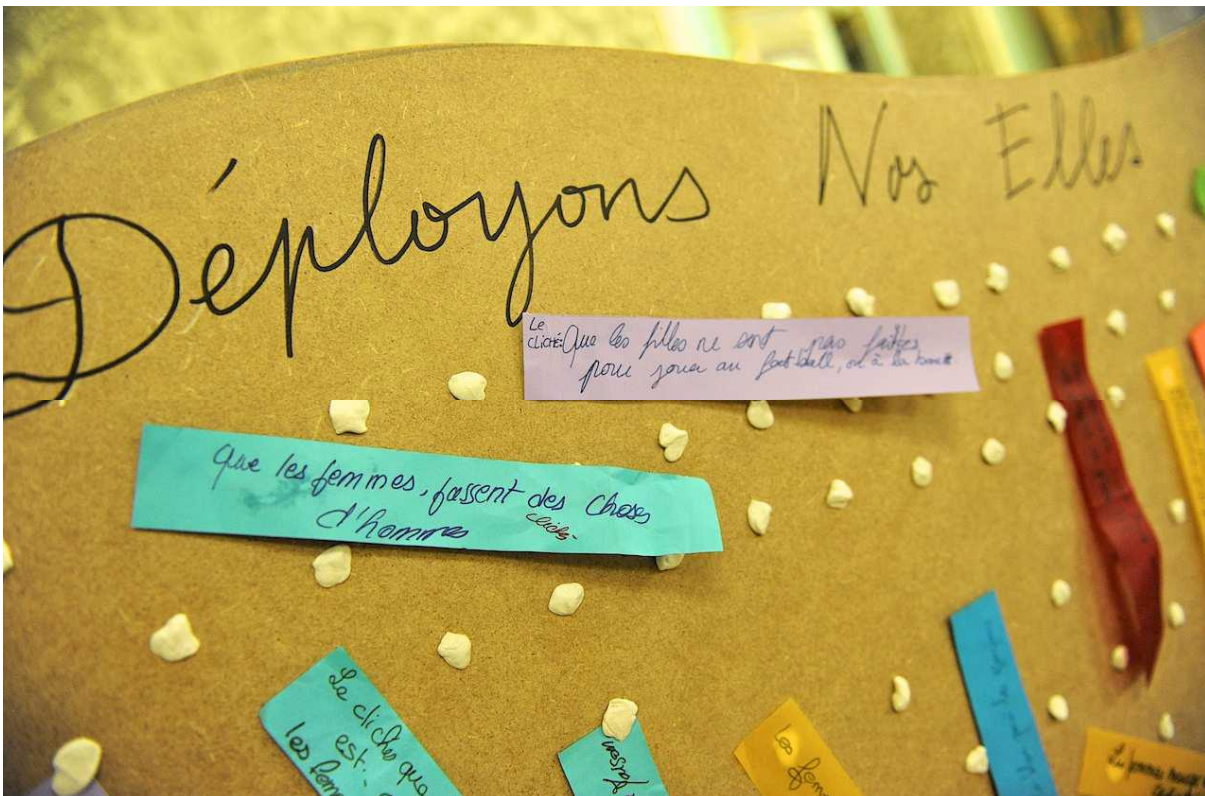
Resources - Breaking through the gender stereotypes

Here is our selection of teaching resources you can deploy to help encourage female students to feel that ICT is not a men-only institution.

DEPLOYONS NOS ELLES

Created in France in 2010, Deployons nos elles is an educational project dedicated to overcoming gender stereotypes in STEM-related careers, including ICT and encouraging young women to enter them.

Based on the success of this project in France, IMS is currently collaborating with [CSR Europe](#) to expand the project to other European countries under CSR Europe's Skills for Jobs project 'Deploy your Talents'. A pilot is already running in Italy at the moment, in collaboration with CSR Europe's national partner Sodalitas and new business-school networks are being established by the Hellenic Network for CSR (Greece), CSR Turkey and CSR Ukraine. For more information consult the toolkit, now available in the [inGenious catalogue of practices](#) in English, French and Italian.



ADDITIONAL RESOURCES

[Geeky Barbie's](#) objective is to inspire girls by showcasing women in tech-related jobs. This website publishes regular interviews with women who have made a difference in ICT.

[A Bright Future in ICTs](#) - Opportunities for a New Generation of Women.

A detailed report on how the choices made by policymakers, enterprises and individuals in investment in education and training affect gender equality.

[Closing Doors - Exploring Gender & Subject Choice in Schools](#) - This report sheds light on gender stereotyping and A-level choices and was praised by education minister Elizabeth Truss and received wide media coverage in the UK.

[Little Miss Geek: Bridging the Gap between Girls and Technology](#) - An inspirational book for the next generation of young girls to become technical pioneers.

INSPIRING WOMEN IN ICT

Did you think computer have been traditionally male-dominated? Women have played a key role in ICT from the very beginning, as this graphic on [Famous Women In Computing](#) created by the [Anita Borg Institute for Women and Technology](#) makes clear.



- Another resource that demonstrates the importance of women in ICT is provided by the [The Ada Project](#), named after nineteenth century mathematician, Ada Byron King.
- [The Stemettes](#) is a community website that is showing the next generation that girls are doing science, too - including ICT. It organises live events such as hack-a-thons, and offers careers advice.
- [Women@Google website](#). Includes videos profiles of women working successfully in technology.
- [WomenAtMicrosoft facebook page](#). Lots of links to stories about female role-models
- [Charter for the Talents of the Future - Women in ICT](#) - Some 100 representatives from companies and organizations in Germany give their support to promoting more women in ICT in Germany.

"I think it's very important to get more women into computing. My slogan is: Computing is too important to be left to men."

[Professor Karen Spärck Jones](#), a key figure in the development of modern search engines.



"...last year I spoke at a conference and I heard that the numbers of women in technology was in decline and I thought, 'That isn't right.' Technology is at the forefront of the economy and women have a vital role to play. When my daughters are born I don't want them to feel like the odd ones out."

[Anne-Marie Imafidon](#) was the youngest woman to be awarded a Masters' degree in Mathematics and Computer Science by the University of

Oxford. She is the founder of the [Stemettes](#) project.

"If the government won't do it, then let us start a campaign to educate women on their power as individuals and a collective."

[Kimikawa De Castro](#), Chief Executive Director at K4 Innovations.

"Every day is a new challenge and with each day, I can make a difference to someone's life and career; I have the opportunity to help others on their own journey to success."

[Sheila Flavell](#), Chief Operating Officer with an award-winning international IT services provider FDM Group.

Getting employers involved in ICT teaching

As with other STEM-related subjects, encouraging interest in ICT can really benefit from getting local companies involved. This could simply be a visit to company, or representatives of a company coming into the classroom, or possibly a join company-school organised event.

Best practice in collaborating with industry

Making sure that interactions between businesses and schools are safe, fun and pedagogically worthwhile is not always easy.



The inGenious Code is a new Europe level toolkit comprising principles, guidelines, checklists and templates, to help schools and industry work together in a safe, smooth and secure way.

It addresses ethical and legal concerns and practical issues around health and safety, mutual respect, branding, data protection and privacy, conduct and background checks.

The Code has been developed from research carried out by the [inGenious](#) team with the assistance of a number of organizations that are actively involved in school-industry collaboration.

You can find the full document [here](#).