

CONFERENCE PROGRAMME

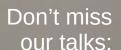
SOLIHULL | 7 NOVEMBER 2025

Attaining the highest educational standards through the use of ICT

Importance of Computing in the Curriculum

An article by Amy Cartwright

P.16



"An update on AI in education" from Professor Miles Berry

"1:1 learning and digital technology / the transformative power of EdTech for SEND pupils" from Jordan Smithson

> "The importance of digital literacy" from Tig Williams

> > Plus many more.





OUR **NEW** AND **IMPROVED SIGN IN** AND **VISITOR MANAGEMENT** SCREENS





We're passionate about the technology we create and how this impacts our customers, which is why we've given our screens a makeover! **Take a look at our new features below**.



WINDOWS 11

Our new screens run on Windows 11 and have an increased hard drive capacity.



INTEGRATED SCANNERS

Our new integrated scanners give the system a sleeker, more streamlined look and feel.



ENHANCED LIGHTING

Our custom-designed screens now feature enhanced lighting to improve imagery of visitors and contractors.



DUAL CAMERA

This addition ensures that all users can easily access the system's features, significantly improving user experience.

FREE UPGRADE TO THE CLOUD WITH EVERY GEN 6 SCREEN PURCHASE



Learn, Share, Enjoy



Welcome to ICT for Education Solihull.

Those tasked with providing the nation's children with a Computing / Computer Science education, to prepare them for the demands of the digital world, may be forgiven for seeing themselves on a par with Sisyphus. In Greek mythology, Sisyphus pushes a boulder up a hill as a punishment by the gods.

Each time he nears the top, the boulder rolls back down forcing him to repeat the task for eternity.

In the face of constantly moving goalposts (curriculum content and demands), competition for budget, the impossibility of keeping pace with technological development, the demands of industry, not to mention the significant shortage of Computing teachers - how are schools supposed to fulfil the demands of those allegedly responsible for education policy and direction?

ICT for Education looks to bring the Computer Science community together. Our events and our newsletter Sapientia are all about supporting Computing teachers, school leaders, and IT professionals in education, giving you the motivation and inspiration to tackle your Sisyphean task with enthusiasm, innovation, resourcefulness and, ultimately, satisfaction. You are not alone. Our expert keynote speakers are passionate and practical in their support for Computer Science. They will cover a wide range of issues pertinent to your work and will be happy to engage with you throughout the conference. Our specialist suppliers' exhibition is full of products and services that aim to help you make a difference in your school. See products put to the test and spend time with knowledgeable and consultative vendors. Thank you for taking the time to join us today. We hope you enjoy the conference and the opportunity to network with peers and colleagues from across the region.

If you wish to speak at an ICT for Education Conference or contribute an article to our newsletter, please contact Ian at il@ictforeucation.co.uk or speak to our team at the conference.







ICT FOR EDUCATION





EVENT

Schedule

07:30 | Registration and Exhibition Opens, Networking, teas, coffees, pastries.

08:30 – **08:40**: | Welcome from the Conference Chairman - Professor, Miles Berry - Professor of Computing at The University of Roehampton.

08:40 – 09:00 | *Keynote 1:* "The importance of digital literacy" From Tig Williams - University Lecturer, Teacher Trainer, IT Curriculum Specialist.

09:00 - 09:40 | Session 2: ICT Reviews Live!

An independent product review session that will put products to the test and give you real insight into their capabilities. Watch the reviews, comment on product content, consider underlying technologies, discuss ease of use and share your opinions on how you would like suppliers to develop products and services to meet the needs of teachers and schools.

09:40 - 10:25 | Coffee break and visit the Exhibition.

10:25 – 10:45 | *Keynote 2*: 'Playful Pathways into Programming' From Martin Bailey- Computing Subject Leader and the Digital Leaders of Birchwood Primary School.

10:45 – 11:00 | The PSTN sunset: the rise of full fibre. An overview of the PSTN switch off & navigating your path to All-P From WAVENET. Jonathan Gibney, Head of Mid Markets (Central), Wavenet Education.

11:00 – 11.30 | Coffee break and visit the Exhibition.

11:30 – 11:50 | *Keynote 3*: "An update on AI in education" From Professor, Miles Berry – Professor of Computing at The University of Roehampton

11:50 – 12:10 | *Keynote 4*: "The Digital Dilemma: The importance of media literacy" From Allen Tsui – Computer Science and Computing Subject Lead, Willow Brook Primary School Academy, London.

12:10 – 12:30 | *Keynote 5*: "1:1 learning and digital technology / the transformative power of EdTech for SEND pupils From Jordan Smithson – Trust IT Services Manager for the Peterborough Keys Academy Trust

12:35 | Closing comments from Chair.

Please note that session timings, speakers, and speaker order subject to alteration. Exhibitors are welcome to attend any conference sessions.

Conference Chairman



PROF. MILES BERRY

Professor of Computing Education, University of Roehampton

Miles is professor of computing education at the University of Roehampton, where he leads the university's computing PGCE course. He is a former teacher and head teacher. He chairs the NCCE academic board and the BCS's England computing education committee and serves on the board of Computing At School. Contact Prof Miles Berry: milesberry.net

Speakers



TIG WILLIAMS

University Lecturer.

Tig is tutor for secondary Computer Science Trainee teachers at the university of Winchester. As an ex HoD with over 20 years teaching experience he also supports a number of schools to deliver Comp Sci for non specialist teachers both, training staff and modelling teaching. *Contact Tig: tig.williams@icloud.com*



MARTIN BAILEY

Computer Subject Leader and Director

– Animate 2 Educate Ltd

Martin is an esteemed educator with 25 years experience in primary school teaching and leadership roles across the UK. Martin serves as a part-time teacher and Computer Subject Leader at Ellington Primary School in Northumberland and Birchwood Primary School in Tamworth. In these positions, he passionately delivers the Computing curriculum to students from Early Years Foundation Stage to Year 6 while spearheading digital enrichment activities and shaping the schools' digital strategies.

Contact Martin: martinbailey@animate2educate.co.uk



ALLEN TSUI

Computer Science and Computing Subject Lead, Willow Brook Primary School Academy, London.

Allen Tsui is subject specialist for Computing at Willow Brook Primary School Academy in East London. Willow Brook is part of the Griffin Schools Trust of Primary and Secondary schools in London, Kent and the Midlands.

Contact Allen: @TsuiAllen (X/Twtter)



JORDAN SMITHSON

Trust IT Services Manager for the Peterborough Keys Academy Trust.

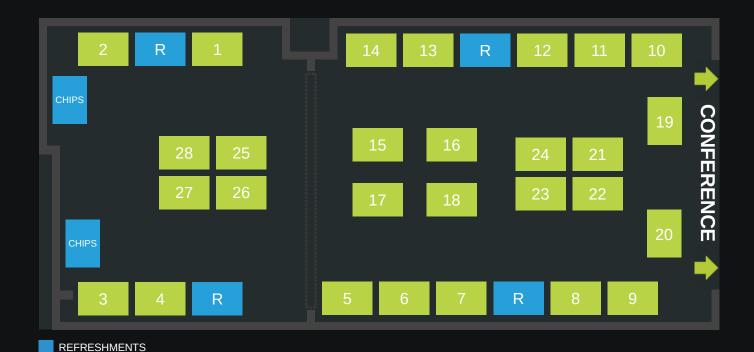
As trust IT Services Manager for the Peterborough Keys Academy Trust. Jordan leads the central IT Services team to implementing the trust strategy designed to secure, refresh and innovate the use of technology. He currently supports 11 schools throughout Peterborough with MAT and traded IT Services, and a core aim to 'Unlock everyone's potential to achieve more with technology'. Jordan is also a Microsoft MIE Master Trainer for 2022-2023 and has worked with over 180 schools nationwide and delivered training to over 1.16k school educators.



JONATHAN GIBNEY

Head of Mid Markets (Central), Wavenet Education I've worked in the technology sector for nearly a decade and currently lead the Schools team at Wavenet Education. Our mission is to empower schools to leverage technology in delivering exceptional learning experiences. Wavenet Education draws on the extensive resources, expertise, and innovation of the wider Wavenet Group, enabling us to provide market-leading solutions in a rapidly evolving digital land-scape. From Communications and Connectivity to Cybersecurity and IT Support, Wavenet is here to help schools thrive through technology.

EXHIBITORS AND Floor Plan



Stand Directory

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edtech.direct is dedicated to enhancing teaching and learning through cutting-edge educational technology. We offer a wide range of products, including classroom tools, assistive technologies, and creative software designed to meet the diverse needs of modern classrooms. By partnering with us, teachers can access top-tier educational resources that make learning more engaging and efficient. Whether you need interactive whiteboards, educational software, or assitive technology, edtech.direct provides tailored solutions to help you effectively integrate technology into your teaching.



T: 01252 619829 www.edtech.direct

Exhibitors



InVentry

STAND 1

InVentry is the market leader for staff, visitor, and pupil management; trusted by over 10,000 schools. Their system transforms the efficiency of entry into your school and provides secure digital data on every entry or exit.

Designed to improve the safeguarding of pupils, through InVentry, you can keep an accurate log of who is on your site at any one time, giving you maximum traceability for staff, contractors and visitors.

From late pupil arrivals to DBS information, InVentry seamlessly integrates with leading MIS providers, to ensure that your sign in information is always up to date.

Other features include:

- · Contractor Management.
- Printed passes for late pupils.
- Fire and Trip Management.
- · Access Invitations for visitors.
- Multi-site tracking.

As well as offering this, InVentry also provides an asset management software; Audit & Compliance. This solution delivers fast and cost-effective solutions for tracking assets in your school - providing a clear audit trail of usage to enable you to make informed decisions on your software and hardware investments.

Get in touch to find out more:



info@inventry.co.uk



www.InVentry.co.uk



0113 322 9253



Wavenet Education

STAND 2

With over 30 years' experience providing 'designed-for-schools' technology that is simple to use, easy to implement, and budget-friendly, our award winning range of products and services are being utilised by education establishments across the UK to enable their digital learning visions.

Our tailored solutions enable education leaders to tackle every aspect of their ICT environment and transition smoothly to new digital platforms and ensure everything works efficiently at all times. We offer access to specialists in every field — including networking, software, security, safeguarding and more

- Over 4,000 schools nationwide
- ISBL Approved Partner
- Cyber Essentials Plus
- Google Cloud Partner
- Microsoft Solutions Partner
- Crown Commercial Service Supplier

Get in touch to find out more:



enquiries@wavenet.co.uk



0333 234 0011



Pearson

STAND 3

Welcome to Pearson, the world's leading learning company. We have a simple mission: to help people make more of their lives through learning.

Whether it's at home, in the classroom or in the workplace, learning is the key to improving our life chances. To this end, Pearson in the UK brings together leading names in education to provide a blend of content, curricula, assessment, training and technology to make learning more engaging and effective.

We are the UK's largest awarding body. We offer academic and vocational qualifications that are globally recognised and benchmarked, with educational excellence rooted in names like Edexcel and BTEC.

By bringing together international assessment and education experts, Pearson is developing World Class Qualifications that empower learners to develop important skills to make progress in their lives through learning. Setting a new gold standard in education, with unrivalled support for teachers and students every step of the way, Pearson is committed to education and achieving long-term learner outcomes.

Time for a change? Our Pearson Edexcel GCSE Computer Science qualification reflects the fast-changing world of Computer Science with its innovative onscreen practical assessment. What's more, over 20,000 students have taken our onscreen assessment paper since 2022.

Get in touch to find out more:



TeachingComputerScience @pearson.com



Omada by TP-Link

STAND 4

Omada by TP-Link delivers a comprehensive networking solution designed specifically to enhance educational technology ecosystems.

Our complete offering enables your Edtech devices to perform optimally, helping you deliver better learning outcomes for students and teachers. Regardless of your institution's networking needs, Omada provides tailored solutions that meet all scenarios.

Whether you manage a small campus network or a large multi-site infrastructure, require simple deployment or complex management capabilities, Omada's versatile platform rises to the challenge.

Our education-focused solutions not only meet but exceed the current Department for Education guidance, ensuring your institution stays ahead of technical requirements while maximising your technology investment.

Contact us below to learn more about the solution.

Get in touch to find out more:



gary.roche@tp-link.com



NetSupport

STAND 5

With 22 million users worldwide, NetSupport is a leading producer of education software solutions, providing schools with all the essentials for successful IT management, safeguarding and technology-enhanced teaching.

For teachers, NetSupport has two solutions to choose from. Our cloud-based solution, classroom.cloud provides the essential tools for flexible instruction in any setting. Combined with a safeguarding toolkit to provide a safe learning environment at all times, and IT management features to helps schools centrally manage and maximise their edtech, classroom.cloud is a 3-in-1 award-winning solution.

Meanwhile, NetSupport School is the market-leading and most feature-rich on-premise classroom instruction and monitoring solution, with a wealth of monitoring, control, collaboration and assessment features.

For technicians, NetSupport DNA provides network and IT management features to effectively track, monitor and manage IT assets and endpoints across a school or Trust – all from one central point. Meanwhile, its built-in online safety toolkit ensures schools can meet their eSafety requirements with proactive and reactive tools.

Lastly, NetSupport Notify helps schools ensure all staff/students are informed with one-way messages that can't be ignored – perfect in supporting risk assessments, lockdowns, and boosting school communication.

Get in touch to find out more:



sales@netsupportsoftware.co.uk



www.netsupportsoftware.com

@NetSupportGroup



TTS Group Ltd

STAND 6

Our award-winning, ever-expanding family of educational floor robots are designed to inspire creative learning and early programming.

From our Early Years Glow and Go Bot to our KS2 Oti-Bot, we have the programming journey covered.

In addition to our much-loved Bee-Bot and our newest addition Loti-Bot, we have many other accessories to help introduce pupils to technology, algorithms, logical reasoning and more!

At TTS we collaborate with teachers, practitioners and educational experts from all over the world to develop innovative, award-winning resources that inspire children to learn.

From Early Years resources for the youngest learners, to everything you need to deliver an engaging curriculum our extensive range has it all.

All our resources are tried and tested, and our dedicated teams are always developing exciting new additions.

Get in touch to find out more:

Claire Tyler - ICT Category Manager.



www.tts-group.co.uk



ctyler@rm.com



2Simple

STAND 7

2Simple has been making powerful and creative educational software for learners and schools for over 25 years.

We are committed to providing creative, inclusive, and inspiring software to encourage children to love learning and prepare them for later life.

Today our software and resources are used by learners in over 11,000 schools, in more than 70 countries.

2Simple can support you and your learners with a variety of resources and tools:

Purple Mash: A whole curricular resource that supports teachers with challenging subject areas or topics, whilst encouraging pupils to love learning.

Serial Mash: A vast online library of fiction and non-fiction books with activities and resources to encourage reading.

Evidence Me: The award-winning observation and assessment app that makes record-keeping effortless and secure.

Striver: Full PE scheme of work and dedicated wellbeing units. Every teacher in your school will have the confidence to deliver engaging PE lessons that boost primary pupils long-term physical and mental wellbeing.

Python in Pieces: An interactive coding environment designed to build student and teacher confidence with the text- based language of Python.

Know My School: Transform your school's self-evaluation and improvement planning, while ensuring a healthy work- life balance.

Get in touch to find out more:



www.2simple.com



Acer

STAND 8

WHY ACER FOR EDUCATION

Our mission is to bring next-generation technologies to schools and universities, enabling educators to create learning environments where students and teachers can connect, collaborate, and engage from anywhere.

Get in touch to find out more:



sales.uk@acer.com



ClassVR

STAND 9

ClassVR from Avantis Education is an award-winning all-in-one VR and AR system for schools.

First introduced in 2017, ClassVR has provided exceptional learning environments for more than 2 million students in 200,000+ classrooms in 90 countries across the globe. ClassVR is unique in that it was designed specifically for education.

It includes all the hardware, software, tools, training, support, and implementation services needed to successfully deploy VR/ AR technology in the classroom. ClassVR headsets are classroom-ready, designed to be easy for students to use, and come in a rugged storage and charging case to ensure devices are always ready to go.

ClassVR includes thousands of curriculumaligned VR and AR lessons and resources to enhance lessons and engage students more deeply in content.

Students can virtually examine once-hidden worlds, hold a beating heart in their hand, travel to far-off locations, and more. The ClassVR teacher portal lets teachers control the content and guide students through the content, maximising learning.

ClassVR helps teachers:

- · Create immersive, engaging lessons in a safe, controlled VR environment.
- Improve students' knowledge, retention and understanding of academic concepts.
- Spark students' imagination.

ClassVR helps teachers push the boundaries of teaching and helps students meet learning goals through exciting, engaging, unforgettable VR experiences.

Get in touch to find out more:



Sales@ClassVR.com



01452 260718



Getech

STAND 10

As Google's leading Premier Partner in the UK and Lenovo's largest Education Partner in Europe, Getech has been a trusted technology partner for schools, colleges and universities across the UK and Ireland for over 30 years.

A deep understanding of our product portfolio coupled with a consultative approach to problem-solving for our customers enables us to deliver technology that works as intended, on-budget and beyond expectations.

For schools and colleges that don't have teams of in-house IT experts on call, we offer a catalogue of partner services from preshipment configuration and asset tagging of devices to CPD training for educators and administrators, change management, security audits, cloud migrations and more. Beyond IT procurement and deployment support, we also help schools to address the STEM skills shortage by providing fun and engaging, hands-on learning activities aligned to the national curriculum with LEGO Education.

By dispelling the misconceptions that Science is boring and Maths is hard while giving the tools for teachers to implement coding into their classroom projects as early as Key Stage 2, we aim to give all young minds access to the platforms that will prepare them for any career in the 21st Century workforce.

Visit our stand for a quick chat about your next technology challenge and come away with a better understanding of how we can make IT easy for you.

Get in touch to find out more:



schools@getech.co.uk



www.getech.co.uk/schools



01473 240470

SEE OUR PRODUCT REVIEW LIVE





KRCS

STAND 11

KRCS are proud to be an Apple Authorised Education Specialist, an Apple Authorised Service Provider and an Apple Premium Reseller, as well as being a Jamf Gold Reseller.

We have a wealth of experience, supporting education institutions for over 40 years. Whether you are a large multi academy trust or a small village school, our team of experts are here to help you no matter how big or small your project is.

Unlocking the genius in every learner is fundamental to using Apple in education and KRCS are here to support your journey.

Education is in our DNA and we have a team that includes former school teachers and technicians, active school governors & parents. We believe that Mac and iPad can improve outcomes by transforming teaching and learning in UK classrooms and provide equitable access.

KRCS currently manage over 12,000 Apple devices in schools and colleges across the UK.

Get in touch to find out more:



edsales@krcs.co.uk



0115 985 1797



VEX Robotics

STAND 12

VEX Robotics is educational robotics for everyone.

The VEX product continuum spans all levels of education with solutions tailored to EYFS and KS1 right through to university level.

Our products can be used both in the classroom and as part of extracurricular robotics competitions and our free virtual robotics coding tools mean that you can stretch your budget further when teaching with VEX.

The free STEM Labs curriculum and activities give teachers everything they need to deliver a rich STEM curriculum including presentations, hand-outs, lesson guides and more.

No previous STEM experience is required, and the resources are linked to the National Curriculum Programmes of Study for Computing, Science, Design Technology and Maths.

Free online teacher certification, training webinars and face-to-face training ensure your staff have the knowledge they need to deliver a high-quality STEM curriculum.

Get in touch to find out more:



chris_calver@vexrobotics.com



www.vexrobotics.com



BCS - The Chartered Institute for IT

STAND 13

BCS, the Chartered Institute for IT, is an awarding organisation that specialises in digital education.

We're on a mission to build a safe and bright digital future for everyone in society, working with key partners to improve IT education and raise professional industry standards. It's something we've been committed to since 1957.

While many young people can use mobile phones or find their way around an iPad, the true meaning of digital literacy goes far deeper.

Help your students become safe, productive and creative users of IT - in the classroom, at home and in preparation for the workplace through teaching one our digital literacy or computing qualifications in your school.

Aimed at individuals at all levels our qualifications cover all areas of IT, including IT fundamentals, staying safe online, using Microsoft applications effectively to boost productivity, robotics, and coding.

Digital is everywhere and constantly evolving. Being in the teaching profession, it's important that you stay up to date. Ensure you've got the digital skills you need in your role with on-line, bitesize e-learning modules from BCS, The Chartered Institute for IT.

With a wide range of topics from AI and Green IT to Developing an Agile Mindset and Digital Leadership, we've got it covered. Come take a look.

Get in touch to find out more:



bcs.org/CPD



RUCKUS Networks

STAND 14

RUCKUS Networks, a CommScope company, delivers purpose-driven network infrastructure that meets the evolving demands of today's digital world. Backed by CommScope's expertise in broadband, enterprise, and wireless technologies, RUCKUS provides high-performance, secure, and scalable solutions where "good enough" connectivity simply won't do.

In the education sector, seamless connectivity is the foundation for future-ready schools. RUCKUS ensures "anywhere, anytime, on any device" access, empowering students and educators with uninterrupted learning experiences. With cutting-edge technology like Wi-Fi 7, our solutions support modern tools such as esports, virtual reality, and interactive learning.

RUCKUS solutions empower schools by providing:

- · Advanced Networking Infrastructure: Best-in class wireless access points and switching to provide a converged networks for all the connected devices needs.
- · Al-Driven Management and Operations: Automates tasks, freeing IT teams to focus on broader initiatives that enhance student success.
- Advanced Security: Enforce network security policies and integrate health and safety systems like CCTV surveillance, emergency communications, and environmental sensors.

By enabling digital transformation, fostering collaboration, and enhancing learning environments, RUCKUS helps schools prepare students for success in an everevolving technological landscape.

Get in touch to find out more:



steve.johnson@commscope.com

SEE OUR PRODUCT REVIEW LIVE



Raspberry Pi Foundation

STAND 15

The Raspberry Pi Foundation's mission is to help young people realise their full potential through the power of digital technologies and computing.

We do this by creating free computer science resources and programmes like Ada Computer Science, Code Club, and more.

Ada Computer Science is our free learning platform, developed in partnership with the University of Cambridge. It's designed to give GCSE and A level teachers the resources and mentorship to help their students learn, study, or revise computer science. All our resources are mapped against GCSE and A level curriculums.

Code Club is a global community of free coding clubs for 9 to 13-year-olds. Our programme offers young people fun stepby-step instructions for creating games, animations, and websites with code. You can start your own club with ease, in a school, library, or even in a local business.

Running a club is a great way to help young people build their skills and share their creations in a fun and creative environment. Find out more about starting your own club.

Whether you're looking for structured curriculums, school-wide challenges, lesson plans, CPD opportunities, or fun after-school activities, you'll find something that can help your students develop their computing skills and knowledge.

Visit raspberrypi.org to explore our full range of resources.



The classroom of the future starts with RUCKUS

RUCKUS ensures "anywhere, anytime, on any device" access, empowering students and educators with uninterrupted learning experiences. With cutting-edge technology like Wi-Fi® 7, our solutions support modern tools such as esports, virtual reality, and interactive learning.

RUCKUS solutions empower schools by providing:

- Advanced networking infrastructure:

 Best-in-class wireless access points and switching to provide a converged network for all the connected devices' needs.
- Al-driven management and operations:

 Automates tasks, freeing IT teams to focus on broader initiatives that enhance student success.
- Advanced security:

 Enforce network security policies and integrate health and safety systems like CCTV surveillance, emergency communications, and environmental sensors.



Empower your school with next-gen Wi-Fi

To learn more about how RUCKUS can transform your school's connectivity and educational experience, contact us today and explore the possibilities of creating a truly connected school environment.





EdTech.Direct

STAND 16

Edtech.Direct is the new educational reseller in town, we supply technology to enhance teaching & learning.

With over 30 years combined experience of delivering solutions to schools, the Edtech.Direct team look forward to not only supplying but sourcing the appropriate Edtech solutions for your pupils.

We will be delivering you access to a wide range of ed tech products, teaching aids and accessories all designed to enhance lesson delivery, pupil engagement and ultimately, learning outcomes across the primary and secondary age ranges.

Edtech.Direct is also able to source products from across the globe due to our relationships with major distributors and product agents.

So, if you hear or see a product line you are interested in just call and let us do the rest. We really are a one stop shop of Educational resources.

Get in touch to find out more:



www.edtech.direct

LinkedIn: Edtech.Direct Twitter: @edtech direct

SEE OUR PRODUCT REVIEW LIVE

Allen Tsui

STAND 17

Allen has been the Curriculum Lead for Computing since September 2020 at an amazing Primary school in East London where he specialises in teaching Computing to children as young as aged 3 (Nursery and Early Years) to aged 11 (Year 6).

Since September 2023 Allen has also been a part-time Postgraduate student on the MA in STEM Education at King's College London as a recipient of one of the University's STEM Education Teacher Scholarships. Shortlisted for the Primary Curriculum Lead of the Year TES Awards 2024, Allen has also been supporting the GCSE and A-Level Computer Science students at the Secondary schools within the Multi-Academy Trust his school is part of.

Allen's former students achieved the grades they required to study Computer Science at their preferred choices of University.



ICT Direct

STAND 18

ICT Direct have been the nation's favourite supplier of quality refurbished computers since 1997.

By far the greenest option for schools, our zero-landfill recycling operation provides schools and colleges across the country with high quality refurbished PCs, laptops, servers and more, reducing the huge environmental costs associated with new computers.

We refurbish only the best quality brands such as HP, Dell and Lenovo ensuring that our offering is as reliable as possible.

As an ICT Direct customer, you'll have access to powerful, low-cost Windows 11 certified computers backed by superb nextday warranties for your peace of mind. You'll be able to make your purchase knowing that our team of dedicated account managers have curated these products to suit your exact requirements whilst providing a tangible environmental benefit.

We specialise in sourcing large quantities of identical machines. This means we can guarantee the very best price on bulk orders where ALL the devices will have identical make, model and specification.

Get in touch with us for special pricing if you have a bulk requirement. Our friendly sales team are always ready to help, so just get in touch to see what we can do for you today.

Get in touch to find out more:



sales@ict-direct.co.uk



www.ict-direct.co.uk



01254 820980

Clever

Clever

STAND 19

Clever is on a mission to connect every student to a world of learning. As the leading identity platform for education, more than 100,000 schools worldwide use Clever to power secure digital learning experiences.

With Clever's layered security solutions, schools can protect access and identities for all staff, teachers, and students. With a secure identity platform for schools and a network of leading application providers, Clever is committed to advancing education with technology that works for students everywhere. Clever, a Kahoot! company, has an office in San Francisco, CA, but you can visit us at clever.com anytime.

SEE OUR PRODUCT REVIEW LIVE



Libresoft & Harrap

STAND 20

Harrap ICT, established 2008, provides IT support exclusively for schools. We are passionate about education and proud that more than 130 schools across Hampshire trust us with their computer systems.

We understand that a good MIS is critical to your school, and that great MIS support is essential for your staff. We have been an Arbor support specialist since 2019 and are the largest support partner in Hampshire. Whether you're new to Arbor or an experienced user, our team is dedicated to helping you succeed.

Libresoft has over 10 years of experience in education; producing reliable and intuitive software. Our friendly, personable approach, combined with great-value software and excellent support, has earned the trust of over 2000 schools.

Our library management systems are tailored for schools. Librarian, designed for primary and SEND schools, features vibrant colours and engaging themes. Librarian+ caters to secondary schools with a professional look, advanced reporting, and notifications.

With the DfE declaring 2026 the 'Year of Reading,' we're committed to reinvigorating school libraries, engaging students, and promoting reading for pleasure.

Our new sign-in system, VisitorBook, offers a professional, efficient way to welcome visitors and staff — prioritizing safety, managing access, and ensuring a seamless, secure sign-in process.

Get in touch to find out more:



0330 223 4020

harrap.it

01962 870456



Elementary Technology

STAND 21

We are a leading independent supplier of technology into education, here to help your school and trust with planning, choosing, buying and using technology for teaching, learning within your school community.

Technology can be a challenge for schools and trusts - to understand what's available and what would work best for you.

To help, you're always welcome to our Experience Centre, in person or live online, which is full of the latest technology to experience for yourself, as well as for training workshops, teach meets, conferences and more. As well as classroom technology such as interactive touchscreens and visualisers, we also support schools to make more of their school halls, outdoor areas, receptions and corridors. Our team of specialist EdTech Consultants have years of industry experience, and are here to speak on the phone or visit your school to provide the best solution for your establishment.

It's essential your school gets best value from your new technology, which is why we provide a suite of training and CPD services with our Elementary Technology Academyhere to help your teachers, SLT and IT Team to make the most of your investment.

Get in touch to find out more:

✓ e

enquiries@elementaryuk.com

(#)

elementaryuk.com



0113 818 7930

of Computing in the Curriculum

By Amy Cartwright, Head of Computing and Head of Digital Innovation and Learning at Ibstock Place School.

here are probably few people who will argue against the need for Computing to be taught in secondary schools. We have already had that discussion, we have been there, done that and got the t-shirt. We understand that the future workplace will require people to be good with computers.

We know that there will be many jobs available for highly skilled technologists. And we know that rapid advancements in industry robotics are already reducing the need for human labour.

All of this is old news. Clearly, young people need to be confident and skilled when using technology. So, the simplest conclusion that we can arrive at is that we need to give more importance to Computing in education. Frustratingly, it doesn't seem to be that simple.

In most secondary schools, Computing is a specialist subject. Learners are given a small taste and then required to make a choice as to whether they would like to continue to study it. Already this is problematic. Packed timetables, combined with the breadth of the subject, mean that there isn't time for teachers to provide a comprehensive and engaging overview before the selection process begins.

Because of these time constraints, teachers are forced into squeezing large and complex concepts into five-week modules. We certainly wouldn't expect a pupil to be able to write in French after five, one-hour lessons – and it's definitely not enough time to teach a pupil how to code! Inevitably, learners struggle to grasp the basics and start to think of it as a 'difficult' subject, decreasing the likelihood of them wanting to continue.

Life in the real world

I don't envy the team responsible for producing a school's timetable. It's easy to demand more time, justifying your need over all the other subjects is the hard part. I'm not going to wage war against other subjects, as it's not productive.

There is little point going to battle to try and prove which is the superior subject when we already know that a wide and varied education is vitally important. However, it is equally as important that we ensure that the varied curriculum pupils receive is preparing them for life in the real world.



But my child doesn't want to be a Computer Scientist'. Well, this is a fair point. Admittedly, I am one of those people who thinks that coding should be a skill that is given as much importance as reading and basic maths. But that's because I am biased. The reality is that Computing is more than coding. This is something that is frequently misunderstood by parents, young people and sometimes even schools. Coding isn't the crux of this argument. In Key Stage three, Computing lessons typically teach skills across IT, Digital Media, Digital Literacy and Computer Science.

We are already in world where poor digital literacy is a huge hinderance in the job market. In some schools, if Computing is not picked as an option, learners will have a very limited access to computers throughout the rest of their secondary education. Not only will this have an impact on their readiness for the workplace, but it also raises serious concerns around the perpetuation of a digital divide.

The best employees

With the emergence of tools like ChatGPT, future employers will look for candidates who can understand how to make best use of artificial intelligence to enhance their own abilities.

In addition to having relevant knowledge, the best employees will be able to demonstrate an aptitude for independent and original thought. When you have a



computer program that can regurgitate facts, write in prose, and perform complex calculations you are going to need people who understand how it is doing this. That doesn't mean just coders, but people who understand the success rate, how to get meaningful responses and the potential risks of using such technology. Young people who do not have an adequate education in Computing will be at a significant disadvantage as these tools will remain a somewhat impenetrable 'black box'.

'But I am very concerned about increased screen time'. I firmly believe that the screen time argument centres entirely around whether the screen time is purposeful. Surely, having learners increase their screen time within an educational setting is not really the issue. I would even go as far as to say that teaching young people how to interact with devices in a more meaningful way could be a big step towards tackling the mindless scrolling habits parents are rightfully concerned about.

A shift in mindset

I know that this is a familiar conversation and that I have barely scratched the surface. I also know that I am likely preaching to the converted, but it is something that we must keep talking about.

We need to keep asking ourselves why Computing is still considered a special skill and not an essential one? Perhaps it is time for us to start to consider Computing among the core subjects in the curriculum?

The fact is that if we genuinely do want all learners to be adequately prepared for the future workforce there will need to be a national shift in mindset towards computing education. I don't think I have the power or the experience to determine what that shift would look like, but it is definitely a conversation I would like to be a part of.

First published in Sapientia Summer 2023





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The Cyber Prevent Team work within the West Midlands Regional Organised Crime Unit.

Cyber Choices is a national programme led by The National Crime Agency.

The team support colleagues and partners in the West Midlands, West Mercia, Staffordshire & Warwickshire police regions.

Cyber Choices is all about helping young people to make the right choices in their online behaviour. We want to support them in understanding the law and making informed decisions when using technology. We promote positive, legal cyber opportunities, both in training and skills development and in future careers.

We work with individuals who are at risk of, or on the cusp of, committing cyber-dependent crimes. We aim to avoid criminalisation of these young people, and work with them to educate them about the Computer Misuse Act.

We also offer free training for school staff and other partners about the Cyber Choices programme, including when and how to make a referral to us.



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STAND 24

ICT for Education is a unique and independent source of information, comment and creative thinking on the use of ICT in primary and secondary schools. The aim of ICT for Education is to support education professionals using ICT in the classroom, school and community to improve education standards. Its community includes headteachers, teachers, ICT leaders, ICT coordinators, business managers, regional education leaders, CPD experts, members of education sector associations and independent education specialists.

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As a professional association, we support schools to embed the use of technology by collating the latest research in our Advancing Education Journal, gathering evidence of good practice from schools that have been awarded NaaceMark, and providing access to our EdTech Review Framework to support schools in their EdTech journey.

We undertake independent research on behalf of our members into the state of education technology across the sector. These help us identify where we are now with EdTech in the UK, the challenges for schools, and the approaches that can be taken to address those challenges.

Who is NAACE?

NAACE members and sponsoring partners work in both public and private sectors. They represent a range of professions in the education sphere including teachers, school leaders, consultants, software developers, technicians, university lecturers, student teachers, company executives, national partners and colleagues from commerce and industry.

Our members and partners share a passion for embedding the effective use of technology into teaching, learning and school management.

If you share this passion and are looking to collaborate with like-minded professionals, join NAACE to become a part of our community.

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