



Personnel Specification – Experienced PE Teacher

Qualifications	<input type="checkbox"/> Qualified Teacher status(essential) <input type="checkbox"/> Educated to degree level
Safeguarding	<input type="checkbox"/> Have a commitment to the safeguarding and welfare of all pupils
Experience	<input type="checkbox"/> Recent experience of teaching PE successfully in the primary phase <input type="checkbox"/> Pro active team member(essential)
Knowledge and Understanding	<input type="checkbox"/> Secure knowledge of National Curriculum programmes of study and good inclusive practice <input type="checkbox"/> Knowledge of effective teaching and learning strategies (essential)
Curriculum, Teaching and Learning	<input type="checkbox"/> Ability to teach creatively and effectively to meet the needs of learners(essential) <input type="checkbox"/> Ability to use assessment effectively (essential) <input type="checkbox"/> Ability to critically self evaluate and review(desirable)
Classroom and subject Management	<input type="checkbox"/> An excellent classroom practitioner and professional role model <input type="checkbox"/> Set high standards and expectations Develop good, respectful and trusting relationships with pupils <input type="checkbox"/> Have effective behaviour management strategies <input type="checkbox"/> Be organised and resourceful
Resources	<input type="checkbox"/> Ability to audit and manage resources effectively(essential) <input type="checkbox"/> To monitor the use of resources (essential)
Parents and Community	<input type="checkbox"/> Commitment to parent and community partnerships (essential)
Equal Opportunities	<input type="checkbox"/> Commitment and knowledge of inclusive education(essential)
Interpersonal skills All essential	<input type="checkbox"/> Impact and presence <input type="checkbox"/> Resilience and energy <input type="checkbox"/> Enthusiasm, commitment and personality <input type="checkbox"/> Good communication and interpersonal skills <input type="checkbox"/> Creativity and flexibility