



JAMES GREENWOOD

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I love to teach and advocate for the mindful use of educational technologies. In my classroom, any student, at any level of ability, can learn, set ambitious goals for themselves, and see the different routes they can take to achieve those goals. All I ever wanted was to be a teacher. Now, with ten years at the chalk face, I want to expand my focus beyond my own classroom.

WORK HISTORY

Advisory Teacher

St Helena Government • St Helena Island, South Atlantic Ocean

Aug 2021 to present

Head of Computing and Digital Media

Taipei European School • Taipei, TW

Aug 2019 to Jul 2021

Teacher of Computing

Taipei European School • Taipei, TW

Aug 2013 to Jul 2019

Examiner, Workshop Facilitator, Subject Contributor

International Baccalaureate Organisation • The Hague, NL

Sep 2018 to present

Advisory Teacher of ICT

St Helena Government • St Helena Island, South Atlantic Ocean

Sep 2011 to Jul 2013

Teacher/Acting Leader of Learning for ICT

Royds Hall High School • Huddersfield, UK

Sep 2008 to Jul 2011

EDUCATION

Certificate in School Management and Leadership

Harvard Graduate School of Education, USA

Jan 2020 to present

MA in E-Learning Design and Development

First Class Honours • Cork Institute of Technology, IE

Jan 2018 to Sep 2018

Certificate in Digital Media Design and Development

Pass • Cork Institute of Technology, IE

Sep 2017 to Dec 2017

Postgraduate Certificate in Education (PGCE)

Pass with QTS • University of Huddersfield, UK

Sep 2007 to Jul 2008

BA(hons), IT and Classical Studies

Grade 2:1 • University of Wales, Lampeter, UK

Sep 2003 to Jul 2006

PROFESSIONAL MEMBERSHIPS

Fellow, Royal Society of Arts (FRSA)

Sep 2019 to present

Member, British Computer Society (MBCS)

Aug 2011 to present

Member, Chartered College of Teaching (MCCT)

Sep 2018 to present

Member, International Baccalaureate Educator Network (IBEN)

Sep 2018 to present

RESEARCH INTERESTS

Instructional design, learning theory, curriculum design, intercultural education, digital literacy, game-based learning, game design, serious play, design thinking.

Last updated Oct 2021.