

# Stuart Swann

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## OBJECTIVES

As a seasoned educator with over 25 years of experience, I have seen how effective and durable the teaching of computing through constructionism, play, and learning-by-making can be. My extensive background in designing computing curricula and materials, learning design, training, professional development, and educational technology has enabled me to develop innovative learning experiences and project-based content for an international collection of; schools, educational hardware, software, and play-oriented companies, and learning organisations. Over the past decade, I have worked internationally with schools and in partnership with major educational groups, gaining experience across commercial, private, and state sectors.

## CAREER HIGHLIGHTS

- Former Local Authority Advisory Teacher for ICT and City Learning Centre Manager, with a proven track record of success in managing innovative projects and initiatives in education.
- Extensively facilitated professional development and training for educators and sales partners globally, including across Europe, South Africa, Ghana, Kenya, Uganda, the Caribbean, and the Middle East.
- Invited to facilitate hands-on workshops at InnovateEdu 2022 and 2023 in South Africa.
- Former Vice-Chair of NAPE (National Association for Primary Education) and represented the UK in a two-year research project, funded by Erasmus+ and involving educational organisations from across Europe. The project (Keycolab) looked at the assessment of the European Key Competencies for Learning.
- Led on a partnership with Nintendo UK, and project-managed a groundbreaking initiative and study into games-based learning. Invited to present my findings at the HandHeld Learning Conference 2009 (part of Learning Without Frontiers).
- Successfully project-managed the development and led the operation of the Greenwich Apple Regional Training Centre and one of the first LEGO Education Centres in the UK.
- Widely recognised as an author and designer of published learning and teaching content across a range of products and targeting both UK and international markets. Clients include: LEGO Education, pi-top, SAM Labs and KUBO.
- Former Physical Computing Curriculum lead at pi-top, where I worked within a global learning team to design constructionist, learning-by-making content for a Raspberry Pi powered 'maker' platform. Content was published digitally on a bespoke, collaborative online platform and reflected ISTE and NGSS standards.
- Led on the first Certified Trainer program for pi-top and was involved in the design process of the "pi-top [4]" computer.
- Acted as Subject Matter Expert for LEGO Education, localising many resources to the English National Curriculum and creating new curriculum and assessment frameworks for the UK schools market. Recently aligned the new Danish technology curriculum statements to LEGO Education robotics content at 3rd, 6th and 9th grade.
- Invited to give keynote talks on learning through play, hands-on learning and the future of work, both in-person and online, at international conferences including GESS Dubai, ETZ Turkey, BETT UK, and to ministerial delegations.
- Author of published journal articles, on subjects such as STEAM Learning (For LEGO education), and today's learning environments and the future of work (for 'Primary First', the journal of the National Association for Primary Education).
- Worked in an educational consultancy role on the 2020 'Build the Change' digital experience with the LEGO Group's Social Responsibility team, developing content for the platform and realising playful learning experiences from concept to publication.
- Visiting lecturer at the University of Warwick, working with post-graduate students on their 'Innovation' module (ongoing).
- Contributed to the LEGO Education Professional Development online platform, writing course descriptions and outcomes.
- Co-facilitator of the LEGO Education Academy certification training at the home LEGO Campus in Billund, Denmark for new global trainers.
- Trainer Assessor for LEGO Education, responsible for reviewing new LEGO Education Academy trainers with a view to awarding them full certification.
- Invited to facilitate in-house training for the LEGO Group's Customer Service staff in Slough, UK.
- Facilitated hands-on workshops and discussions for delegations from Bulgarian and Portuguese Ministries of Education at the LEGO Campus, Billund.
- Collaborated closely with Raising Robots (UK LEGO Education partner) to design and facilitate online and in-person learning experiences and professional development to teachers across the UK.
- Recognised as an Apple Distinguished Educator (Class of 2011) and Apple Professional Learning Specialist.
- Former musical director and project-manager of the NAPE Festival of Voices, a singing festival for primary children.

## **EMPLOYMENT AND EXPERIENCE**

### **Learning Designer & Board Member, 20Twenty Solutions CIC — 2020 - present**

Created student-facing content for 20Twenty - a community arts organisation based in Cambridgeshire. Project-managed a team of six learning designers and facilitated professional development to ensure flow and consistency of the learning through play ethic. I was heavily involved in the design of the online platform and serve on the Board of Directors.

### **Director, IE Solutions Ltd. — 2011 - present**

Supported the development and implementation of computing curricula and the use of technology with schools in the UK and abroad to enhance and transform learning. Advised and managing operational and strategic matters, the planning and facilitation of bespoke teacher training and on-going PD. Worked with students on creative media projects and introduced them to real-world, cross-curricular problem-solving using physical coding platforms such as LEGO, Sphero and Parrot mini-drones, and a range of coding languages.

Presented and keynoted at education conferences, including BETT and GESS Dubai. Engaged as a learning designer by global education companies to create student and teacher materials in both physical and digital formats.

### **Physical Computing Curriculum Lead, pi-top — Oct 2017 - November 2019**

Helped recruit an international team of educators to form the Learning Team at pi-top, a 'learning-by-making' platform. Designed and authored student-facing Raspberry Pi coding materials, learning experiences, and projects. Designed and authored digital and print-based teacher materials and professional development programs. Wrote guides and introductions and led on researching and implementing hardware for learning. Developed and project-managed the Certified Trainer and Educator programmes and oversaw the design and placement of materials on pi-top's digital platform. Planned and facilitated partner training in Lebanon and hands-on workshops in the UK and US, including workshops for children and adults affected by the Grenfell fire.

### **Certified Trainer and Learning Designer, LEGO Education — 2011 - present**

Led and conducted workshops at BETT(UK), GESS(UAE), ETZ(Türkiye) and EduTech Europe (Amsterdam). Presented to international governmental delegations, including the Bulgarian and Portuguese Ministries of Education. Wrote and published educational and teaching content for global use and publication. Worked closely with the LEGO Education Academy, assisting in training, evaluating, and certifying new LEGO Academy Certified Trainers. Had sole responsibility for the LEGO Education presence at the "Glorious Goodwood" racing weekend and was a key LEGO Education team member working with the Cheltenham Science Fairs.

Facilitated hands-on learning experiences, Keynoted and trained primary and secondary school teachers in the UK, Europe, Africa, the Caribbean and the Middle East and personnel from organisations including the British Army and Air Force. Liaised and worked directly with learning and governmental organisations, sales partners, and distributors, including Cayman Islands Ministry of Education, and the World Bank.

Assist in the training, evaluation and certification of new LEGO Education Academy Certified Trainers.

### **Teacher, The Lyceum School, London — 2011 - 2015**

Sat on the Senior Leadership Team as a key advisor for Computing, and advised and worked with staff to enhance teaching and learning through the use of technology. Taught all year groups across the curriculum and was responsible for the strategic deployment of computing, including procurement, liaising with external suppliers, writing policies, upkeep of the school website and implementing e-safety. Developed a continuing professional development programme for the school

### **Advisory Teacher / CLC Manager, Greenwich Children's Services — 2002 - 2011**

Advised schools at a strategic level developing their ICT competence and strategies. Promoted to Deputy Manager of the City Learning Centre Scheme when it was expanded to three centres in 2003 and made manager in 2008. Developed and implemented short, medium and long term aims and KPIs, overseeing budgets and a large capital spend. Managed a team of 7 tutors, 3 technicians and 6 office staff. Coordinated borough-wide teacher professional development, and taught visiting groups of students. Project-managed several large initiatives including research into the impact of games-based learning with Nintendo. Implemented and developed an Apple Regional Training Centre and a LEGO Education centre.

### **Teacher, Brooklands Primary School, London — 1995 - 2002**

Taught across both key stages. Co-ordinator for music and ICT. Oversaw the development of ICT, moving achievement from below to above national expectations. Led a working party to develop and implement a scheme of work for ICT. Responsible for the ICT budget and oversaw the purchase and installation of a computer suite and physical computing resources.

## EDUCATION

University of North London — B.Ed (Hons.) Primary Teaching - 1995

## INTERESTS

I enjoy playing music. I played trombone in brass bands for many years, and play guitar and sing in a band. I see live music and theatre as often as I can, play touch rugby and cricket, and enjoy scuba diving and photography.

## REFERENCES

### **Dr William Rankin**

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