



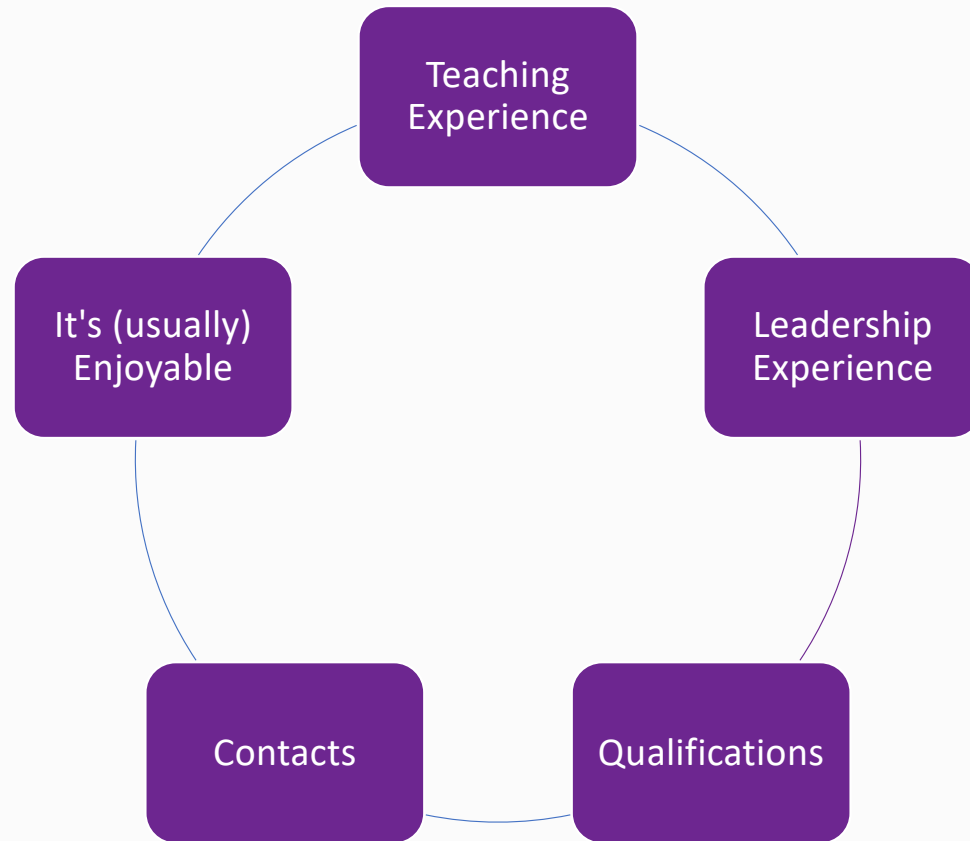
Working as a Graduate Teaching Assistant

Department of Computer Science

Gareth Henshall

Lecturer & Academic GTA Lead

Why Should I Be a TA?



How to Apply

Submit your abilities online



Try to be as available as possible



School-funded PhDs must fill in the form



Apply separately for each semester

[Studentnet.cs.Manchester.ac.k/pgr/demonstrators/](https://studentnet.cs.manchester.ac.uk/pgr/demonstrators/)
'Apply to be a Teaching Assistant'

Pay

Between £13 &
£16 per hour
(depending on
experience)

For every 5.35hrs
worked, you get 1
hour of holiday
pay

Faculty Graduate Teaching Assistant Training

Before Teaching Begins

- Equality and Diversity
- Health and Safety

Workshops to be Completed in First Year

- [FSESS8200 FSE GTA Learning Outcomes and Lesson Plans](#) (compulsory)
- [FSESS8201 FSE GTA Roles and Expectations](#) (compulsory)
- [FSESS8202 FSE GTA Marking and Feedback](#) (role dependent)
- [FSESS8204 FSE GTA Teaching Skills](#) (compulsory)
- [FSESS8206 GTA E Learning & Blackboard ON-LINE](#) (role dependent)

All Available on Blackboard (FSE Research Student Space)

- <https://online.manchester.ac.uk/webapps/blackboard/>

Qualifications

Other Training Modules Available

Completion Certificate for Undertaking all Modules

Apply for Associate Fellowship of the HEA

<https://www.heacademy.ac.uk>

What am I Expected to do?

- Help students to understand and complete work set by lab supervisors (lecturers)
- Mark work according to a designated scheme
- Wear a name badge (ask ACSO, room 2.127)
- Feedback to the lecturer
 - Any questions
 - Thoughts
 - Ideas
 - Let the lab supervisor know
- Attend **ALL** labs
 - If you're ill, let someone know

Who do I Talk to if I have any Qs?

- The Lab Supervisor
- Course Unit Allocation
compschi-ta-admin@listserv.manchester.ac.uk
- Pay & Timetables
christopher.calland@manchester.ac.uk
- Academic GTA Lead
gareth.Henshall@manchester.ac.uk



TA Wiki Page

<https://wiki.cs.manchester.ac.uk/ta>

TA BlackBoard Community Space & Slack Channel