



Job Title: Instructor – Computer Science

STEAM:CODERS inspires underrepresented and underserved students and their families through Science, Technology, Engineering, Art, and Math (STEAM), in preparation for academic and career opportunities. We teach logic, critical thinking and problem solving.

We are seeking talented, experienced and dedicated instructors to teach K-12 students computer science. Courses include, but are not limited to, Coding, Robotics, 3D Printing, Game Design and more. Familiarity with a variety of coding languages (i.e., Scratch, JavaScript, Python, HTML, etc.) is required. Are you prepared to put your teaching skills to use for a great cause? If so, contact us.

STEAM:CODERS offers classes after-school and Saturdays (mornings and afternoon), in 6-10 week sessions. Instructors arrive prior to the start of class, to help set-up and organize the day's activities, collaborating with staff members to manage a clean and safe classroom environment.

Instructors deliver the lesson plan, supervise classroom activities and work in conjunction with Site Coordinators and Volunteers to create a fun, productive and enlightening experience for the students. This role requires a strong work ethic and a passion for STEAM education. Candidates should possess a "can-do attitude," patience and resourcefulness. Prior experience working with K-12 students is preferred. Adherence to COVID-19 protocols is required.

Candidates need to have subject knowledge, imagination and the ability to create an inclusive learning environment, with strong communication and interpersonal skills. Instructors will be responsible for participating in the development of the syllabus and lesson plan.

Responsibilities:

- Teach a Computer Science course, for 8-10 consecutive weeks, after school or weekends
- Develop, update and prepare class syllabus, lesson plans, presentations and handouts
- Provide instruction for beginner, intermediate and advanced levels
- Ensure participants acquire the basic computer knowledge required for the class
- Nominate candidates for awards and recognition for improved performance
- Demonstrate strong instructional and classroom management skills, using technology

Qualifications:

- Prior teaching experience and/or relevant STEAM work experience is preferred
- Content competency and enthusiasm for subject area required
- Demonstrated effectiveness working with K-12 students
- Strong classroom management/teaching skills; openness to new teaching paradigms
- Experience in collaboratively developing curriculum and project based learning classes

If you are interested in the Instructor position, please send your cover letter and resume to us at info@steamcoders.org. For more information, visit us at www.steamcoders.org.