



JOB DESCRIPTION

TITLE: Middle School Technology Innovation Educator

REPORTS TO: Middle School Principal and Director of Learning Innovation and eLearning

CONTRACT DAYS: 190 Days

WORKING HOURS: Sunday through Thursday: 7:45 am to 4:00 pm. Tuesdays 7:45 am to 4:30 pm.
Normal hours will be adjusted as need dictates and may be greater at certain times of the year.

RESPONSIBILITIES:

As a Technology Innovation Educator, you teach middle school (grades 6-8) technology courses with a focus on Coding, Video Production, Design Technology, and Robotics.

The role requires an inspirational educator who can influence, motivate and encourage our learning community.

MAJOR DUTIES AND RESPONSIBILITIES:

- Designs and implements integrated hands-on, coding, media, design technology, and robotic lessons within the context of project-based learning
- Designs, pilots, and evaluates new courses within the ever-changing area of technology
- Actively seeks opportunities for collaboration between middle school students, KG1-12 teachers, and KG1-12 students to design and teach engaging inquiry and learning experiences and assessments that incorporate multiple literacies and foster critical thinking
- Develop a culture of making and innovation in STEAM which embeds these principles across all curriculum areas
- Facilitates access to the Fabrication Lab for classroom teachers and students
- Participates as an effective member of a Professional Learning Team to foster student learning, collaboration, and teacher learning
- Supervise after-school working hours for students, teachers, and parents in the Fabrication Lab facility
- Leads the after-school robotics club activities or other STEAM clubs

PERSONAL AND PROFESSIONAL QUALITIES:

- Enthusiasm for working with 6th, 7th, and 8th grade middle school students
- Openness and warmth in working relationships with students and staff
- Strong organizational and managerial skills
- Ability to work as part of a professional team of teachers, administrators, and other school stakeholders
- High degree of knowledge of content-related pedagogy of software associated with Production and Design

QUALIFICATIONS:

- Demonstrated experience in course instruction and curriculum development in technology classes, including the areas of coding, multimedia, robotics, film, digital video production, design technology
- A bachelor's degree from a school that is recognized by a national accreditation agency
- A highly qualified candidate will also hold a master's degree in a closely related area

