Job Description for STEAM teacher

This position is available ASAP

WORK   SUMMARY

Main responsibilities and duties:
The roles and responsibilities of the STEAM teacher involve instruction for classes related to student-centered learning experiences our Innovation and Maker spaces. Duties may involve computation, robotics, and digital crafts, all of which are inspired by engineering, computer science, and ISTE standards.

Instruction and Integration:
The STEAM teacher shall:
- Develop and model curriculum that inspires students to create, make, innovate, invent, build and design
- Understand and be able to design, develop, assess and manage STEAM learning experiences.
- Establish classroom culture which embody school mission, vision, and values, and pushing students to find their own way through tinkering and iterative processes.
- Deliver well-organized and rigorous lessons that ensures all students are meeting their academic goals.
- Structure class work and projects that enable students to work together in various formal and informal ways while providing guided support.
- Create a classroom experience that includes tools, materials, and student work that engenders maker-space learning.
- Provide timely and frequent communications with parents and all stakeholders that lead to meaningful relationships involved with the success of our students.
- Ensure all interactions with staff, students, parents, and related stakeholders are of highest professional standard and human-centeredness.
- Collaborate with staff members to integrate STEAM principles into all curriculum and develop cross-curricular units of study.
- Support student recruitment, enrollment, and retention activities as needed.

Leadership and Professional Growth:
A STEAM Teacher shall:
- Identify and apply education and technology-related research and willing to learn new software and technologies in guiding use of technology in education.
- Participate in professional development experiences that allow him or her to observe, evaluate, and apply the use of technology to support instruction.

Employment Requirements:
- A Bachelor's degree required; Master's degree/STEAM fields preferred.

Preferred Qualifications:

- Strong familiarity with at least one programming language (Java, Python, C++, JavaScript).
- Familiarity with digital design software such as CAD.
- Experience with tools such as 3D printing, laser cutting, and the maker movement.
- Experience with VEX/FIRST robotics, and willing serve as a coach/co-coach and working with interested students on enrichment activities during and outside of competition season.

Work Environment:

Duties are normally performed in a school/classroom environment. Duties may be *occasionally* performed on field trips away from school. The Classroom Teacher usually works in standards classrooms, but will frequently be required to complete tasks in a wide variety of locations within the school campus. The Classroom Teacher works a standard workweek, but additionally may work after evenings, weekends, and any additional hours necessary to accommodate activities such as clubs, committees, fundraisers, public meetings, and representing the organization at public events.

Please contact HR office in VMA if you feel interested in the position.

Email: zengyi@vma.edu.cn

Tel: +86 755 2274 7965

School website: https://www.vankemeisha.com/