



JOB DESCRIPTION

Culture and STEAM Education Programmer

The Culture and STEAM Education position is a student placement role supporting the Director of Education in the design, and delivery of STEAM Education Centres' core programs, including iSTEAM (Indigenous ways of knowing and STEAM), and school workshops through an art and culture lens. The focus of this role is to apply art and culture knowledge and experience to STEAM Centre programs, ensuring the content developed incorporates elements of heritage, culture, and art to engage young learners and inspire greater science, technology, engineering, and math (STEM) exploration.

The Culture and STEAM Education Programmer will learn to use advanced technology and creative tools, such as 3D printers, laser cutter, CNC, video recording drones, and hand tools. The student will also fortify their leadership abilities as they prototype effective learning ideas, and apply them directly to classrooms of kids. This is achieved through the provision of direct service in the form of individual, continual learning/research and group instruction as well as the preparation of materials, and learning content.

We're offering \$18-\$20 per hour and a flexible work arrangement at this time. This is an awesome opportunity to learn, lead and work alongside the dynamic STEAM Education team! If you're interested and eligible, contact us today!

Eligible applicants are:

- a. Registered student in a recognized post secondary institution in any program or field of study
- b. Legally allowed to work in Canada according to the laws and regulations of the province or territory where they work

Responsibilities include:

- Performing audit and review of existing workshops;
- Developing new workshop ideas and design associated content considering art and culture
- Ensuring alignment of school programs to meet ON curriculum requirements;
- Responding to teacher, student, parent and organizational inquiries as required;
- Performing continual research to monitor education industry development of new and innovative learning, products, and tools;
- Organizing and updating electronic workshop and field-trip plans, and materials;
- Sourcing materials for STEAM Centre programs as required;
- Set up and take down of all school and after-school workshop program materials;
- Cultivating and maintaining relationships with internal and external stakeholders;
- Other duties as assigned by the Director of Education



Knowledge/Skills required:

- Experience in the development of education or training programs
- Creative mindset, and interested in exploring art, culture and STEM topics
- Experience working with children 6-18 years of age, leading creative activities.
- Strong understanding of the elementary and high school Ontario curriculum
- Good understanding of knowledge measurement instruments, such as questionnaires, tests and other assessments
- Ability to disseminate technical information into easily digestible information for all ages of learners
- Ability to use Microsoft programs, Google Drive, Cloud storage systems
- Excellent written and verbal communication skills
- Ability to manage multiple projects and meet deadlines
- Excellent organizational skills with strong attention to detail
- Proactive, enthusiastic, self-starter

We invite all qualified and eligible candidates to apply for this role by emailing cover letter and resume to info@steameducation.ca. **Deadline to apply is October 15, 2021.**