

Brebeuf Jesuit Preparatory School seeks a Makerspace Director to lead our High School makerspace program. Ideal candidates will have experience managing a makerspace, as well as classroom or teaching or equivalent experience. The makerspace program emphasizes the Jesuit educational philosophy of learning based on real-world experiences and opportunities for reflection. The makerspace director will report directly to the school's Chief Information Officer and will be a part of the technology team.

Responsibilities:

- Facilitate hands-on projects with students; team-teach with classroom teachers. Create opportunities and programming in the makerspace, including partnering with outside organizations and experts as appropriate.
- Manage inclusive, diverse, safe, and creative spaces for teaching, learning, and making, including scheduling, inventory, developing student leaders, and equipment upkeep
- Plan and lead workshops and demonstrations for faculty and students.
- Moderate or assist with STEM-related co-curriculars, particularly the robotics competition team, film and video production crew, and/or a newly forming e-sports team. (This position will require some afternoon/evening or weekend work. Co-Curricular positions may receive additional compensation).
- Must be a flexible and collaborative team member who can support, inspire, and motivate others and provide a vision for inspiring student creativity and innovation.
- Work with the IT team and the student tech team during summers on maker and building-wide networking and computer maintenance projects.
- Other duties as assigned by the CIO

Qualifications:

- A well qualified candidate should identify as a teacher, designer, inventor, scientist, or scholar – any combination, as long as you make things that matter — and possess:
- A Bachelor's degree (or equivalent experience) with a concentration in education or STEAM-related fields.
- A strong record of research and practice, a willingness to take risks, a desire to look beyond traditional disciplines, and a dedication to making a difference in the world
- Proven experience with interdisciplinary and innovative curricular design and partnership
- Experience working with adolescents
- Enthusiasm for exploring new trends and tools for learning. A “problem-solving mindset with demonstrated ability to overcome design challenges.
- Experience using media, design, and digital fabrication tools and software which could include but is not limited to 3D printing, laser cutting, embroidery and jewelry making, etc.
- Strong organizational and interpersonal skills
- Experience in inquiry-based learning and cooperative learning with a focus on a student-centered approach

Year long position.