The position of Upper School Technology Coordinator, with the direction of the Technology Education Department Chair, Upper School Division Director and the Information Technology Director, is responsible for creating and delivering the STEAM curriculum for grades 9-12 and coordinating the technology integration program at the Upper School. The position has a 75% teaching load, which corresponds to leading 3 classes per term. The additional 25% of responsibilities focus on encouraging and supporting the integration of relevant technologies into other areas of the Upper School curriculum. The candidate will be a STEAM Leader at the school who will help to expand on its current curriculum to support the teaching of problem solving and computational thinking skills.

The successful candidate will instruct a wide range of courses and will be responsible for the development and implementation of exciting STEAM experiences and curricula as it relates to the following:

- Computational Thinking, Design Thinking, Innovating, Collaborative Project Based Learning, Engineering, Making and Tinkering

This will include, but not limited to, teaching courses in 3D Modeling & 3D Printing, Entrepreneurship, Programming Courses, Robotics, and other courses that may fit their vision. . More information on the courses taught in the upper school can be viewed on our website, www.sssas.org.

The Technology Education curriculum focuses heavily on Robotics, and Upper School teams participate regularly in competitions. Weekend and evening coaching responsibilities apply. Successful candidates will be familiar with LEGO, TETRIX and the FIRST Tech Challenge. Experience in 3D modeling/printing, programming, engineering principles, and self-sufficiency with hardware/networking is essential. The candidate selected for this position will instruct multiple Robotics courses with a strong focus on programming, problem solving, and developing 21st Century Skills, and may be asked to teach an AP Computer Science course in the future.

The ideal candidate has a degree in engineering, computer science or another related field, and has experience as a high school classroom teacher delivering a STEAM focused curriculum rich with robotics, programming, 3D printing/modeling, and graphic design projects. Teacher will need to adapt existing curriculum to provide rigorous, motivating and relevant instruction to a broad range of students. Teacher will be expected to leverage industry and academic connections to provide students with enriching opportunities inside and outside of classes.

The Upper School Technology Education Teacher is responsible for training, modeling, and assisting teachers in integrating technology in the classroom to improve student achievement. Acquires and updates skills as necessary for effective management of 2 dedicated labs the Technology Education lab and the Robotics Lab. Installs, troubleshoots, and maintains hardware and software on lab machines.

DESIRED QUALIFICATIONS
- Bachelor Degree in Computer Science, Engineering, or equivalent
- Experience in Java, Python, C, Arduino, and other relevant languages
- Prior experience teaching computer science courses, preferably at the high school or college level
- Demonstrated interest, commitment and ability to work with students of varied academic levels and interests

- Interest in and experience with co-curricular coaching and advising assignments (FIRST robotics, Computer Club)
- Interest in and experience with curriculum design
- Interest in collaboration with instructors in other academic areas (mathematics, sciences, engineering)
- Willingness to share professional skills and curriculum with other teachers within the school and campus wide

Candidates should submit a cover letter and resume to:

Bud Garikes, Director of Upper School
St. Stephen's & St. Agnes School
1000 St. Stephen's Road
Alexandria, VA 22304
bgarikes@sssas.org