



2016/2017

- Position:** STEAM/Computer Science Teacher
- Schedule:** Faculty
Member of the Computer Science Department
On or about September 1, 2016
- Reports to:** Computer Science Department Chair
Upper and Middle School Division Heads
Assistant Head of School for Academics

The primary role of the STEAM Teacher is to teach classes within the Computer Science Department. However, the STEAM Teacher along with the Computer Science Department Chair works to advance a new course of study for the Computer Science Department and also supports the implementation of Ranney School's educational technology vision that focuses on technology literacy, digital citizenship, and innovation/fabrication/computer science. The STEAM Teacher will work closely with faculty and students to incorporate computer science, design thinking and project-based learning activities, while also work to integrate concepts across the math, science and art departments.

The STEAM/Computer Science Teacher will:

1. Teach computer science classes in the Upper School that incorporate concepts in coding, programming, CAD, etc.
2. Support the new department in the development of curriculum specific to computer science.
3. Develop opportunities for cross departmental and divisional projects that include computer science concepts. Example, art, math, and science can work with the computer science department.
4. Encourage competitive coding and programming opportunities for Ranney Students in the local, regional and national levels.
5. Collaborate with teachers in composing effective technology-infused, content-based lessons and assessments, and support the teachers as they implement curriculum and specific lessons in their classrooms that will encourage the use of technology, design thinking concepts and the use of a 'maker space' to advance core content projects.
6. Research, evaluate, and recommend new hardware and software and web-based applications to support learning and work with the IT director to budget, purchase and plan within the school's infrastructure.
7. Provide leadership for the STEAM program at the school.
 - Develop curriculum and establish benchmarks
 - Record and maintain curriculum maps

Specific duties are as follows:

1. Responsible for a full teaching schedule that requires planning, assessment and reporting. The STEAM Teacher will also be expected to serve as an advisor, support student activities and coaching is also welcome.
2. Cross-curricular integration of technology; work collaboratively to define benchmarks for technology integration.
3. Serve as a mentor to teachers and staff for instructional technology use.

4. Support the training of individual teachers to use software, hardware, and peripheral devices as needed.
5. Encourage and support teacher innovation with current and emerging technology tools and services.
6. Conduct research about advancements in technology tools and resources to inform decision-making on campus (new programs, curriculum, and budgeting needs).
7. To encourage STEAM concepts across the depts., the STEAM teacher at Ranney School will help create learning resources for teacher, staff, and students. These may include Web sites, tutorials, interactive programs, and databases that support teachers in integrating technology. Ideally, teachers will be guided and encouraged to develop their own resources, while the STEAM will support these efforts by providing additional support as needed.

Skills necessary;

- Teach beginning Computer Science and programming to US students
- Teach AP Computer Science A (Java) and AP Computer Science B (computing principles)
- Teach Robotics and Engineering, including underwater robotics and an advanced “independent study” style projects- based course in robotics
- Collaborate, support and assist faculty as they experiment in the space
- Be able to develop curriculum and teach coding to faculty
- Work in collaboration with the Middle/Upper School library staff

Qualifications:

- Candidates must have a degree in information technology, computer science, or a related field. Master’s degree preferred.
- Three years classroom experience in computer science preferred-independent school teaching experience preferred.
 - Robotics experience a plus
 - Experience in Maker Space environment, equipment and software
 - Proficient in Adobe suite and Auto CAD software
- Advanced knowledge Python, Java, Scratch, C and C++
- Strong foundation in Coding
- Strong organizational skills
- Occasional weekend and evening commitments (as needed)
- Thrive in a collaborative work environment that values innovation and creativity.
- A sense of humor and a pitch-in, can-do attitude are highly desirable.
- Candidates must be able to use technology to enhance the classroom experience and to use a range of literature and resources that represent diverse cultures, experiences and viewpoints.
- Additionally, candidates must satisfactorily complete two background checks.

Ranney School is committed to develop an inclusive community that welcomes candidates with broad and diverse cultures, race, beliefs and talent and to those who are committed to believing that diversity promotes the intellectual growth and moral development of all members of our school community.

To Apply:

Please send a cover letter, resume, transcripts, and a list of at least three current references to:

[hiring@ranneyschool.org](mailto: hiring@ranneyschool.org)

Please note in subject box “STEAM/COMP SCI TEACHER”

No phone calls please.