STEAM Teacher Job Description

Major Responsibilities and Duties:
The duties and responsibilities of the STEAM teacher involve instruction directly related to STEAM and computer science in our Innovation/Maker Lab. Related duties shall be those inspired by the ISTE Standards for Coaches and those assigned by the Assistant Head of School.

Instruction and Integration
The STEAM teacher shall:
- Demonstrate the ability to model, deliver, and craft rich student-centered learning experiences around Science, Technology, Engineering, Arts, and Math.
- Demonstrate the ability to create and implement strategies for weaving STEAM experiences into multi-disciplinary curricula from grades 5 through 8.
- Work in partnership with teachers and staff, modeling consistent effective teaching with technology, engagement, lesson plan design, use of technology, STEAM and online tools.
- Demonstrate fundamental knowledge of the connection between technology, computer science, and other fields of study.
- Understand and be able to design, develop, assess, and manage STEAM learning experiences.

Leadership and Professional Growth
The STEAM teacher shall:
- Identify and apply educational and technology-related research, the psychology of learning, and instructional design principles in guiding use of technology in education.
- Identify, implement, and investigate software in both classroom and administrative environments.
- The STEAM teacher will identify resources, plan, and design staff development activities to support professional growth in learning technologies.
- Participate in professional development experiences that allow him or her to observe, evaluate, and apply the use of technology to support instruction.

Preferred Qualifications
- Advanced degree from an accredited college/university.
- Expert level of technology and 21st century learning understanding and application.
- Deep knowledge of content standards, effective instructional strategies, and assessment driven instruction.
- Strong Google Apps for Education skills (Docs, Sheets, Slides, Sites, etc).
- Experience (or familiarity with) tools such as, but not limited to: 3D printing, autocad, laser cutting, vinyl cutting, Arduino, Makey-Makey, Codecademy, Sphero, Tynker, BeeBot, Parrot MiniDrone.
- Highly effective communication, listening, collaboration, and interpersonal skills.
- Effective written, verbal, and technology-based communication skills.

Core Competencies:
In addition to the tasks outlined above, it is the responsibility of the STEAM teacher to:
- Understand and support Quest's mission and philosophy and to promote a positive image of the school.
- Contribute to a harmonious school atmosphere by working cooperatively with all colleagues.

- Respect the confidentiality of private information relating to students, colleagues and the operations of the school.
- Refrain from establishing close relationships with colleagues, students, parents or trustees that would compromise professional integrity.
- Demonstrate responsibility and punctuality.
- Display flexibility in responding to new situations and expectations, a positive attitude and a helpful, nonjudgmental demeanor.
- Show willingness to consider and implement suggestions for improvement.
- Model the good character traits that Quest students are expected to embody.