

A deeply collaborative, inspiring and innovative educator, the Director of Engineering & Technology Innovation /STEAM Coordinator will design a shared vision for new programs in a new academic building to open in September 2016. The Director of Engineering & Technology Innovation / STEAM Coordinator will collaborate with faculty and department chairs to launch, implement and promote a new curriculum in Engineering & Technology Innovation and STEAM through the lens of our signature programs in girls' leadership and service/experiential learning.

**Job Title:**

Director of Engineering & Technology Innovation / STEAM Coordinator

**Date:**

October 2015

**Miss Hall's Mission**

Miss Hall's School inspires and encourages each girl to pursue the highest standards of learning and character; to contribute boldly and creatively to the common good; and to seek a purposeful life based on honor, respect and personal authenticity.

**Miss Hall's Core Values**

**Authenticity** – At Miss Hall's School, we are committed to helping each girl to develop, test, comprehend, and act from her own spirit, core values, abilities, expertise, and judgment.

**Honor** – The concept of personal honor is an enduring and immutable standard by which we tell others how we want to be measured. Once developed, personal honor is the benchmark by which to judge all of our actions.

**Respect** – Respect for others begins with respect for self. Respect for others extends beyond tolerance to include active concern for and service to others.

**Growth** – We value challenge in a nurturing environment. We also value curiosity, clear thinking, and academic accomplishment. We encourage the development of resilience, determination, and self-confidence for a lifetime of learning in a world of constant change.

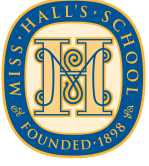
**Responsibilities**

- Participate in curriculum development; identifying and developing interdisciplinary intersections and aiding in the development of technology innovation and maker projects through STEAM teaching and learning
- Promote academic technological innovation, STEAM curricular options and co-curricular activities, and raise awareness of technological innovation and STEAM-based initiatives among students, teachers, parents and the wider community
- Develop and teach 3 classes within the Engineering & Technology Innovation department to be determined by the teacher's expertise
- Advance the School's mission and support and advance STEAM in the context of girls' leadership and service/experiential learning
- Assist students in independent engineering and technology studies as well as regional and national competitions through recognizing and developing their academic and leadership abilities
- Pursue appropriate professional development and remain abreast of changes in education and the discipline
- Maintain an active presence and participate fully in campus life by attending School events and participating in recreational activities when possible
- Serve on the Academic Affairs Committee as the representative of the Engineering & Technology Innovation department
- Participate in summer planning sessions with the Dean of Academics & Faculty and department heads to develop interdisciplinary Engineering & Technology Innovation and STEAM initiatives during the year and potential summer programs
- Serve weekend duty rotations as required of all faculty

**Required Skills/Knowledge**

- Ability to be a future-adaptive, interdisciplinary thinker who can help create environments that maximize learning
- Knowledge of and background in a range of technological areas such as 3D printing, maker projects, computer-aided design, academic and administrative computing including programming languages such as Java, Python, C+, Scheme, JavaScript, PHP, MySQL or other relevant technologies
- Respect and understanding for the educational needs of an adolescent, female population
- Passion and knowledge about the use of technologies to support creative, innovative and engaged learning
- Ability to collaborate, to be a team builder and mentor who is skilled at leveraging the talents of others, problem solving and the ability to harness creativity and translate this into effective curricular programming
- Comfort with a hands-on approach using maker skills such as woodworking, coding, electronics, sewing, etc.
- Ability to improvise with the use of hand tools, electronics, computer software, hardware and various other technologies
- Strong written and oral communication skills and the ability to interact with students, colleagues, consultants and members of the public in a courteous and respectful manner
- Ability to problem solve efficiently and think critically
- Familiarity with and ability to teach and apply mathematical, statistical and engineering concepts
- High ethical standards and discretion
- Commitment to the Miss Hall's School Mission and Core Values

<b>Job Classification</b>	Educational Administrator	<b>Department</b>	Engineering & Technology Innovation
<b>Annual Salary Range:</b>		<b>Supervisor:</b>	Dean of Academics & Faculty
<b>Employment Status:</b>	Full-Time / Exempt	<b>Dates:</b>	Year Round Beginning July 1, 2016
<b>Driving Required:</b>	Yes	<b>Education:</b>	Master's Degree Preferred



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**Minimum Requirements / Qualifications**

- Bachelor's Degree required; Master's Degree preferred
- Five years' experience in technology, engineering, science, computer science, arts or related educational fields; experience as a department chair or leadership position preferred
- Prior experience teaching computer science courses and/or proficiency with mathematical, statistical, maker space and engineering skills strongly preferred
- Proven experience with interdisciplinary and innovative curricular design and partnership
- 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 or FTC robotics, Computer Club, etc.)
- Experience and interest in design thinking and leading curricular innovation in collaboration with colleagues in other academic areas (mathematics, sciences, arts)
- Ability to teach STEAM-related courses at a variety of levels
- Experience in direct instruction, inquiry-based learning, and cooperative learning with a focus on a student-centered approach
- Ability to inspire students to engage with technology in innovative, effective and efficient ways
- Ability to support, inspire, and motivate others and forge decisions effectively
- Must be friendly, courteous, highly organized, detail-oriented and professional
- Demonstrated enthusiasm for the possibilities inherent in technology and in working with teenagers
- Demonstrated sense of humor and ability to work well as part of a high functioning team of educators
- Physical requirements include ability to teach before a class of students; to sit, type, write and to view a computer screen for long periods of time; to use power tools and other tools in the context of a technologically innovative classroom

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**Department**

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