

Makers Summer Program Coordinator/Coach

Role:

The Maker Summer Program Coordinator will help coordinate, launch, and lead a Maker pilot summer program at the Waldorf School of Baltimore. While there is a long-term intent to develop a makerspace program that serves both the school community and beyond, the Maker Program Coordinator/Instructor will initially develop and coordinate the definition, creation, operation, and promotion of a pilot Maker Summer Program. Dates: 25 hours a week in July, 2016 with approximately 60 additional hours for training and program setup.

Ideal candidate:

- Creative individual who has a passion for tinkering and is part mechanic/engineer, inventor, artist, craftsperson, and instructor.
- Has experience working with young people in an instructional, camp, or club setting.
- Desire to encourage young people to create, build, and invent
- Basic knowledge of electronics/mechanical/building/design process
- Comfortable with a hands-on approach, demonstrating the versatility needed to improvise with audiences of varied ages and skill levels, use hand tools, electronics, computer software, hardware and/or various other technologies, as well as building and craft materials
- Strong planning, project, and time management skills to run various diverse hands-on student projects simultaneously
- Fast and flexible learner who grasps technical details well and can transfer previous knowledge to new tasks; detail oriented with excellent problem solving skills
- Strong interpersonal skills with the ability to establish an open, creative culture within parameters that encourage students to be responsible and respectful of others
- Familiar with or willing to learn about and integrate Waldorf Pedagogical principles

Program description:

After an introductory collaborative project that will introduce students to equipment, safety etiquette and expectations, each child will complete a student-directed project during one week of camp. The Coach will offer several options of types of projects based on the age and interests of the enrolled students. The final project will be a result of inspiration and invention with whatever tools and materials at hand can serve the purpose. The program offers a learning environment where students can cultivate creativity and STEAM (science, technology, engineering, arts, and math) skills through hands-on learning experiences with the help of adult mentors. The Instructor will bring a variety of practical materials and technology into the hands of students in a way that encourages self-initiative, collaboration and creative design thinking.

Principal Responsibilities:

1. Help create space(s) where students can question, imagine, investigate, problem solve, test and revise ideas, collaborate and have fun while they use a variety of tools and materials to design, make, tinker and create projects on their own. The space should allow students to both take “stuff” apart and just experiment and explore and/ or to form, build and make “cool things”.
2. Along with an assistant support and guide students as they learn to utilize the Makerspace resources. Research, develop and prototype innovative maker activities for students to choose from during summer program sessions.
3. Lead and develop problem solving exercises for student startups. Offer student guidance on concept development, and project development. Consult with on product design and refinement; help translate user needs and technical realities into completed results.
3. Develop a system for curating student and teacher work for the purposes of showcasing great projects and activities. Set a cultural intention that sharing and other documentation of successful projects is the goal, recycling materials whenever practical.
4. Identify sources, solicit materials and establish a system to track inventory. Maintain all Makerspace materials, tools and equipment including hardware and software. Manage a budget and keep accurate records. Coordinate daily program logistics (e.g. supplies, room set-up, clean-up, etc.).
5. Ensure that all Maker Summer Program areas are productive, safe, professional, and fun environments for students.

To apply send resume and cover letter to jobs@twsb.org