Position: Codemaker Camp Instructor
Number of Positions Available: 2
Job Location: University of Victoria, Victoria BC
Term: May 1 to September 4th, 2020
Salary: $2,375/month (plus 4% Vacation Pay) | 37.5 hours/week
Deadline: Wednesday February 19, 2020 (Interviews will take place Feb 24th - 28th)
Contact: David Jackson (svprograms@uvic.ca or 250-721-8158)

Description

Do you like to tinker and build projects in your spare time? How about building websites, making movies, or solving coding problems? Do you have experience with 3D printing, robotics, and coding? Are you resourceful in sourcing materials for your ideas? If you answered YES, we are looking for you to co-lead our Codemakers Camp for youth in gr.3-6!

Science Venture instructors are a team of dynamic, passionate and engaging leaders who are committed to delivering hands-on science, technology, and engineering programs for youth. Our team strives to provide high-quality high-impact programs to youth in our community, so they can build confidence and be successful in their future. As a Codemaker Camp Instructor, your job will be to educate and inspire these young minds, to provide them with a positive outlook on the world of engineering and computer science, and to serve as a resource to other educators through hands-on workshops and summer camp programs.

A work term at Science Venture will have four main components:

Training (2 weeks in May and June)
Participating in training sessions pre-workshop & pre-camp. All instructors will receive training in behavior management, lab safety, diversity, and best practices.

In-School Workshops (5 weeks in May/June)
Co-delivering in-school science workshops (k- gr. 6) in the Greater Victoria Area.

Curriculum Development (2 weeks in June)
Creating innovative & new curriculum for Codemakers theme summer camp.

Summer Camp (8 weeks in July and August)
Delivering camp as a co-instructor team for 8 weeks. Maintaining an inclusive and safe space for ALL youth. Following daily camp procedures (sign-in, lunch duty, sign-out, extended hours, injury reports). Contributing to the future of the program by participating in evaluation, providing feedback, and sharing success stories.
Qualifications

Applicants must:

- Be pursuing or recently completed a University degree (Engineering, Computer Science, Science, or Education, preferred)
- Pass a Criminal background check when hired
- Complete First Aid training with CPR C

Assets:

- A Valid Class 5 BC License with no restrictions (i.e. no “L” or “N”)
- Conversational French

Key Competencies

- Previous experience prototyping, tinkering, and coding
- A passion for and an interest in education, science, technology, and math
- Experience working/volunteering with youth in a camp or educational setting
- Ability to act as a role model to youth and work in a team environment
- Openness to learning and feedback

Ability to be resourceful, flexible and adaptable to a fast-paced work environment

Application Procedure

1. **Get to Know Science Venture**: Explore our [website](#). Visit our [Facebook](#) and [Twitter](#) page. See if this job is for you!

2. **Prepare Your Application**: Update your cover letter and resume. Complete the application form available on our website.

3. **Submit**: All UVic Co-op students must upload application form and resume to the [Learning In Motion](#) website. All other applicants please email completed package to <svprograms@uvic.ca>.

**Deadline**
Wednesday February 19th, 2020 | 10:00 am

Only those shortlisted will be contacted by email to schedule an interview

**Questions**
David Jackson, Acting Director, Science Venture
Email: [svprograms@uvic.ca](mailto:svprograms@uvic.ca)
Phone: 250-721-8158