Position: Youth STEM Instructor
Number of Positions Available: 3
Job Location: University of Victoria, Victoria BC / Remote (see location information on page 2)
Term: January 8th to April 15th, 2021
Salary: $2,427/month (plus 4% Vacation Pay) | 35 hours/week
Contact: David Jackson (svprograms@uvic.ca or 250-721-8158)
Deadline: Thursday December 3rd, 2020

Description

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 Youth STEM Instructor, your job will be to educate and inspire these young minds, to provide them with a positive outlook on the world of STEM, and to serve as a resource to other educators.

Through the changes brought on by COVID-19, Science Venture has transitioned to online programming. Since March 2020 we have piloted new programs, formats, and interfaces to deliver meaningful hands-on STEM experiences in a virtual setting. We have had an exciting fall and are looking at a meaningful 2021 as we will be entering our 30th year! We hope you join us as we continue to adapt to the changing landscape of work and hands-on STEM learning.

This work term at Science Venture will have several main components:

Training (As required starting in January)
Participating in training sessions. All instructors will receive training in online engagement, behavior management, safety, diversity, and best practices.

Program Development (Ongoing)
Creating new & innovative lessons rooted in the BC curriculum for the many different programs we offer:
    Such as: virtual STEM clubs, STEM @ home activities, in-school workshops, and much more...
    Script writing and filming (where necessary).
    Formatting and branding all materials (where applicable).

Virtual STEM Events, Clubs, & In-School Workshops (January - April)
Delivering “live” online sessions for virtual clubs and workshops
Co-delivering:
   - Themed STEM Clubs. Previous topics included: All-Girls Coding Clubs, Sustainable STEM: Civil Connections, and more (Visit <www.scienceventure.ca> for more details)
   - Pre-designed in-school Coding-themed workshops (Grades 6 – 12)
   - Indigenous STEM programming to Vancouver Island Nations
   - Teacher professional development workshops
   - Scouting and Guiding programming
   - Spring break programming

Providing feedback, answering questions and providing extensions for participants
Debrief, Reporting, Clean Up (April)
Debriefing post program delivery, ensuring statistics are collected. Update lesson plans based on community feedback. Organize and inventory delivery materials.

Location
Following the guidelines provided by the provincial health authorities, Science Venture will act in accordance with the directive from the University of Victoria based on remote working policies. Updates will be provided as they are available. You can expect that we will be predominately working remotely. Whereas our focus will be to provide primarily virtual programming, if – following the guidelines of BC CDC and UVIC – allows us to begin the phasing in of in-person programming we may begin to pursue this option.
We do anticipate that in the winter 2021 semester we will break the ice back into face to face programming. This will be done in accordance with all provincial and institutional guidelines, ensuring that all staff and participants remain as safe as possible.

Current Science Venture remote working guidelines:
- Virtual morning meetings at 9 am.
- Materials and technology may be signed out from SV HQ upon approval from Office Team
  - The use of Science Venture equipment is highly recommended
- Access to SV HQ is limited and approval from the Office Team must be obtained prior to entry to ensure physical distancing guidelines and safety standards are adhered to
- Virtual check-ins with coordinators as requested
- Communication platforms: UVIC’s Zoom

Qualifications
Applicants must:
- Be pursuing or recently completed a University degree (Science, Engineering, or Education preferred)
- Pass a Criminal background check when hired
- Complete First Aid training with CPR C (for in-person programming)

Assets:
- Experience in Filming or Video Editing
- Conversational French or other language
- A Valid Class 5 BC License with no restrictions (i.e. no “L” or “N”)

Key Competencies
- A passion and 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 focused, resourceful, flexible and adaptable to a fast-paced work environment

Questions
David Jackson, Manager of Programs, Science Venture
Email: svprograms@uvic.ca
Phone: 250.721.8158