Position: Digital Skills Instructor
Number of Positions Available: 2
Job Location: University of Victoria, Victoria BC / Remote
Term: January 9th to April 15th, 2023
Salary: $2600/month (+4% vacation pay) | 38 hrs/week
Contact: Krystyn Dubicki (svprograms@uvic.ca or 250-721-8158)
Deadline: Thursday November 17th, 2022 at 10 am

Description

Do you like to tinker and build projects in your spare time? How about building websites, making videogames, 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 digital skills and coding workshops and club programs for youth in gr. 3-12!

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 Digital Skills Instructor your job will be to educate and inspire these young minds, to provide them with a positive outlook on the world of science & engineering, and to serve as a resource to other educators through hands-on workshops and after-school programs.

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

- **Training & Curriculum (2 weeks in January)**
  Participating in training sessions. All instructors will receive training in behavior management, diversity, and best practices. Learn, modify, and create innovative STEM content for communities and clubs.

- **Workshops, Clubs, Spring Break and More! (11 weeks January-April)**
  Researching, planning, prototyping, tinkering, and remixing digital skills workshops (gr 6-12). Delivering in the Greater Victoria Area: evening and weekend STEM clubs on campus, after-school STEM programming to indigenous youth, in-school workshops, training for Vancouver Island teachers and UVIC pre-service teachers, on and off campus Spring Break Camps. Developing content and leading our all girls coding event, GoCodeGirl. Maintaining the MakerSpace.

- **Curriculum Development for Fall 2023 (April)**
  Taking your experience from delivering workshops this semester, you will tweak current workshop offerings and/or develop new content for our Fall 2023 workshops.

- **Debrief, Reporting, Clean Up (Final week of term, April)**
  Debriefing post program delivery, ensuring statistics are collected. Update lesson plans based on community feedback. Organize and inventory delivery materials.
Location

In general, day-to-day work will be at Science Venture HQ, which is on campus in the MacLaurin Building. Once workshops commence, you will be required to drive to schools (generally school districts 61, 62 and 63) and/or community locations to deliver workshops. If a UVic Van or Modo is unavailable, you will be compensated for milage using your personal vehicle.

There is a possibility that programming shift back to online. If this happens then staff will be expected to deliver workshops from their at-home workstations. Remote work routines will be outlined should this transition happen again. We will be offering virtual programming this winter.

*Most of our programs are after-school, so there will be evening and weekend (Saturday) work.

Eligibility Criteria

Applicants must:
- Be pursuing or recently completed a university degree (Science, Engineering, Education or Computer Science, preferred)
- Pass a Criminal background check when hired
- Have or be willing to complete First Aid training with CPR-C
- Be fully vaccinated against COVID-19
- Have evening and weekend availability

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

Key Competencies
- A passion for and an interest in education, science, technology, engineering 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 resume, cover letter and 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

Friday September 2nd, 2022 at 4pm.
Only those shortlisted will be contacted by email to schedule an interview.

Questions?

Krystyn Dubicki, Manager of Programs
Email: svprograms@uvic.ca
Phone: 250-721-8158