



## **JOB DESCRIPTION**

### **OSA TEACHING ARTIST: HIP HOP DANCE INSTRUCTOR**

**Direct Supervisor: Dance Program Director and Program Manager**

**Part time, Ford Resource and Engagement Center - 2826 Bagley St, Detroit, MI 48216**

## **WHY WE NEED YOU**

Living Arts engages Detroit youth, teachers and families in transformative experiences in the performing, visual, literary and media arts. As our hip hop dance instructor, you will be a leader and mentor to students, will conduct weekly classes, and choreograph an original piece for the Annual Showcase and other community events.

## **MAIN RESPONSIBILITIES**

- Prepare lesson plans and teach weekly classes
- Teach fundamental hip hop skills and techniques in a dance studio setting
- Develop choreography for both Showcase and community events
- Ensure that class material promotes youth development

## **GENERAL**

- Agree to the office conducting a central registry clearance
- Complete a medical clearance and TB test
- Attend teaching artist meetings
- Select costume/s for dance/s
- Maintain good communication and coordination with Program Manager and Dance Program Director and respond in a timely manner to requests and communications.

## **DESIRED QUALIFICATIONS**

- Experience teaching beginning, intermediate, and/or advanced level hip hop
- Experience teaching youth ages 9 to 18 years of age
- Professional performance and/or choreographic experience

**RATE:** 30.00/hour with additional pay for teaching artist meetings and occasional attendance at off-site performances

## **HOW TO APPLY**

Please send resume and cover letter to [marianne@livingartsdetroit.org](mailto:marianne@livingartsdetroit.org). Learn more about the Living Arts Dance Program at <https://www.livingartsdetroit.org/classes-workshops/>

*Living Arts is an Equal Opportunity Employer and does not discriminate against applicants due to race, ethnicity, gender, sexual orientation, veteran status, or on the basis of disability or any other federal, state, or local protected class.*