Introduction

Are you passionate about technology? And do you have experience working with young people? If so, The National Museum of Computing needs you!

We house the world’s largest collection of functional, historic machines spanning from the iconic 1940’s codebreaking machines (The Bombe and Colossus), through first generation computing (EDSAC and the WITCH) to industrialisation and large systems (Elliott and IBM), rise of personal computing (full classroom of BBC Micro’s) and beyond. Our unique collection provides visible application of curriculum concepts and immersive activities for endless learning opportunities in computing, computer science, history and mathematics. The National Museum of Computing, based on the historic Bletchley Park site, boasts an award-winning education programme that caters to even the youngest of learners.

What we are looking for

The National Museum of Computing seeks to expand its pool of dedicated learning guides to deliver its outstanding educational provision, support resource development and ensure learners get the most out of their experience. We provide flexible, term time employment with maximum, optional, daily commitment of 8 hours with variable start time between 9:30 and 10:30 (core hours for full day sessions are usually 9:30-15:30 with optional afternoon sessions running from 14:30 - 17:30). This role would suit those with childcare commitments. We welcome applicants with experience in the heritage sector, education or formal childcare. Training and support are offered with additional opportunities available to interested, suitable parties.

Employment is based on a full day rate of £75 for 6hrs, or a half day of £50 for 3hrs. Successful applicants will be required to complete a DBS check.

Responsibilities

- Deliver fun, engaging and high-quality learning experiences for schools by facilitating workshops, tours and other educational activities
- Develop content for education activities, including relevant paperwork such as risk assessments
- Set up and tidy away learning activity sessions, including switching the museum on and off (training provided)
- Maintain a clean, safe learning environment at all times
- Identify and communicate any issues with machines
- Support with evaluation and feedback for development of provision
- Assist with special events, when available to do so. NOTE: These events may not coincide with a 10am-3pm schedule but will not extend beyond 8 hours.
Essential criteria

- Experience in the safe delivery of learning activities for young people
- Interest in the history of computing technology and STEM/STEAM recognising the benefits for learning
- Awareness of learning opportunities outside the classroom
- Understanding STEM/STEAM and its benefits for students’ learning
- Ability to engage confidently with young people, school groups, staff, volunteers and the public
- Willingness to learn more about the collection and its historical significance (a detailed knowledge of computing or computing history is not necessary, as long as you are willing to learn – training will be provided)
- Excellent communication skills
- Self-motivation
- Highly organised with excellent time management skills
- Reliable
- Ability to work well as part of a team

Desirable criteria

- Delivering activities to young people in a heritage environment
- Experience developing effective learning experiences
- Digital Skills; Google Workspace and other educational technologies

Application details

Please provide a CV and covering letter, along with two references, which outline your relevant experience and skills for this role. Successful candidates will be contacted to arrange an informal interview.

Applications should be sent to education@tnmoc.org. Please highlight the email as LEARNING GUIDE APPLICATION