

Position: Instructor, Pathway to STEAM @ Haida Gwaii

Employment terms

Duration: July 18- August 26, 2022

Shifts: Monday to Friday 8:30am- 3:30pm

Salary: \$17/hour + 4% in lieu of benefits

Work Location: Multiple locations in Haida Gwaii

Gudangaay Tlaats'gaa Naay (1647 Cook St, Masset, BC V0T 1M0), Sk'aadgaa Naay (500 Skidegate Heights, Skidegate BC, V0T 1S1), Port Clements, BC, and Agnes L Mathers Elementary School (Sandspit, BC).

- Instructors will travel to each of the four communities to deliver one-week long programming for each community;
- Instructors will take a flight from Vancouver to Haida Gwaii and travel by car with their coworkers. Instructors are expected to stay in Haida Gwaii for the full duration of the program;
- Shared accommodations and a rental car will be provided;
- Per diem will be provided for each working day.

Vacancy: 3 positions

Reports to: Coordinator, Outreach Programs

About the Position

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Pathway to STEAM, funded by NSERC PromoScience, is a program with a problem-based learning approach to STEAM (Science, Technology, Engineering, Art & Design, Mathematics) education. It aims to empower traditionally under-represented groups in science and engineering.

Instructors will plan and deliver high-quality STEAM summer camp to Grade 4-7 students by creating a safe and exciting learning space. Responsibilities include, but are not limited to:

- Preparing lesson plans for summer camps using the program curriculum provided;
- Preparing a daily schedule of activities and necessary program materials for classes each day;
- Creating an engaging and inclusive learning environment for all students and maximizing their program experience;
- Working collaboratively with co-instructors, Haida Gwaii Recreation, and supervisors to deliver an effective program;
- Distributing program assessment tools and collecting data;
- Working and acting in accordance with the organization's code of conduct to accurately reflect the values of SFU;
- Ensuring all tasks are completed accurately in a timely manner by the deadline set by the supervisor.

About the Curriculum

The program curriculum is designed to be interactive, inclusive and caters to various learning styles. The program will allow participants to explore STEAM concepts first-hand and develop an understanding of the interconnected nature of STEAM. The participants will use the Engineering Design Process (EDP) to create innovative solutions to everyday problems while developing effective communication skills and directly applying their learning.

The one-week camp will introduce the participants to sustainability and EDP. The lessons will touch upon earth science and climate change. Participants will have many opportunities to apply EDP to solve real-world issues. The program will also

have a focus on Indigenous ways of knowing, and will dispel stereotypes related to STEAM, by highlighting that Indigenous peoples have been using engineering since time immemorial.

What we are looking for

- Master, Bachelor or current 3rd or 4th-year undergraduate students in science, engineering, or education;
- Minimum 2 years of experience working with a large group of children and youth in an education or recreation setting;
- Experience working with Indigenous youth/community preferred;
- Strong classroom and behaviour management skills;
- Excellent facilitation skills;
- Excellent communication skills;
- Excellent team player;
- Possess current Standard First Aid and CPR-C certification or willing to obtain one before the start date;
- Successful candidates will be required to provide a Criminal Record Check prior to the start date;
- **Must have a valid Class 5 Driver's License;**
- **Must be vaccinated in order to fly to Haida Gwaii.**

To apply

Please submit your application [here](#) by **February 28th**. We encourage you to apply early as interviews will be conducted on a rolling basis.

Background

SFU Applied Sciences Outreach (with Science ALIVE) acknowledges the unceded Traditional Coast Salish Lands including the Tsleil-Waututh (səlilwətaʔ), Kwikwetlem (kwikwəłəm), Squamish (Sḵw̓wú7mesh Úxwumixw) and Musqueam (xʷməθkʷəy̓əm) Nations.

SFU Faculty of Applied Sciences Outreach (with Science ALIVE) strives to engage youth in hands-on STEAM (Science, Technology, Engineering, Art & Design, Mathematics) programs to build measurable skills and improve self-confidence.

Aligned with the SFU Faculty of Applied Sciences' mandate, we aim to dispel stereotypes in the field of science and engineering and work towards achieving diversity and inclusion. We work to empower those traditionally under-represented groups in STEAM by developing barrier-free programs for girls, at-risk youth, and Indigenous communities.

SFU Applied Sciences Outreach (with Science ALIVE) is guided by SFU's Equitable Employment policy: The goal of employment equity at Simon Fraser University is to ensure that no individual is denied access to employment opportunities for reasons unrelated to ability or qualifications, such as gender or race. Consistent with this principle, the University will advance the interests of underrepresented members of the workforce, specifically Aboriginal people, persons with disabilities, visible minorities, and women (the designated groups); ensure that equal opportunity is afforded to all who seek employment at the university, and treat equitably all employees.