

### **Position: Instructor, App Dev (Remote)**

#### **Employment terms**

Duration: June 20 - Aug 19, 2022

Shifts: 9am - 3pm PST with 1-hour unpaid lunch; 25 hours/week

Salary: \$20.00/hour + 4% in lieu of benefits

Work Location: Remote

Vacancy: 3 positions

Reports to: Coordinator, Outreach Programs

#### **About the Position**

The Coding Instructor is a post-secondary student or a recent graduate with a strong background in computer science and/or engineering and a passion for working with youths. They will present and facilitate coding workshops while fostering a safe and engaging learning environment for students in the program. They are also involved in lesson planning, student project management, classroom management, basic operations duties (e.g. taking attendance), and initiatives to improve the existing program (e.g. program evaluation).

This role reports to the Coordinator, Outreach Programs.

Responsibilities include, but are not limited to:

- Delivering and facilitating coding workshops according to the curriculum provided. This could include preparing engagement activities (e.g. ice breakers) and additional coding exercises that will enhance students' experience throughout the program.
- Cultivating safe and engaging program spaces for all learning and ensuring program content is delivered in an informative and exciting way.
- Ensuring all program participants are engaged and teaching/instructing styles are inclusive and adaptable to meet the needs of all learners.
- Managing students' projects and organizing check-ins to monitor their progress and provide support to ensure their completion of the program.
- Conducting basic operations duties (e.g. taking attendance) and classroom management to ensure that students are building and maintaining positive relationships amongst the group.
- Demonstrating excellent customer service by providing timely communication and updates to parents/guardians during the programs (if applicable).
- Coordinating social and wellness activities (e.g. games night) and maintaining a positive relationship with parties involved.
- Ensuring the safety of all participants by following policies and procedures for day-to-day situations such as:
  - Sign-in/out procedure;
  - Classroom supervision and group management;
  - Injuries and first-aid;
  - Missing students and other emergencies.

- Contribute to the improvement of the program by participating in evaluations, completing reports, taking photos (of projects), providing feedback, and sharing success stories.
- Participate in relevant training sessions and professional development workshops, if necessary/available.

### **What we are looking for**

- A strong educational background in computer science and/or engineering.
- Passion for working with youths and science outreach.
- Experience in lesson planning and teaching in a virtual setting.
- Excellent organizational and communications skills.
- Enjoy working in a collaborative setting and engaging in continuous learning.
- 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.

### To apply

Please submit your application [here](#) by **March 11th, 2022**. We encourage you to apply early as interviews will be conducted on a rolling basis; thus this position may be filled before the deadline.

### Background

SFU Applied Sciences Outreach (with Science ALIVE) acknowledges the unceded Traditional Coast Salish Lands including the Tsleil-Waututh (səlilwətaʔt), Kwikwetlem (kʷikwəʔləm), Squamish (Sḵwəxwú7mesh 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.