CodeCrew

Position Description: K-12 Computer Science Instructor

Organization

Founded in 2015, CodeCrew is a nonprofit organization leading the youth coding movement in Memphis. Since our founding, CodeCrew has taught more than 1,000 K-12 youth to write software, while mentoring them to pursue college, career, and entrepreneurship in computer science. Our K-12 curriculum includes teaching kids to build mobile apps, websites, and video games, as well as building and programming robots and drones. In July 2018, CodeCrew launched its Code School to serve young adults ages 16 to 30 through a bootcamp-style curriculum that readies them for entry-level software engineering positions.

For more information, please visit www.code-crew.org.

Position

Reporting to the Curriculum and Instruction Manager, the K-12 Computer Science Instructor will lead one or more classes and shape the educational experience for children within the program in an in-school and/or after-school capacity. CodeCrew courses teach students using a variety of platforms including traditional text-based programming, graphical block-based programming, and programming for hardware devices (tablets, Lego Mindstorms, Arduino, etc.). The K-12 Computer Science Instructor's primary objectives are to encourage children to become creators of technology, to teach them to think computationally, and to increase their proficiency with the platform covered by the course. The K-12 Computer Science Instructor will lead one or more teaching assistants and manage the classroom in accordance with CodeCrew training and guidelines as well as the guidelines of their assigned school(s).

Responsibilities

- Proficiency with the technology platform used in the course(s)
- Review lessons before each class, providing teaching assistant(s) with tips to better assist students when required
- Teach lessons in order to achieve course objectives
- Ensure attendance is taken each class period
- Make changes to lessons as necessary to adapt to student skill levels and work speed
- Form mentor-mentee relationships with students to encourage them to pursue computer science and better understand their interests, incorporating them into lessons when possible
- Conduct periodic student assessments and surveys measuring baseline abilities and progress
- Develop professional relationships with on-site faculty/personnel to facilitate a positive classroom experience
- Provide feedback on curriculum and classroom experience to the Curriculum and Program Managers
- Work with the Curriculum and Program Managers to ensure all classroom supplies and technology are functional and sufficient

Qualifications

The Instructor will be thoroughly committed to CodeCrew's mission. Concrete demonstrable experience and other qualifications include:

- Excellent verbal and written communication skills
- Excellent problem-solving ability
- Ability and willingness to travel to assigned school and attend training sessions
- 5 years of professional software development experience preferred
- Proficiency with G Suite (Google Docs, Sheets, Slides)
- BS/BA diploma in computer science, computer science education, MIS, or a related field
- Previous experience teaching Computer Science strongly preferred
- Teaching experience is a strong plus
- Teaching Licensure in Computer Science is a strong plus

This job description is subject to change to best suit the needs of the program.

Job Type: Full-time

Pay: $42,000.00 - $59,000.00 per year

If you are interested please send your resume to K12team@code-crew.org