



## **Maker Educator**

### ***PT and FT Positions Available***

KID Museum is seeking a Maker Educator to develop and facilitate programs that engage children ages 6-14 in playful and inspiring “maker” experiences.

KID Museum is a new kind of museum serving children and families in the Washington, D.C. area, offering unique, interactive experiences for elementary and middle school-aged children that integrate hands-on science, technology, engineering, art and math learning with an exploration of world cultures and global citizenship.

KID Museum’s new site at the Davis Library in Bethesda, Maryland focuses on introducing visitors to a wide range of “maker” experiences. KID Museum has transformed the light-filled, 7500 square foot space at the Davis Library into a 21<sup>st</sup> century workshop, equipped with a digital fabrication lab, digital media studio, electronics lab, textile studio, wood shop, animation studio and exhibit space.

The Maker Educator is responsible for planning and implementing a variety of educational programs using these tools and materials to engage kids’ creativity and spirit of exploration and invention. Programs include self-guided drop-in experiences as well as more structured and in-depth workshops and organized group visits.

The Maker Educator is responsible for developing programming with an internal team and in collaboration with consulting artists and makers. His/her work involves designing imaginative learning experiences, articulating program objectives, developing “learning guides” to train student volunteers and other collaborators in how to facilitate the programs, and leading and/or supporting program facilitation.

The Maker Educator is a core member of the KID Museum team and is responsible for fostering an inquiry-based, self-directed learning environment and encouraging a sense of playfulness and discovery throughout KID Museum

programs. The Maker Educator helps to set the tone for visitor interactions and is expected to contribute to a positive collaborative culture that is conducive to active learning and exploration.

Requirements:

- Demonstrated experience designing and leading “maker” education programming and/or hands-on programming for elementary and middle-school aged youth that integrates science, technology, engineering, art
  - Excellent verbal and written communication skills and ability to effectively communicate with a wide variety of audiences including children, teachers, parents/caregivers and community members
  - Ability to manage multiple projects, work independently and as a team-member
  - Experience working with diverse groups and communities
  - Willingness to work evenings and weekends as needed
  - Flexibility, sense of humor, highly collaborative, and resourceful
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- Masters in Education strongly preferred
  - Part-time and full-time positions available

To apply, please send a cover letter and CV to [info@kid-museum.org](mailto:info@kid-museum.org)

For more information about KID Museum, please visit [www.kid-museum.org](http://www.kid-museum.org)