



KID Museum Maker Educator

About KID Museum

KID Museum aspires to create a world-class, “next generation” museum – a dynamic hub for informal learning that empowers youth to become creative, curious, compassionate, courageous innovators of the future.

We define our work around three core activities:

- (1) Deliver high-quality youth programs designed to build skills and interest in science, technology, engineering, art & math through maker-based learning
- (2) Serve as a catalyst for change in the education system
- (3) Provide a unique community gathering place and platform to promote inter-generational learning and interactions across diverse walks-of life

In October 2014, KID Museum opened its doors at the 7,500 square foot space, establishing a living prototype for the museum. KID Museum transformed the space into a “makerspace” and creative workshop for kids and families, with a range of tools including 3D printers, a wood shop, electronics lab, textile studio and digital media lab. Today, the museum serves more than 55,000 people annually and is open seven days a week, offering school field trips, drop-in programs, deep dive workshops, after-school programs, camps, and off-site programs. Plans are underway to locate a permanent home and launch a capital campaign in the next few years. For more information, please visit www.kid-museum.org

KID Museum Maker Educator

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

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
- Masters in Education strongly preferred

A successful candidate must be able to perform the above tasks independently, accurately, reliability, and in a timely manner. KID Museum is a fast paced, growing, and technologically sophisticated nonprofit. Please send a cover letter and resume to meredith@kid-museum.org.