



KID Museum Maker Educator

About KID Museum

KID Museum is the region's pioneering experiential museum and educational makerspace. We empower the next generation with the skills to invent the future. Through hands-on programming for kids and youth (ages 4-14), we challenge young people to be active makers, who harness their creativity, curiosity and compassion to build a better world. We design and deliver programs across the full continuum of learning for kids in pre-k through middle school in partnership with educators and schools. Our onsite programs, community events, and live, virtual sessions encourage families to learn and explore together, engage kids in driving their own learning, and support educators in the classroom. We are deeply committed to equity, diversity and inclusion, and consistently prioritize reaching low-income students of color with these transformative learning experiences that unlock opportunity for personal and economic growth.

Through deep, embedded learning partnerships with local public and independent schools, we support students and teachers in developing new skills and the "mind of a maker." This philosophy embodies the mindset that we believe will be necessary for the next generation to successfully compete in an increasingly diverse, interconnected, and rapidly changing workforce, driven by technology.

We empower the next generation with the skills to invent the future, and the mindsets, habits, and skill-sets we teach are practical and powerful in everyday life. We are part of a growing movement to remake education for every young person, putting them in the driver's seat and trusting them to be agents of change. For more information, please visit www.kid-museum.org.

Position Overview

KID Museum is seeking a **Maker Educator** to facilitate and develop programs that engage children ages 4-14 in impactful, maker-based learning experiences. These learning experiences are grounded in both 21st century skills and social emotional learning in order to equip kids with confidence, creativity, and compassion. The Maker Educator also 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.

The successful candidate will preferably have a Bachelor's degree in Education, Engineering or a related field and previous experience in elementary or secondary education. Experience creating classroom content is a plus. Familiarity with the Maker Movement, its objectives and traditions is also preferred. Spanish language proficiency is desired.

Essential Job Functions

- Serves as a core member of the KID Museum team and is responsible for fostering an inquiry-based, self-directed learning environment and encourages a sense of innovation and discovery throughout KID Museum programs.

- Leads groups of 10 - 25 students in an educational setting, maintaining student safety and engagement.
- Facilitates educational programs using tools and materials to engage participants' creativity and spirit of exploration and invention. Makes required items, including activity prototypes and materials kits.
- Designs imaginative learning experiences and develops accompanying facilitation plans.
- Engages in continual learning to deepen content and pedagogical knowledge.
- Ensures that youth are engaged while in the space or virtual.
- Assists in keeping the learning space clean and organized.
- Successfully complete other duties as assigned.

Minimum Qualifications

- Demonstrated experience leading maker education programming and/or hands-on programming for elementary and middle-school aged youth that integrates science, technology, engineering, math, and/or art.
- Experience working with common maker tools and equipment (woodshop tools, 3D printers, laser cutter, etc.) preferred.
- Experience teaching and developing coding and robotics programs preferred.
- Experience working with diverse groups of varying sizes, keeping participants engaged throughout programming.
- Highly creative and able to develop out of the box solutions.
- Able to research and learn new technology, systems, and tools to incorporate into program design.
- Able to successfully prioritize and manage projects, ensuring that timelines and due dates are met.
- 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 work independently and as a team-member with little direction.
- Flexibility, sense of humor, highly collaborative, and resourceful.
- Adaptable; able to quickly adjust to change.
- Keen attention to detail is a must.
- Able to work in a fast-paced, active environment for the entirety of a workday.
- Able to work beyond normal business hours, including weekends, as well as teach outside of KID Museum's Bethesda, MD location if needed.

The successful candidate must be able to perform the above tasks independently, accurately, reliably, and in a timely manner. Compensation will be commensurate with experience. A comprehensive benefits package will also be included. Please send a cover letter and resume to careers@kid-museum.org for consideration.

Diversity, Equity, Accessibility and Inclusion are important, interdependent components of everyday life at KID Museum and are critical to our pursuit of excellence. KID Museum is an equal opportunity employer and does not discriminate against any employee or applicant for employment based on race, color, religion, national origin, age, gender, sex, ancestry, citizenship status, mental or physical disability, genetic information, sexual orientation, veteran status, or military status.