



Job Title: Education Facilitator

Job Summary: Education Facilitators work in collaboration with the Education Team to create and provide educational experience inside and outside the museum. The primary duty of the Education Facilitator is to deliver high-quality STEM/STEAM programming to field trips, outreaches, and daily public programming. Other responsibilities include assisting with special events and grant-funded programs, facilitating Maker Studio programs, and other programs if interested (*birthday parties, camps, and workshops*).

Essential Duties:

- Facilitate activities and experiments for guests of all ages in public programs including Daily Discoveries, Maker Studio, and monthly special events
- Present auditorium style, large-group programs for the public and school groups
- Teach classroom curriculum for grades K-8 school outreach and inreach programs
- Attend training regarding educational facilitation techniques, current science, practices in youth safety, and Maker technology/tools
- Collaborate and assist on any other programs within the Education Department
- Proactively engage the public around exhibits creating learning experiences for guests when not classroom teaching
- May be asked to implement evaluative measurement tools for grant funded programs
- May cross train on birthday parties, summer camps, or other paid programs if interested
- Stay current on safety protocols and respond to/report any incidents to management

Skills/Qualifications:

- Experience teaching/facilitating in educational environments for youth (*informal or formal classroom learning*)
- Interest in and knowledge of STEAM (*Science, Technology, Engineering, Art, and Math*)
- Comfortable speaking with and engaging children and adults around educational subjects, whether one-on-one, small group, or large groups
- Knowledge around a broad range of STEAM programming (*or the ability to learn about*), including but not limited to: art, design, biology, chemistry, physics and motion, Earth and space, basic engineering or design, coding, 3D printing, and robotics
- Knowledge of Microsoft Word, Excel, Publisher, PowerPoint, and SharePoint
- Comfortable around computers, machines, tools, crafting, and animals including reptiles and insects
- Ability to be active for long periods of time and the physical dexterity to interact with and demonstrate the use of basic hand tools, tech/robotics, science equipment, etc.
- Bi- or Multi-lingual is a plus (*English required, Hindi/Vietnamese/Spanish preferred*)
- Ability to pack/load educational program materials and load/drive museum van independently

Key Competencies:

- Manage tasks with limited oversight consistently
- Positive attitude, collaborative spirit, and reliable
- Adaptable day-to-day and under pressure
- Passionate about education and STEAM
- Effective and professional communicator one-on-one, in groups, and with audiences
- Cultural competency and knowledge of IDEA (*Inclusion, Diversity, Equity, and Accessibility*)

Status: Part-Time, 5-20 hours/week

Reports to: Director of Education

Work Schedule: Primarily Monday-Friday with occasional nights or weekends for special events

Location: Primarily on-site, some outreach required

Compensation: Base of \$15/hr, Flexible Schedule, Bonus Pay (*Additional compensation available to commiserate with experience*)

Other: Candidates are required to pass a background check and have a valid driver's license with a clean record and reliable transportation (*However, if a candidate needs ADA accommodations regarding driving, please let us know.*)