



Job Title: Maker Studio Facilitator

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

Essential Duties:

- Facilitate activities and experiments for guests ages 8 & up in Maker Studio
- Supervise Teen Tech Interns while in the Maker Studio to ensure safety and education protocol standards are met
- Ensure that Maker Studio is kept organized, clean, and ready for public use
- Facilitate activities for guests of all ages in public programs including Daily Discoveries, monthly special events, Makerspace programs, and the Mobile Makerspace
- Collaborate and assist on other programs or projects as needed within the Education Department
- Proactively engage the public around exhibits creating learning experiences for guests when not facilitating
- Attend training regarding educational facilitation techniques, current science, practices in youth safety, and Maker technology/tools
- Stay current on safety protocols and respond to/report any incidents to management
- May cross train on birthday parties, summer camps, or other paid programs if interested

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
- 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*)

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, 5-12 hours/week

Reports to: Public Programs Manager & Coordinator

Work Schedule: Primarily Saturday and/or Sunday with occasional nights or weekdays for special events

Location: Primarily on-site, some outreach possible

Compensation: Base of \$14/hr, Flexible Schedule, Bonus Pay (*Additional compensation available to commiserate with experience*)

Other: Candidates are required to pass a background check and have reliable transportation to the museum