

KID Museum Maker Educator

[KID Museum](#)

Bethesda - MD (United States)

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, not just passive observers. 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 weekend onsite programs, community events, and live, virtual sessions encourage families to learn and explore together.

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.

Our guiding values are curiosity, creativity, collaboration and compassion. We see the world through the eyes of a maker -- full of possibility. 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 young people in the driver's seat, 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 develop and facilitate 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.

Essential Job Functions

- Plans, develops and implements a variety of educational programs using 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.
- Designs imaginative learning experiences, articulating program objectives, and developing facilitation plans to train educators and student volunteers in how to facilitate the programs.
- 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.
- 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 out of the 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 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.