

STEAM Teacher

John Rex Elementary School is seeking a STEAM Teacher. This position combines expertise in various STEAM disciplines with a passion for teaching and inspiring young learners. The STEAM teacher will play a pivotal role in fostering a dynamic learning environment where students explore, innovate, and engage in hands-on STEAM activities.

Responsibilities:

1. Curriculum Development: Develop and implement innovative, interdisciplinary STEAM curriculum aligned with national and state standards, ensuring differentiation to accommodate diverse learning styles and abilities.
2. Instructional Delivery: Facilitate engaging STEAM lessons that promote critical thinking, problem-solving, creativity, and collaboration among students. Utilize a variety of instructional strategies, resources, and technologies to enhance learning experiences.
3. Hands-On Activities: Design and oversee hands-on STEAM projects and experiments that allow students to apply theoretical concepts to real-world scenarios. Foster a culture of exploration and experimentation in the classroom.
4. Integration of Arts: Integrate artistic elements into STEAM instruction to encourage creativity and aesthetic expression. Explore connections between art and STEM disciplines to foster a holistic approach to learning.
5. Technology Integration: Incorporate cutting-edge technologies, such as computer programming, robotics, and digital modeling, into STEAM lessons to enhance student engagement and proficiency in digital literacy.
6. Collaboration: Collaborate with classroom teachers, specialists, and administrators to align STEAM instruction with school-wide goals and initiatives. Participate in interdisciplinary projects and team-teaching opportunities to promote cross-curricular connections.
7. Assessment and Evaluation: Develop and administer formative and summative assessments to evaluate student progress and mastery of STEAM concepts. Analyze assessment data to inform instructional planning and differentiate instruction as needed.
8. Professional Development: Stay abreast of current trends, research, and best practices in STEAM education through professional development opportunities, workshops, and conferences. Share expertise with colleagues and contribute to a culture of continuous improvement.
9. Parent and Community Engagement: Communicate regularly with parents/guardians regarding student progress, classroom activities, and opportunities for involvement in STEAM education. Foster partnerships with local businesses, universities, and community organizations to enhance STEAM learning opportunities.

Qualifications:

1. Bachelor's degree in Education, STEAM-related field, or relevant discipline (preferred but not required)
2. Valid teaching certification/license (elementary education or subject-specific endorsement).
3. Demonstrated expertise in multiple STEAM disciplines, with a strong foundation in at least one area (e.g., science, technology, engineering).
4. Experience designing and implementing STEAM curriculum and instructional materials.
5. Proficiency in integrating technology into instruction and familiarity with educational software and digital tools.
6. Excellent communication, collaboration, and interpersonal skills.
7. Passion for inspiring curiosity, creativity, and a love of learning in elementary students.
8. Commitment to equity, diversity, and inclusion in education.