

Job Description
STEM Program Educator



THE RALPH C. WILSON, JR.
CHILDREN'S MUSEUM

POSITION REPORTS TO

Director of Strategic & Community Initiatives

POSITION SUMMARY

Explore & More – The Ralph C. Wilson Jr. Children's Museum is dedicated to hands-on learning in the arts and sciences through seven educational play zones that highlight the Western New York Community. We serve children, caregivers and educators through Museum visits and outreach programs. The STEM Program Educator plays an integral role in the success of the Museum's mission coordinating educational offerings both internally and externally. Qualified candidates will create welcoming, joyful, educational experiences for all Museum visitors.

The STEM Program Educator will infuse science, technology, engineering, and math concepts throughout Museum experiences, including program development. This position will oversee the Tinkering Tank educational studio, which includes creating and executing STEM-related lesson plans in this space.

The STEM Program Educator will also play the lead role in the development and implementation of the Museum's new Leaders in STEM program. This is a year-long mentorship program for local high school students. The STEM Program Educator will work with the students to design, prototype and lead play-based programs to engage visitors in science, nature and sustainability topics.

E&M seeks to hire candidates who reflect the diverse community that our museum serves, bilingual candidates are preferred.

PRIMARY RESPONSIBILITIES

PROGRAM FACILITATION AND EXHIBIT DESIGN

- Create and facilitate lesson plans that meet NYS and Next Generation science and math standards for Early Childhood - 5th Grade.
- Oversee the development and implementation of the Leaders in STEM program
- Develop daily programming that is facilitated in the Tinkering Tank
- Write and implement lesson plans for open studio hours, paid classes, free classes, and mobile fun units.
- Assist education team in planning special event days including STEM SATURDAYS and Grown-Up Nights of Play.
- Create targeted programs for offsite and in-museum workshops
- Work closely with Exhibits Manager to guide exhibit enhancements

SUPERVISORY & TRAINING

- Train new Educators on procedures for the Tinkering Tank, including safety, cleaning, preparation and lesson plan implementation.
- Collaborate with Education Team on hiring of new Educators.

FACILITATED LEARNING EXPERIENCES

- Initiate and facilitate interactions with both adults and children to deepen their learning experiences during exhibit play and daily programs.

- Demonstrate a thorough understanding of Explore & More's mission, policies and learning framework including learning values of each Play Zone.
- Implement tools from staff training to create an environment of inclusion for all visitors, model respectful interactions, promote literacy skills and foster adult/caregiver interactions.
- Assist education staff in facilitating in museum drop-in studios and classes, as assigned.
- Perform group visit orientations and follow up procedures, as assigned.
- Facilitate lesson plans that meet NYS and Next Generation Curriculum for School Age Child Care Program, visiting school groups and during outreach programs into schools, as assigned.
- Plan and implement STEM-based summer camps.

QUALIFICATIONS

- Minimum Bachelor's Degree in Education, or related field
- Minimum three years professional experience in education environments with a preference on informal learning program development
- Track record as a dynamic educator with strong interpersonal skills
- Familiar with learning theory and informal education techniques for children developmental ages 1-12
- A passion for the Museum and its mission
- Ability to convey information to people of all ages and backgrounds in a compelling way
- Open-mindedness: ability to see things from many points of view
- Ability to accomplish goals through collaboration with internal and outsourced relationship
- Weekend and evening availability as needed
- Requires moderate physical effort (ability to lift to 20 pounds on a regular basis) including physical and mental stamina necessary in interacting with people for long periods of time. This position requires high energy and interest interacting with visitors while stationary and /or moving throughout the museum. Reasonable accommodation may be made to enable individuals with disabilities to perform the essential functions.

Salary: \$48,000-\$52,000