Upper School Art Teacher - 3D Design & Woodworking

Responsible to: Head of Art Department and Head of Upper School
FLSA Classification: Exempt
Revised: December 2019

Position Summary: The Haverford School is seeking a full-time Art teacher for the 2020-2021 school year. The preferred candidate will have at least two years of teaching experience. He or she is a happy, enthusiastic individual who has demonstrated a passion for visual arts and for teaching that builds interest in, enthusiasm for, and mastery of that subject. This instructor's classes will primarily involve three-dimensional design, industrial design, woodworking, and sculpture techniques and concepts. Finally, the candidate will have the capacity to contribute to the life of the School in co-curricular areas, especially coaching and advising students.

Essential Duties and Responsibilities:

- Teach four sections of visual arts courses focused on 3D design, sculpture, woodworking, and industrial design. Current course descriptions below, but open to modification, in consultation with the department head, based on teacher experience and expertise. Depending on class size may work with a co-teacher.
    - Prepare course materials such as syllabi, homework assignments, and handouts.
    - Maintain student attendance records, grades, and other required records.
    - Evaluate and grade students' class work, assignments, and papers.
    - Plan, evaluate, and revise curricula, course content, and course materials and methods of instruction.
    - Maintain regularly scheduled office hours in order to advise and assist students
- Assist in the display of student artworks in school exhibition spaces and outside shows.
- Manage studio spaces equipped with professional woodworking power and hand tools, a laser cutter, 3D printers, and CNC Router.
- Plan and coordinate the curriculum with department head and other art instructors.
- Participate in school evaluation and professional development programs
- Advise students on academic and other matters in accordance with the School's mission
- Coach an athletic team and/or advise an extracurricular activity as required
- Participate in some infrequent evening or weekend activities, including meetings, professional development, or other school activities
- Other duties, as assigned

Preferred Qualifications:

- Teaching experience with basic drawing, design and sculpture skills, methods and concepts.
- Teaching and working experience specifically with sculpture, woodworking and industrial design methods, materials and concepts.
- Teaching and working experience with scale drawing, model making, and prototyping.
- Experience and facility for working with word processing, presentation software as well as vector-based applications such as Illustrator.
- Experience with 3D rendering software like Maya, Blender or equivalent a plus.
- Working knowledge of Macintosh operating systems and the ability to troubleshoot minor day-to-day related tech issues.
- Working artists/teachers preferred.

Minimum Acceptable Qualifications

- An undergraduate degree in visual arts or training and/or experience in a position with similar responsibilities.
- Working knowledge of contemporary and traditional sculpture, woodworking and three-dimensional design tools, materials and methods.
- Effective communicator, both verbally and in writing, with colleagues.
- Exceptionally strong organizational and communication skills.
- Working knowledge of Google suite of applications, Microsoft Word, PowerPoint, and Adobe Suite or equivalents.

Physical Requirements and Work Environment

- Works in an environment with a wide variety of challenges, deadlines and a varied and diverse array of contacts.
- May work at a desk and computer for extended periods of time.
- Be able to occasionally lift up to 30 lbs.
- Work primarily in a traditional climate-controlled office environment.
- Work intermittently in outside weather conditions, including extreme heat and cold.

How to Apply

E-mail a letter of interest, a completed employment application (available on the school website), and a link to your professional website or other access to supporting materials such as CV or résumé, personal artwork, portfolio website, and/or student artwork to:

Mr. Christopher Fox, Chair of the Art, Design and New Media Department at cfox@haverford.org

For reference, we include current course descriptions relevant to this opening. You can learn more about Haverford's Visual Arts Program on the school's website.

ART

Philosophy and Overview - The Haverford Art Department believes that an understanding of the visual arts is an essential part of a strong liberal arts curriculum. The art curriculum emphasizes the concept that art is a powerful visual language of signs and symbols. Through their studies, students become aware of how this language is at work in the world around them and become skilled in their ability to communicate effectively. Works of art often involve subtle meanings and complex systems of expression that go beyond ordinary speaking and writing. The actual practice of making art engages the imagination, fosters flexible ways of thinking, develops disciplined effort, promotes innovation and builds self-confidence. For some students, the study of art will lead to careers in the arts. For many others, it will develop a valuable facility with the often frustrating creative process, of bringing something new into being, whether they do so in the art world, the business world, scientific careers or wherever they find themselves. Others too will have permanently enhanced the quality of their lives with fluency in the visual language and an informed appreciation of the arts. Each course offered provides students with a broad survey of contemporary and traditional art concepts, techniques and working methods. 2-Dimensional courses emphasize the study of art concepts through the use of drawing, painting and printmaking media. 3-Dimensional courses emphasize traditional sculptural media such as ceramics and woodworking as well as the most contemporary techniques such as 3D printing and laser engraving and product design. Multimedia students work with some of the most contemporary digital media available to artists creating photographs, videos, animations, and graphic design works. Sequential courses build on the knowledge and skills developed in earlier courses but are flexible enough to allow students to move between 2-dimensional, 3-dimensional or Multimedia courses. We strive to instill the courage to face challenges, the skills to solve complex problems and an understanding and appreciation of the visual arts.

Woodworking Arts (fall and/or spring semester)

This course allows interested students the opportunity to explore the sculptural and functional aspects of design with wood. At the core of our work is developing an understanding of and a facility with the design process. This project-based course will build from simple construction methods with wood and wood tools and gradually expand the scope and skills used to more and complex forms culminating in a project of the student's own design. Students will have the opportunity and expectation to work imaginatively while accomplishing the goals of each project. The use of hand and power tools as well as the qualities of selected woods will be a component of each unit. Students all learn the basics of linear perspective, orthographic perspective, and scale drawing techniques used by designers, architects, and engineers. Students will maintain sketchbooks for planning purposes and a shared personal blog where they will document the progress of their work and learning. Although similar, each semester will vary enough for a student to take both semesters without repeating any material and to deal with more complex ideas and techniques. Two instructors will team-teach this course.

Three-Dimensional Art: Design (fall and/or spring) -

These semester-long courses serve as one of three possible second-level courses in the Visual Arts sequence and build on the basic skills acquired in Foundation level courses. **Three-Dimensional Art: Design** features a more in-depth focus on the design

process itself at work in the production of both sculptural and functional objects and will tackle concepts and projects that require real-world problem-solving skills. A variety of sculptural and three-dimensional design projects ranging from simple woodworking projects to product design and architectural design will provide students with the multifaceted experience of planning, design, and construction of objects. Students will utilize an array of tools from a personal sketchbook to the industry-standard laser cutter. Students will learn how to incorporate computer software, such as Illustrator and CAD to aid in the realization of their work. This course will seek out opportunities to do interdisciplinary work involving engineering and math concepts and skills. Although similar, the first semester focuses on seeing and creating objects using the basic modeling methods while the second semester expands into exploring laser cutters and 3D printers.

Three-Dimensional Art: Portfolio I* **-**
Honors 3D Art: Portfolio is a sculpture course that builds on the concepts of three-dimensional sculpture and design: implicit/explicit volume, balance, rhythm, resemblance, size relation, utility, and craftsmanship, etc. Students will focus on technical skills and concepts needed to create three-dimensional works in space through the manipulation of various 3D materials and media including wood, clay, wire, plaster, cardboard, and found objects. Extensive technical demonstrations will help students develop material interests and studio skills, including innovative uses of both manual and digital processes. Students will develop imaginative and creative solutions through a series of structured problem-solving projects as well as individual project proposals. As an honors course, students will be expected to drive their own practice and find engaging topics for a formal inquiry. Every student will be encouraged to follow the creative process, utilizing writing, sketching, and verbal meetings with peers and faculty. Artistic explorations through prototyping, skill acquisition, and final creation will culminate in a group critique and a written reflection. **Prerequisite: successful completion of one or more year-long art courses *and* approval of the instructor. "3-D Art: Portfolio" is intended for the most dedicated and interested students, as successful completion of this course is the result of enthusiasm, focus, and a significant investment of time and work.**

Three-Dimensional Art: Portfolio II* **-**
is our most advanced sculpture course designed as the continuation and advancement of the work generated in the 3-D Art Portfolio course (see above description). Students will develop a sophisticated body of work with individualized areas of research, and a directed, productive approach to studio practice. There will have monthly meetings with faculty and guest artists. Off-campus opportunities including field trips to exhibitions, museums, and artist studios will highlight professional practices in contemporary art in the vibrant Philadelphia area. Finally, The course will introduce students to the possibility of participation in major national competitions and exhibitions, self-promotion, and various creative opportunities. **Prerequisite: successful completion of the Three-Dimensional Art: Portfolio I* *and* approval of the instructor**