



Position Title: Coding and Computer Science Teacher
Position Status: Full-time
FLSA Classification: Exempt
Reports To: Executive Director, CEL

Position Purpose

This teaching position guides students in the adoption of coding and computer science skills across a variety of languages and systems. Their purpose is to lead an authentic learning environment where students combine technology and real-world skills including computational and algorithmic thinking, creative problem solving, collaboration, resiliency, resourcefulness and communication. The ideal candidate is a person who enjoys learning new technologies and fostering creativity. Their educational philosophy should be grounded in programming skills, as opposed to a concentration on one language. That being said, experience in mobile app development for iOS Applications is an ideal skill set for this position as currently constituted. Ultimately, this person will be responsible for teaching students to:

- Use real world programming languages to develop tangible products and services relevant to students and their clients.
- Apply fundamental logical thinking and programming skills to program applications in a reliable and efficient fashion meeting commercial standards.
- Implement design principles and patterns in developing user experiences that are both intuitive and easy to operate.
- Use professional software development tools and project management strategies to develop, manage and collaborate on complex problems requiring planning and execution with teams and outside resources.

Essential Functions

I. Middle School

- Teaches an Introduction to Coding course aligned with the New Media and Center for Entrepreneurial Leadership skills progression. These hands-on, project-based courses will teach students the foundations of creative problem solving, storytelling, and design. This course is based in Swift Playgrounds - a game based introduction to the Swift programming language.

II. Upper School

- Curriculum design and instruction for a sequence of Swift-based mobile app development courses, including a 9th grade introductory course along with an advanced elective sequence for juniors and seniors.
- App Studio instructor for the CEL Capstone - a semester-long, self-designed project experience for sophomore students.
- Upper School Advisory.

Qualifications

- Knowledge of computer science disciplines and coding languages which may include:
 - Practical and theoretical knowledge of the Swift programming language to develop iOS Applications
 - Application of fundamental logical thinking and programming skills to program working iOS applications.
 - Implementation common Apple frameworks and design patterns in developing iOS apps.
 - Using XCode and other professional software development tools and professional project management strategies to develop, store, and manage iOS apps.
 - Working efficiently and effectively in team environments to build software-based solutions.
- Experience teaching with an array of technology which may include:
 - Apple tools including Mac OS, XCode, iPhones, iPads, Firebase, and more.
 - The Google Suite for Education.
- Must have passion for new possibilities and be a self-starter.
- Demonstrated sensitivity, knowledge, and understanding of the diverse backgrounds of community members with a continuous focus on healthy relationship building.

- Demonstrated deep understanding of cultural competency skills and enthusiasm for issues of diversity, inclusivity, and multiculturalism.
- Flexible and adaptable - able to juggle multiple projects across disciplines according to student interest and ability.
- Knowledge of emerging technologies including gaming, XR, and other interactive media.
- Ability to plan and execute projects and experience with teaching the Design Thinking process.
- Strong collaborative worker - who can provide technical guidance and support when asked by other members of the SCH community.
- Ability to troubleshoot and maintain technology and recording studio
- Excellent communication, both oral and written
- Ability to develop and implement curriculum, assessments, and teaching methodologies/best practices
- Strong interpersonal and communication skills and the ability to work effectively with a wide range of constituencies in a diverse community
- Ability to provide a supportive, caring, and positive environment for students
- Ability to maintain classroom discipline.
- Ability to develop and present educational programs and/or workshops.
- Comfortable with a team-based work structure.
- Demonstrates initiative, is conscientious and provides complete follow-through on areas of responsibility.
- At a minimum, a bachelor's degree in Coding, Computer Science or a similar technology-related field.
- Experience teaching Coding, Computer Science or related fields.

Physical Requirements and Work Environment

- Work in an environment dealing with a wide variety of deadlines and a varied and diverse array of contacts.
- Able to move around a classroom and other school environments.
- Be able to occasionally lift up to 30 lbs.
- Work primarily in a traditional climate-controlled office environment.

Application Procedures

Interested candidates, please email a cover letter, resume, statement of educational philosophy, and contact information for three references to careers@sch.org.

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