Position: CanCode Instructor
Number of Positions Available: 4
Job Location: University of Victoria, Victoria BC / Remote (see location information in Job Description)
Term Options:
a) (4 Month term): September 12th, 2022 to December 16th, 2022
b) (8 Month term):
- September 12th, 2022, to December 16th, 2022
- January 9th 2022, to April 15th, 2023

Salary: $2600/month (+4% Vacation pay) | 38hrs/week
Contact: Krystyn Dubicki (svprograms@uvic.ca)
Deadline: Thursday August 18th, 2022 at 10am (coop) or 4pm (non-coop)

Description

Science Venture instructors are a team of dynamic, passionate, and engaging leaders who are committed to delivering hands-on science, technology, and engineering programs for youth. Our Team strives to provide high-quality high-impact programs to youth in our community, so they can build confidence and be successful in their future. As a **CanCode Instructor** your job will be to educate and inspire these young minds and provide them with a positive outlook in the areas of computers, digital skills, and coding. Additionally, you will serve as a resource to other educators through workshops-type programs.

CanCode is a program supported by our partners at Actua and funded by the Government of Canada. These programs are designed to provide participants (students and teachers) with impactful and positive coding and digital skills experiences.

CanCode Instructors wear many hats; from dreamer and mentor, to tinkerer and problem solver, critical thinker to improv artist. Days at Science Venture include a wide range of "to-dos" and a heavy dose of creativity. Most days include prototyping, writing lesson plans, and delivering workshops, from there where the day takes you…

You will have the opportunity to:
- Expand your knowledge of market and industry-standard products and tech such as arduinos, Ultimaker 3D printers, Micro:Bits, and more.
- Be connected to the Actua Network: Canada's leading STEM outreach organization with members in over 40 post-secondary institutions nation-wide.
- Work with a dynamic team of Science and Engineering students, co-creating shared projects and building on each other's ideas.
- Grow your experience in public speaking and conveying complex problems.

Technical Projects:

The successful applicant will have a significant amount of freedom and initiative to use the vast number of tools and tech we have accessible to create their projects to do in their programs. There is plenty of options for technical challenges to solve, the real challenge will be to decide what you want to do.

Selection of recent technical projects that have been done in the past at Science Venture:
- Remote deployment of 3D printed parachute system aboard a bottle-rocket
- Designing of an Arduino controlled Vex robot for use in High School programming
- Various 3D printed designs and assessment of use of objects' functionality
- Creation of a 3D world explorable via Oculus
- Overview of Security Standards and Compliance

Timeline:

Reporting to the Manager of Programs, these positions will have several components:

Training (September/January)
You will join the national Actua network, participate in training sessions related to classroom management, curriculum development, inclusion & diversity, and leadership.

Curriculum Design (September-October)
In collaboration with the staff team, you will develop all-new grade-level appropriate coding/digital skills workshops to be delivered in schools and/or virtually. You will also develop workshops to be delivered to teachers for their Professional Development days. This will include writing lesson plans, pre-testing, gathering materials and branding.

In-School Workshops / Break-time Camps (October-April)
Dependant on school bookings, you will deliver in-school or virtual workshops with students or educators on Vancouver Island. These will be the workshops you designed at the beginning of term. In-person workshops will be co-led with another instructor. When school is off, such as spring-break and pro-D days, Science Venture may be hosting on-campus programs for youth, should this happen you would be involved in the creation and delivery of on-campus curriculum.

On-campus "Clubs" (September/December – January/April)
CanCode Instructors will also be responsible to for co-leading one session of our on-campus "Clubs". These themed once-a-week sessions meet on campus for 1.5-2 hours over 6 weeks. Previous club sessions have included:

- Digital Game-Making Clubs (scratch/bloxels/Nintendo…)
- Science of Magic, Magic of Science
- STEAM Girls (All-girls STEAM club)
- FriYAY: All Girls CS
- Engineering Energy
- Rocketry Club

Weekend or evening work for these clubs will be required and your weekly work hours will be adjusted accordingly (either a Thursday/Friday evening OR a Saturday morning – ideally not both).

Debriefing, Reporting, Clean Up and Summer Prep (December / April)
Debriefing on the program delivery, ensuring all statistics were collected accurately, and help with reporting back to our funding agencies. Update lesson plans based on participant feedback. Organize and inventory all materials.

Location

In general, day-to-day work will be at Science Venture HQ, which is on campus in the MacLaurin Building. Once workshops commence, you will be required to drive to schools (generally school districts 61,62 and 63) and/or community locations to deliver workshops. If a UVic Van is unavailable, you will be compensated for milage using your personal vehicle.
There is a possibility that programming shift back to online. If this happens then staff will be expected to deliver workshops from their at-home workstations. Remote work routines will be outlined should this transition happen again.

Qualifications

Applicants must:

- Be pursing or recently completed a bachelor's degree (Computer Science, Computer Engineering, Mechanical Engineering, Electrical Engineering, Software Engineering, Mathematics, Statistics, Elementary Education or Secondary Education preferred)
- Have superior digital skills abilities (you are familiar with block-programming, JavaScript and other programming languages, are proficient on Windows, Linux and Mac based systems, or can build a computer from scratch)
- Have occasional weekend or evening availability
- Pass a criminal record check when hired
- Complete First Aid with CPR-C
- Be "fully vaccinated" against COVID-19

Assets:

- Valid Class 5 BC Driver's License (no "L" or "N")
- Personal vehicle
- Conversational French or another language
- Experience working/volunteering with youth (ex: summer camps, youth sports teams, etc.)

Key Competencies:

- A passion and interest in technology/digital skills education
- Ability to act as a role model to youth in a team environment
- Openness to learning and feedback
- Ability to be focused, resourceful, flexible, and adaptable in a fast-paced work environment

Application Procedure

Non-Coop	Coop
1. **Get to Know Science Venture** Explore our website. Visit our Facebook and Twitter page. See if this job is for you! 2. **Prepare Your Application** Update your resume, prepare a cover letter and complete the application form available on our website. 3. **Submit** Please email completed package to svprograms@uvic.ca ☐ Cover letter ☐ Resume ☐ Application Form	1. **Prepare your application** Update your resume, prepare a cover letter and complete the application form on our website. 2. **Submit** Submit your application via the Learning in Motion portal.

Questions?

Krystyn Dubicki, Manager of Programs, Science Venture
Email: svprograms@uvic.ca