Minecraft Educator

Summer
STEAMLABS

About STEAMLabs

STEAMLabs is a **community makerspace** where people of all ages build projects using digital fabrication tools (like laser cutters and 3D printers), code, craft, wood and electronics.

We offer **memberships** for those looking to share space and tools, and interest-led project-based **maker education programs** for adults, kids and educators.

We believe that making enables our **creative autonomy**, capacity for **life-long learning**, and the decentralization of **technological innovation**.

About the position

Your passion is to **help students develop creative, technical and personal skills through hands-on interest-lead learning.** You have some technology skills, and/or some experience in teaching, mentoring and/or facilitating in hands-on environments.

You are a creative and energetic person who likes working with kids and young people, and enjoys enabling their weird and wonderful ideas come to life. You celebrate failures, are comfortable in controlled chaos, and value the process over the product. You're organized, flexible, and interested in growing your own learning and teaching practice.

Your job will be to assist in the mentoring of STEAMLabs Minecraft summer camps and other events. Your audience will primarily be younger students aged 6 to 12, but may also include older youth as well. The topics you will be covering as a teacher are a mixture of physical and digital, and will include some of this list:

- Minecraft
- Installing Mods
- 3D printing & laser cutting
- Mcreator
- WorldEdit

We require you to work for 4 weeks full time over summer. These four weeks are July 10-14th, July 17th - 21st, August 7th - 11th and August 14th-18th. Work hours are 8:30 to 4:30 Monday to Friday. Additional work at other events (eg Maker Festival) and programs are also possible depending on need.

Responsibilities

- Assist with STEAMLabs summer camps for kids and youth

- Assist with STEAMLabs summer events such as Maker Festival

- Complete other operational tasks that relate to your role (e.g. organization and sourcing materials)

Skills + Experience

Required

- At least 16 years of age

- Experience with some or all of the Minecraft skill topics listed above

- Experience working with kids ranging from age 6-17

- Creativity, positivity, patience and flexibility

- Energetic enthusiasm for encouraging kids to learn and have fun

Bonus

- Experience developing/designing programs and activity plans

- Experience with more technology, making or artistic skills Knowledge of popular education, interest/project based learning, inquiry based learning, or other teaching philosophies.

- Familiar with design software such as Adobe Illustrator or 3D design programs

Why work with us?

- We're a small, agile team of friendly people with varied skills and experiences.

- The lab is full of interesting tech, and interesting people working on projects

- We're a relatively new organization, so there are still lots of ways to contribute to it's shaping!

- There is plenty of opportunity to learn, grow and try new things.

- The STEAMLabs Community (members, volunteers, program participants and otherwise) are awesome, and a pleasure and privilege to work with and for.

- We're a workplace that embraces failure as the most potent form of learning!

- You'll have access to the makerspace, and benefit from the same perks as a member

- All staff get a membership at the Toronto Tool Library

HOW TO APPLY

Send a resume, and cover letter to
info@steamlabs.ca with "Minecraft Educator"
in the subject line before **Friday 2nd June,
2017 at 5pm.**

www.steamlabs.ca