



CHILDREN'S MUSEUM OF SCIENCE + TECHNOLOGY

Descriptive Title: Museum Educator

Job Reports To: Director of Education

Exempt/Nonexempt: Non-Exempt

JOB SUMMARY

The duties of the museum educator include, but are not limited to:

- Responsible for the development and teaching of STEAM based educational and public programs. This includes group programs, camps, birthday parties, scout programs and special workshops that occur both in and out of The Museum.
- Collaborate on planning, implementation and evaluation of all museum educational activities for programs and events with the education team.
- Greet and welcome all museum visitors in an engaging and dynamic manner and provide them with a valuable education experience.
- Ensure that all museum rules and procedures are being followed, including emergency procedures and maintain clean and orderly classrooms and museum exhibit areas.
- Other reasonable duties as assigned by supervisor.

ESSENTIAL FUNCTIONS

1. **50%** of time Develop and teach STEAM based educational and public programs
2. **30 %** of time Collaborate on planning, implementation and evaluation of all museum educational activities for programs and events with the education team.
4. **10%** of time Greet and welcome all museum visitors in an engaging and dynamic manner and provide them with a valuable education experience.
5. **10%** of time Ensure that all museum rules and procedures are being followed, including emergency procedures and maintain clean and orderly classrooms and museum exhibit areas.

NONESSENTIAL FUNCTIONS

- Participate in opportunities to advance personal and professional growth.
- Facilitate internal communication by participating in team meetings and by sharing knowledge, skills and experience with co-workers.
- Be innovative. Seek opportunities to increase productivity and efficiency, while enhancing the financial viability of the organization.
- Use good time management techniques.

MINIMUM REQUIREMENTS

- BA/BS in relevant field required
- Background in Science, Technology, Engineering/Design, Math, Museum Studies, or Science Education
- Minimum 2 years' experience developing and delivering STEAM experiences to children ages 0-12 in formal and informal settings.
- Excellent communication skills.
- Comfortable presenting to large groups.

- Excellent interpersonal skills; ability to work with multicultural, intergenerational audiences in an enthusiastic and professional manner.
- Experience with live animal handling, or a willingness to learn.
- Reliable means of transportation to get to and from outreach programs as required.
- Physical environment is moderately paced and requires standing for sustained periods of time, lifting to 50 pounds and fingering associated with typical office tasks such as typing.
- This position is contingent on the satisfactory completion of a background investigation; this position may require annual background investigations.