

STEM Education Specialist

Job Description

Overview:

Sullenberger Aviation Museum (SAM) aims to *inspire, educate, and elevate* the next generation to pursue careers in STEM, aerospace, and aviation. SAM invites the community to explore the vast contributions of aviation to our lives, economy, and culture. The new museum, developed in partnership with Charlotte-Douglas International (CLT) Airport, will open in the summer of 2024.

SAM is looking for enthusiastic, hardworking individuals to join the museum as a STEM Education Specialist, for leading our museum gallery and makerspace education programming. SAM seeks to hire educators who look at aviation education and experiences through the lens of 21st-century learning, have an innovative spirit, and have shown success with a diverse set of learners. These positions will be passionate and knowledgeable advocates for equitable access to STEM educational opportunities, highlighting STEM career pathways in Charlotte and the Carolinas.

The STEM Education Specialists will facilitate the education programs for groups, families, and individuals, including field trips, summer camps, career fairs, community outreach events, special programming, professional development, and public events. This dynamic position will also assist the Director of Education in developing curriculum, lesson plans, and interpretive materials to support programming and in-gallery learning. This role will also train and support education volunteers to ensure that the Museum meets its mission through engaging programming in a safe environment. Candidates will be offered the opportunity to share which positions they are most interested in pursuing if invited to the first round of interviews.

Qualifications:

Candidates will be creative in their approach to engaging learners and community partners, as well as designing and launching new initiatives. Must work well both in a fast-paced team environment and individually. Must be organized with strong and timely communication skills. Creative problem-solving, interpersonal, and technology skills are essential. Candidates for the makerspace position will have knowledge and experience working with makerspace technology, including 3D printers and design or programming software and excel at linking project-based learning and with careers exploration. Our education specialists can expect to create lesson plans and design hands-on learning experiences for all ages for both the museum gallery and the makerspace that are marketable, relevant, and tie to North Carolina State Standards. Candidates must have a love and desire to work with and around children, as well as a strong commitment to diversity, accessibility, and inclusion.

This position reports to the Vice President of Education and will work in collaboration with SAM's staff to expand and deliver on the museum's education and programming vision.

Major Duties and Expectations:

- Education Programming
 - Develops a deep understanding of the museum's collection, including aircraft, artifacts,

- and exhibits, and stays up-to-date on new content and best practices.
 - Facilitates guest interactions in the makerspace and museum galleries, utilizing inquiry-based learning and demonstrating the engineering design process and the scientific method
 - Leads scheduled programs and demonstrations on the museum floor to encourage guests to visit the makerspace
 - Facilitates SAM's STEM and career-focused field trip programs and educational programs
 - Ensures makerspace and museum programming incorporate concepts that complement the museum's exhibits and artifact collection, while also meeting NC Essential Standards.
 - Supports the development of supplemental programmatic materials, including lesson plans, curricular materials, and gallery activities
 - Ensures SAM's experiences are innovative and aligned with best practices and the STEM industries being represented by regularly reviewing and revising education materials.
- Makerspace Educator
 - Ensure all safety policies and procedures are followed by guests, staff, and volunteers to ensure guest safety.
 - Selects and creates examples of responses to makerspace challenges that convey scaffolded levels of difficulty
 - Trains team members and volunteers on makerspace equipment and equipment safety procedures
 - Ensures smooth makerspace operations by managing supplies and equipment, preparing materials, and organizing work areas.
 - Leads purchased workshops in the makerspace, and ensure visitors' needs are accommodated for that experience
 - Ensures all activities and technologies are organized, functioning, and well-stocked, communicating any needs or concerns promptly
- Gallery Educator
 - Ensure all safety policies and procedures are followed by guests, staff, and volunteers to protect the museum collections and guest safety.
 - Ensure interactive displays and hands-on gallery activities are functioning and well-stocked, communicating any needs or concerns promptly.
 - Trains volunteers on interactive displays and how to navigate them to enhance the visitor experience.
 - Ensures hands-on gallery activities are functioning and well-stocked, communicating any needs or concerns promptly to ensure a quality visitor experience
 - Engage guests in discussions about history, technology, and artifacts with visitors, connecting visitors with the past, present, and future of aviation.
 - Leads scheduled gallery tours at specific times as a part of the museum experience
- Additional Responsibilities
 - Represents the Museum in a professional, positive manner to all stakeholders.
 - Supports all museum operations as needed to ensure an optimal visitor experience
 - Makerspace and Gallery Educators must work closely together to ensure alignment between all educational programming and provide a seamless educational

experience throughout both spaces.

- Attends and supports Museum special events as needed - including evening and weekend events.

Required experience:

- Development of STEM programming or curriculum, minimum of 2-3 years
- Makerspace, classroom management, or relevant experience 2-3 years
- Experience presenting educational content to groups of varying sizes
- High level of professional customer service skills
- Ability to adjust programming to accommodate the needs of all visitors
- Experience working with students across a broad range of demographics
- An understanding of the 21st Century Learning Skills and NC State Standards
- College Degree in STEM, education, or relevant field.

Preferred:

- NC Teaching License
- Education experience in a museum or makerspace setting
- Spanish language proficiency
- Advanced degree
- CPR/First-Aid Certification