

Education Specialist with STEAM Learning Expertise

The Space Science Institute (SSI) is shaping our future by enabling scientists to advance our understanding of Earth and the Universe; increasing science and technology literacy for people of all ages and backgrounds; and inspiring youth to pursue science-technology education and career opportunities. [SSI's National Center for Interactive Learning \(NCIL\)](#) in Boulder, Colorado has an immediate need for an individual with experience in creating science, technology, engineering, arts, and mathematics (STEAM) learning resources, and training others in their use.

The successful applicant will increase the capacity of informal/community educators across the nation to facilitate STEAM learning, including through projects described on the STAR Library Network (www.starnetlibraries.org) website. This position reports to the Senior Education Associate/Principal Investigator to expand participation in STEAM learning through multiple projects. The position is dependent upon availability of grant funding. Applicant must be able to travel nationally to facilitate workshops and support conferences and other education events.

This is a full-time exempt position with a salary range of \$44.6K – \$56.1K, commensurate with experience. The position may be based at SSI headquarters in Boulder, CO, or remote/telecommuting (based on proven access to broadband).

Essential Duties

- Curate, modify and/or develop STEAM learning resources (e.g., hands-on activities; exhibition components; digital games and apps; videos; and website content).
- Develop, coordinate, and facilitate in-person and online professional development for informal/community educators (e.g., workshops, webinars, tutorials and “how-to” videos, one-on-one coaching).
- Apply best and promising practices in adult education, facilitation, and active learning.
- Participate in NCIL’s online network(s) of informal/community educators.
- Communicate the results of NCIL projects to audiences and funders.
- Support project evaluation and educational research.

Requirements

Skills, Abilities and Competencies

1. **STEAM Education:** Knowledge of the unique opportunities and constraints of free-choice STEAM learning, in a variety of informal or out-of-school-time settings (e.g., libraries, museums, Internet). Knowledge of content in one or more STEAM disciplines and relevant interdisciplinary connections.
2. **Culturally Responsive Communication:** Recognizes ways that ethnic/racial, gender, and other identities are important in culturally responsive education work and communicates accordingly.
3. **Strong Interpersonal Communication Skills:** (oral and written). Able to communicate complex information from across one or more STEAM disciplinary areas in a clear and concise manner.
4. **Advanced writing and editorial skills**
5. **Group Facilitation skills**
6. **Collaboration:** Values the ideas of others. Desires to work cooperatively on strategies, processes, and tasks to achieve shared goals. Comfortable with moving fluidly between roles of leadership and support. Views constructive criticism and stakeholder input as essential to the creative process.

7. **Customer Service:** Service-oriented attitude. Able to complete tasks in a timely manner, and to high standards.
8. **Adaptability:** Skilled in identifying challenges and working with others (internal and external to NCIL) to create and implement solutions. Expresses curiosity about others' perspectives, cultures, and ideas. Incorporates perspectives from project team members, funders, and end users and builds on lessons learned. "Can-do" attitude.
9. **Self-directed:** Applies organizational and planning skills. Works autonomously while supporting multiple NCIL projects and tasks concurrently. Results-oriented.
10. **Analytical:** Recognizes high-quality STEAM educational expertise and resources. Reviews educational literature to identify best and promising practices for STEAM learning. Able to incorporate input from Subject Matter Experts. Able to facilitate user testing/prototyping and draw conclusions and make recommendations based on user testing. Attentive to detail.
11. **Computer Skills:** Knowledge of and experience with one or more online meeting platforms (e.g., Zoom, GoToMeeting, WebEx, etc.). Strong Microsoft skills.

Education and Experience

- Bachelor's degree in science-, technology-, information- or education-related field. Master's degree in one or more of these fields is highly encouraged.
- 3+ years of experience designing and facilitating STEAM learning experiences with one or more age groups.

Preferred Skills and Knowledge

- Video production
- Best and promising practices in adult education
- Next Generation Science Standards

Travel anticipated to be up to 25%.

Benefits: Medical, dental, and vision, with HSA and FSA options; life and disability. Generous employer match with retirement plan. Ten paid holidays, vacation, and sick leave. We are also a pet and family friendly work environment.

To Apply: Send the following to ssihr@spacescience.org.

1. A letter of interest
2. Résumé
3. Three examples of work products that you had a lead role in producing. Examples may include lesson plans, activity guides, workshop agendas, webinar recordings, conference presentation materials, blogs, etc. The examples should demonstrate:
 - a. Experience in developing educational resources for one or more age groups.
 - b. Ability to apply promising practices in youth and/or adult education.

Applications that do not include all items will not be considered. Applications will be reviewed until position is filled. ***Inquiries from direct applicants only - no recruiters or phone calls please.***

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