



Position Description: Lead Mentor, Afterschool digital enrichment program

Position summary: The Institute of Play, a design-led non-profit focused on games and the future of learning seeks an enthusiastic, design and technology-savvy, motivated and youth-oriented individual to co-lead and co-develop Bonus Round, an afterschool digital design enrichment program for middle school students at Quest to Learn (Q2L). Founded by the Institute of Play in 2009, Q2L—the school for “today’s digital kids”—leverages game-based learning, systems thinking and design, to teach both traditional and 21st-century literacies.

Program Description: Bonus Round provides afterschool opportunities for 6th and 7th graders to get physical and digital! From Dance Dance Revolution to yoga to a run around the block, the first 30 minutes of the program engages kids in physical activities to warm up both brain and body. Next, participants enter the Bonus Round design studio and work together on a range of projects that they help to determine. Along the way students are given the chance to build expertise in a range of design, media, and technology skills—visual design, video and audio production, web development, physical computing (work with sensors, motors, and switches), computer programming, robotics, fashionable technology (digitally-enhanced clothing designs), and more. Participants will have opportunities for public presentations of their work as well as collaborations with other young people from around the neighborhood and around the globe.

Both The Institute of Play and Quest to Learn are located in New York City, near Chelsea.

www.instituteofplay.org | www.Q2L.org

As a Lead Mentor, the successful candidate is committed to working with youth within a design, media, and technology-led space, is open to new ideas and collaboration with a range of stakeholders, is adept at engaging diverse audiences and participants, has strong management and organizational skills, has interests in global collaboration, and is able to foster and inspire broad participation and develop potential partnerships.

Responsibilities

- Co-create year-long enrichment program plan for Q2L
- Teach in Bonus Round, working with participants around co-created project ideas
- Develop and take part in weekly professional development workshops with other mentors
- Mentor, critique and assess student work via Being Me, Bonus Rounds’ online social network site
- Community membership: participate as a core member of the Q2L learning community
- Engage in a range of activities to mentor and empower young people around design topics, community engagement, and youth-led collaboration
- Maintain an inclusive, positive, and effective learning environment
- Demonstrate a daily commitment to experiential inquiry and project-based learning
- Work with youth around a social justice, new media literacy, and global issue agenda
- Motivate and support youth in developing new media literacies

Specific skills required

- Experience teaching and working with middle school students
- Enthusiastic about mobile technologies, ubiquitous computing technologies, and media platforms and their integration into the design process

- Fluent in digital design and media tools and platforms (Adobe Creative Suite, social media tools, Lilypad Arduino, Scratch, iTools, etc.) and willing to learn more as required
- Curriculum design experience
- Flexible and able to solve problems creatively and effectively
- Positive attitude with strong collaboration skills
- Strengths in communicating and working with a diverse team of stakeholders
- Team player: flexible, independent and willing to pitch-in where needed
- Detail-oriented and responsible

Start date: August 2010

Part Time with an on-site commitment of 20 hours per week for 10 months

Salary: \$35K

Interested applicants should submit materials via email to: resumes@instituteofplay.org

- Resume and letter of application outlining your interest in the position and qualifications you would bring to the job
- Link to your online portfolio or PDF file with relevant work samples
- Names and contact information for 3 references

Our core values

Commitment and Care: Members of the IOP team have a strong commitment to the work they do and a deep sense of care about why their work matters and whom it impacts.

Social Life: Teamwork, collaboration, and the communities that we have helped to build and of which we are part, energize us.

Diversity: We value a team made up of people with different backgrounds, skill-sets, experiences, and points of view.

Positive feedback loops: We embrace an additive creative process, where no ideas are rejected outright and we build constantly on an inventory of ideas generated by the group.

Passions: We believe in the idea of having passionate interests and want to cultivate and support a sense of passion in others, particularly kids.