



### **Position Description: Curriculum Developer**

**Position summary:** The Institute of Play, a design-led non-profit, focused on games and the future of learning is looking to add an outstanding Curriculum Developer to their team. The Curriculum Developer would be responsible for assisting in the development of innovative curriculum, monitoring alignment of curriculum to State and National standards, supporting authentic integration of technology into the classrooms, maintaining a digital record of curriculum and assessments and assisting in the professional development program at Quest to Learn, a public school founded by the Institute of Play in 2009. The position would entail working closely with the Co-Directors of Curriculum and Instruction and others within the organization to maintain a positive culture of innovation and change. The Institute of Play is located in New York City, near Chelsea. [www.instituteofplay.org](http://www.instituteofplay.org) | [www.Q2L.org](http://www.Q2L.org)

### **Responsibilities**

- Assist in the development of game-based curriculum
- Monitor the alignment of the curriculum to State and National standards, as well as to the additional competency dimensions supported by the Institute of Play
- Support integration of technology into curriculum
- Maintain a digital record of curriculum and assessments
- Assist in Q2L's professional development program
- Community membership: participate as a core member of the Institute of Play learning community

### **Ideal candidates should have**

- At least 3 years of classroom teaching experience in grades k-12
- Experience in developing Math/Science curriculum preferred, but not required
- Experience and interest in the integration of digital and social media into curriculum
- An appreciation and experience with inquiry-based and project-based learning
- Knowledge of State and National Learning Standards
- Experience leading professional development for teachers
- Experience creating large scope and sequence subject matter curricula
- Experience with Understanding By Design
- A positive attitude with strong collaboration skills
- Excellent communication skills, including verbal, written and interpersonal
- Interest in working in a design-based environment with a focus on young people
- Able to research and synthesize information quickly
- Detail-oriented and able to manage a set of projects
- Flexible, independent and willing to pitch-in where needed

Start date: September 2010

Salary: \$75-80K depending on level of experience

Full-time position, with benefits

Interested applicants should submit materials via email to: [resumes@instituteofplay.org](mailto: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.