Position Description: The STEAM/Technology Coordinator will plan and coordinate all STEAM related educational activities. The STEAM/Technology Coordinator will report directly to the Superintendent of Schools but will work closely with each of the building principals. The STEAM/Technology Coordinator will have a technology background, be a creative thinker and possess a strong understanding of who the Fabius-Pompey CSD is and the students we serve. The STEAM/Technology Coordinator will be computer savvy and a divergent thinker. The STEAM/Technology Coordinator will plan and work with faculty and staff to transition to a cross-curricular level of teaching that enhances instructional practice. These enhancements will result in a more creative learning environment that will provide students a wider range of strategies to learn and express themselves.

Essential Job Duties / Responsibilities:
- STEAM Academy Rollout working with teachers to implement creative STEAM projects in classrooms grades 9 – 12.
- Manage resources and serve as instructional support for staff STEAM programming.
- Plan and implement both in-house and external professional development opportunities in STEAM for staff.
- Team-teach STEAM curriculum with faculty during school day.
- Supervise/Teach the LAN Tech Program and Cyber Cafe
- Plan and facilitate meetings of the STEAM Advisory Committee composed of staff.
- Research and attend top STEAM conferences yearly.
- Manage projects and implement them with external partners.
- Responsible for coordinating, developing, and/or delivering educational activities, curricular resources and
  staff training to design and support district-wide STEAM initiatives.
- Responsible for collaborating with academic departments and local companies to provide leadership for
  district-wide initiatives in collaboration with science and educational technology programs.

Essential Functions / Key Responsibilities
- Arranging PBL STEAM internships with local companies.
- Design, coordinate and implement a STEAM plan to include professional development pathways for district/campus STEAM curricular programming, summer camps, community outreach, and extracurricular activities.
- Contribute to the development, communication, and implementation of a shared vision for a district STEAM program.
- Implement strategies for initiating and sustaining STEAM innovations and support the implementation at the district level.
- Coordinate extended learning and summer STEAM learning opportunities for students that are engaging, hands-on, and project oriented.
- Develop, facilitate, and deliver STEAM educational activities design plan with an emphasis on PBL and
  technology integration.
- Demonstrate and model STEAM lesson design for teachers as needed.
- Work with district and community to recruit new partners to facilitate partnership opportunities in STEAM related fields, including age-appropriate internships, speakers, and field experiences.
- Coach and model effective use of technology tools and resources in collaboration with teachers and campus leaders to support STEAM education.
- Conduct needs assessments to inform the content and delivery of STEAM professional learning programs
  that result in a positive impact on student learning as part of new initiatives and grants.

- Advocate for policies, procedures, programs, and funding strategies to support the implementation of the shared vision represented in the school and district STEAM plans and guidelines.
- Use digital communication and collaboration tools to communicate locally and globally with students, parents, peers, and the larger community.
- Search for new and innovative ways to use STEAM tools in instruction.
- Perform other related duties as assigned within the appropriate skill and experience capabilities expected for this position.

Minimum Requirements
- NYS 7-12 Certification
- CTE accreditation
- Experience in working with STEAM-related partners, including business, higher education, research, non-profit, and others.
- Experience with online professional development modules that incorporate video, audio, and text.
- Experience with multiple operating systems and platforms
- Campus and district-level leadership experience
- Knowledge of current education and instructional theories, methodologies, techniques, and best practices as related to STEAM education at the secondary level.
- Knowledge of STEAM curriculum design, lesson development, outdoor learning, and personalized learning.
- Knowledge of 21st Century Learning Competencies: communication, collaboration, critical thinking, and creativity as it relates to STEAM education.
- Knowledge of current educational technology trends in STEAM education.
- Demonstrate strong organizational, communication and interpersonal skills to include ability to develop programs.