

Camp Launch Enrichment Instructor— temporary Summer 2022 (July 25-29, 2022)

One Time Payment: \$500 (Independent Contractor)

Required Qualifications: High school graduate, subject matter expert, experience teaching, demonstrated ability to work and multitask effectively in a complex and fast paced setting,

Preferred Qualifications: Experience working with middle and/or high school students, advanced training and or certifications in area of expertise.

General Description

The Enrichment Instructor will design a high-quality and engaging unit (5 lessons) in an area of enrichment (visual/performing arts, technology/gaming, health/fitness, life skills/hobbies, speech/language, etc.) that can extend camper’s learning to introduce, improve or enhance skills, knowledge and well-being. The Enrichment Instructor will be available to teach one group of campers from July 18 – 22 and a second group of campers from July 25-29, 2022 (Monday through Friday) from 7:00pm-8:00pm. The Enrichment Instructor will be required to submit a unit syllabus (described below) to **Camp Launch** Assistant Director no later than April 15, 2022.

Performance Duties

80% - Teaching and Instruction

- Define intended learning outcomes of the unit.
- Employ effective best practice instructional strategies to actively engage campers.
- Implement positive behavior management strategies in the classroom.
- Differentiate instruction to support student learning styles, as needed.

10% - Course Creation

- Design syllabus for one unit of 5 lessons to include:
 1. 2 intended learning outcomes for the unit
 2. lesson plans for each instructional session
 3. supply list of materials needed for each camper

5% - Communication

- Maintain communication with the CFGE staff prior to and during Camp Launch.

5% - Materials Management

- Pick up course materials at the CFGE prior to the start of the program.
- House, transport and store course materials during the program and return all unused materials to the School of Education/CFGE offices at the end of the program.