



missionbit

Mission Bit is a non-profit that offers free programming for San Francisco Public School students. Classes taught by college students who are computer science majors and supported by experienced engineers and entrepreneurs. We provide everything the students need, they just need to show up and be eager to learn. No prior experience is required to enroll.

We give students the opportunity to learn directly from successful engineers and college students who enjoy sharing knowledge and want to give back to the community. We're focused on project based learning and aim to teach both core computer science concepts as well as the practical skills and technologies that are required to build web sites and applications today.

Computer Science Instructor

Job Description

Mission Bit teaches semester long Computer Science courses in select San Francisco high schools. Each course is 13 weeks with 2 hour classes that meet twice a week. Instructors will receive a stipend of \$2,500 for planning, teaching, and providing meaningful feedback to students. In addition to teaching responsibilities, instructors are expected to participate in a 2 day orientation prior to the first instructional days as well as a mid semester and end of course reflection meeting.

Basic Expectations

Mission Bit Computer Science Instructors are expected to:

- build and maintain connections to their students and their families as well as connections between students
- retain 90% of their students over the course of the semester
- understand and act on the equity issues inherent with teaching computer science to kids of colors and girls
- have the skill, knowledge and capacity to teach a computer science course
- plan with the end goal in mind; ensure 100% of students have a successful presentation on Demo Day
- plan daily lessons that are engaging and employ strategies for differentiation; share weekly lesson plans with volunteers within 48 hours of the first class of the week;
- use rubrics to make learning transparent and provide meaningful feedback to students
- lead a classroom that is intellectually, emotionally and physically safe for all students
- be thoughtful and reflective practitioners who take responsibility for student outcomes
- collaborate with each other and the Mission Bit community to ensure our students receive the best of our collective minds and efforts.

Minimum Qualifications

Candidates must:

- be a Computer Science minor
- have the content skills and knowledge required to teach one of four different courses: intro to web development, ruby, python, and android mobile game development
- be committed to empowering young girls and students of color to create through technology.
- exemplify the qualities of an effective instructor: thoughtful, reflective, patient, inclusive, organized, loving, and committed - to name a few.

Empowering youth with computer programming education and professional experiences



Additional Qualifications

Candidates should:

- be a Computer Science major
- be a college junior or senior
- have experience working with high school students
- have a history of involvement in extracurricular activities

Hiring Process

- Candidates need to submit a cover letter and resume by December 4, 2015 to be considered in the first round. These documents will be screened by members of the hiring committee.
- Candidates will either be removed from the process, asked to participate in a phone interview or asked to participate in “Selection Day”.
- All finalists will participate in Selection Day which includes a technology skills assessment and an in person interview.

All Computer Science Instructors will report to and be evaluated by the CEO, Stevon Cook.

Please submit cover letter and resume to [hiring@missionbit.com](mailto: hiring@missionbit.com) to be considered in the first round. After that, each candidate will be considered until all positions are filled.

2 Day Training Orientation

Instructors will:

- view an end of course presentation
- review the curriculum; find places to include presentation skills
- create a plan to build and maintain an effective classroom culture with consistent community building and group accountability
- learn how to use rubrics to guide instruction and feedback
- learn basic strategies for differentiating instruction
- learn basic strategies for organizing and managing a classroom
- learn basic strategies for effective student engagement
- learn basic strategies for formative assessments
- plan the project-based unit
- begin to plan lessons
- learn how to effectively engage the volunteers; volunteers are expected to receive lesson plans in advance
- participate in discussions on equity and social justice