High School Computer Science Teacher
Role Description

QUALIFICATIONS:
1. Bachelor's degree in Computer Science, Education, or related field. Master's degree preferred.
2. Proficiency in Java and Python programming languages, with a deep understanding of programming concepts and principles.
3. Previous teaching experience, preferably in a high school setting; experience with AP Computer Science courses is highly desirable.
4. Strong communication and interpersonal skills, with the ability to engage and inspire students of diverse backgrounds and abilities.
5. Dedication to continuous professional growth and development, including participation in workshops, conferences, and other learning opportunities
6. Ability to handle multiple tasks with attention to detail, amid continual interruptions.
7. Ability to use various operating systems and software applications.

REPORTS TO: The High School Computer Science Teacher reports to the STEAM Department Chairperson.

TERM: 10-month, full-time, exempt position.

JOB GOAL: We are seeking a passionate and knowledgeable Computer Science Teacher to join our high school faculty. The ideal candidate will have a strong foundation in computer science principles, proficiency in Java and Python programming languages, and preferably experience teaching Advanced Placement (AP) Computer Science courses. This role involves instructing students in both theoretical concepts and practical application, fostering critical thinking skills, and preparing students for further education or careers in computer science.

RESPONSIBILITIES AND FUNCTIONS:
1. Develop and deliver comprehensive computer science curricula tailored to the needs and abilities of high school students.
2. Teach fundamental principles of computer science, including algorithms, data structures, programming methodologies, and software engineering practices.

3. Instruct students in programming languages such as Java and Python, ensuring a deep understanding of syntax, semantics, and best practices.
4. Facilitate hands-on coding projects and assignments to reinforce learning objectives and encourage creative problem-solving.
5. Prepare students for Advanced Placement (AP) Computer Science exams, including guiding them through exam preparation strategies and practice tests.
6. Assess student progress through regular evaluations, assignments, projects, and examinations, providing constructive feedback to support growth and improvement.
7. Foster a supportive and inclusive classroom environment conducive to collaborative learning and exploration.
8. Stay informed about advancements and trends in computer science education, integrating new technologies and methodologies into instructional practices.
9. Collaborate with colleagues to align curricula and instructional approaches across related subjects and grade levels.
10. Communicate regularly with students, parents, and administrators to discuss academic progress, address concerns, and provide updates on curriculum and activities.
11. Other duties as assigned.

WORKING CONDITIONS AND PHYSICAL REQUIREMENTS:
1. Must have the ability to stand and/or walk for extended periods of time.
2. Daily desk work, including significant amounts of computer time.
3. Work regularly requires sustained concentration.
4. Sufficient vision (with correction) to read and observe distant objects.
5. Ability to work a flexible schedule, as hours and shifts may vary according to the school calendar.
6. Sufficient stamina to work outside under high-temperature weather conditions.
7. Must be able to lift and/or carry up to 25 lbs.

EVALUATION:

The High School Computer Science Teacher will be evaluated annually by the STEAM Department Chairperson. The evaluation will be based on the High School Computer Science Teacher's self-evaluation, the characteristics of Jesuit education, and the responsibilities listed above.

This role description is not designed to cover or contain a comprehensive listing of activities, duties, or responsibilities that are required of the employee. Other duties, responsibilities, and activities may change or be assigned at any time with or without notice.