The Innovation School

Teacher of Innovation

We are seeking a candidate with interests in Design with Technology in education to join our team as a Teacher within our Innovation School.

The successful candidate will assist in the delivery and development of studio projects across the junior and senior school. Working with David Sassarini, Director of Educational Technology and Innovation, and our Innovation team to bring our pupils learning experiences that promote creativity and agency. The successful candidate will facilitate problem-based learning challenges and teach pupils the skills and processes required to overcome set creative challenges. Our curriculum is based upon the Design Councils double diamond approach to design thinking and our pupils engage in four design challenges annually. The teacher of innovation will be responsible for leading studios where they inspire and support pupils to brainstorm and design, creative solutions to real world problems. The successful candidate will also work alongside other teachers, coaches and experts from various fields in a dynamic studio setting to help pupils reach their goals.

Our ideal candidate will:

- be passionate about education and excited about expanding their own knowledge and creativity
- have a wide range of interests beyond their primary discipline
- love the creative energy accessed through their own design education
- feel passionately about harnessing and sharing this with young people, inspiring curiosity
- be inspired to help students navigate the creative process in a dynamic studio environment.

Once in post, you will:
- develop and lead design studios across a range of problem-based learning projects
- mentor students throughout the design process, documenting and presenting their final solutions
- provide critical feedback to pupils, guiding the development of their projects as they progress through the design process and writing reports to communicate with parents and carers
- collaborate with other educators, experts from a diverse range of fields, as well as local organisations and partners
- support a wide range of Innovation initiatives and workshops
- expand your own knowledge and creativity through the development and deployment of cross-disciplinary studios.

Required Qualifications:
- An undergraduate or graduate degree in a design and technology education or design/tech field such as architecture, computational design, industrial design, design engineering, robotics with complementary teaching qualification
- A passion for working with all Kelvinside pupils
- Ability to work both independently and cooperatively with diverse groups of people.

Preferred experiences and qualifications:
- Teaching experience with further educational GTCs recognition or post graduate certificate
- Strong understanding of the portfolio approach in the design & make process
- Ability to think both conceptually and concretely about projects
- Strong writing and graphic communication abilities
- Proficiency with workshop tools, digital fabrication (3D printing and Lazer cutting)
- Proficiency with Adobe Creative Suite or Canva Affinity suit
- 3D modelling software (Autodesk TinkerCAD, Fusion and Sketchup preferred)
- Experience with Arduino and designing with electronics.

How to apply
In the first instance, please contact David Sassarini, Director of Educational Technology and Innovation, if you have questions about the post – david.sassarini@kelvinside.org or 0141 357 3376.

To apply, please complete the digital application form and upload a covering letter addressed to the Rector. The form link can be found on our website. Closing date for applications is 4.00pm on Wednesday 11 December 2024.

Interviews will take place on Monday 16 December 2024.

All appointments at Kelvinside Academy are subject to satisfactory clearance through the Disclosure Scotland Protection of Vulnerable Groups Scheme and candidates must hold GTCS registration or be eligible for this.