THE AMERICAN SCHOOL
OF PUERTO VALLARTA

Middle & High School Art and Design Teacher

American School of Puerto Vallarta (ASPV)

Our mission: We strive to be a multicultural learning community that nurtures the values and abilities which inspire in each of us the confidence to further our education, pursue our dreams, and serve as compassionate, responsible citizens.

About the Role

ASPV seeks an experienced, passionate art and design teacher to join our multicultural learning community and inspire middle and high school students to discover their creativity, innovative spirit, and curiosity through design thinking. You will support students to build confidence by turning their own ideas into real objects, learn to persevere through failure and iteration, and use their skills to solve problems for real people in their community through project-based courses in design, engineering and digital fabrication.

Our teachers are exceptional educators who create stimulating, enriching learning experiences for a diverse, international student population. They are flexible, creative, and deeply knowledgeable in their field. They also care about the personal, social, and academic growth of every student, and they strive to make a lasting, positive impact. ASPV teachers know and embrace the school's mission and guiding principles, and they bring them to life in the classroom.

This is a full-time position teaching four art and design classes, ranging from Engineering Design to AP Art and Design. Using Universal Design for Learning (UDL) practices, you will design flexible, accessible instruction that gives every student multiple ways to engage with, understand, and demonstrate their learning. We encourage the application of concepts through inquiry and project-based learning.

Key Responsibilities

1. Plan and teach design, engineering and digital fabrication courses for grades 7–12, from introductory MS design to advanced HS electives and independent projects.
2. Teach AP Art and Design, guiding students through the 2-D design portfolio, including the Sustained Investigation and Selected Works, and preparing their portfolio submissions to the College Board.

3. Teach the full design cycle: research and empathy, ideation, sketching, CAD modeling, prototyping, testing and iteration.
4. Build student skills in 2D and 3D design software (for example Tinkercad, Onshape, Affinity, Adobe Illustrator and Photoshop) and in preparing files for each machine.
5. Design real-world projects where students solve problems for actual users at school and in the Puerto Vallarta community.
6. Assess both process and product with clear rubrics, portfolios and student reflection, and give timely, specific feedback.
7. Apply Universal Design for Learning (UDL) so that every student, including English language learners and students with learning differences, can access and succeed in the work.

Makerspace management

- Operate, calibrate and maintain the makerspace equipment, including 3D printers, laser cutter, CNC router, and hand and power tools.
- Troubleshoot common machine problems and coordinate with vendors for repairs and service.
- Manage materials and consumables inventory, ordering and the makerspace budget.
- Keep the space organized, clean and ready for use by students and other classes.
- Set up systems for scheduling machine time, queuing student jobs and tracking projects.

Qualifications

- Bachelor's degree from an accredited institution
- Valid teaching certification or equivalent
- Minimum two years classroom teaching experience, preferably with experience teaching art and design.
- Hands-on, working knowledge of makerspace equipment, with the ability to run, maintain and troubleshoot it and to teach students to use it safely:

Equipment	Candidate Requirements
Bambu Labs 3D printers + AMS 2	Prepare files, slice, choose settings and materials, level and calibrate, clear jams, do routine maintenance
xTool P2S Laser cutter / engraver	Prepare vector files, set power and speed for different materials, focus, manage ventilation and fire risk

X-Carve CNC router	Create toolpaths in software, choose bits and feeds and speeds, secure stock, run jobs safely, manage dust
Design software	2D (Affinity, Illustrator, Photoshop) and 3D CAD (Onshape, Tinkercad, Blender or similar)

- Working knowledge of Universal Design for Learning (preferred)
- Commitment to design thinking, project-based and student-centered learning
- Strong foundation in studio art and the elements and principles of art and design, with the ability to coach students' artistic voice, critique and portfolio development.
- Strong understanding of shop safety and how to build a culture of safety with students.
- Fluent English; ability to work well in a multicultural community.

Position Details

- Reports to: Section Principal
- Status: Full time
- Contract length: Two years
- Salary: Commensurate with experience, according to the official teacher salary schedule