



Overview and Purpose

Denver School of the Arts (DSA) seeks a versatile and forward-thinking educator to lead the IYEG and Young Education Group partnership courses. This role involves teaching courses covering grades 6-12, focused on the intersection of the arts, technology, and business. The instructor will facilitate a learning environment where students move from rapid ideation to high-fidelity prototyping. As this is a new program for DSA, the successful candidate will play a critical role in shaping the curriculum and must remain flexible as the program evolves to meet student and industry needs.

Key Responsibilities

- **Day to Day**
 - Deliver daily instruction in the IYEG Innovation Framework, including rapid ideation, prototyping, and design thinking
 - Support project logistics and student learning through preparation, reporting, communication, and management of tech lab
 - Participate in planning and implementation of new instructional and programmatic initiatives as the IYEG pathway expands
 - Collaborate with other teachers, both academic and arts, to integrate skills across student's daily experience
- **Problem Solving**
 - Build capacity of students to troubleshoot basic tech lab equipment failures, including 3d printers, laser cutters, and creative software challenges
 - Identify and address root causes impacting student agency, project iteration, or program operations
 - Maintain documentation for equipment upkeep, student progress, and program requirements
- **Collaboration**
 - Partner with arts and academic teachers to support interdisciplinary "Challenge-Based Learning" integration.
 - Engage families, industry partners, and the IYEG network to increase program access and success, and student mentorship opportunities.
 - Maintain positive, professional interaction with all internal and external stakeholders.
- **Continuous Improvement**
 - Integrate industry trends, new technologies, and emerging maker-space practices into the curriculum
 - Use data, student feedback, and project outcomes to refine instruction and strengthen the innovation pathway.
 - Support cost-efficient use of tech lab equipment, materials, and prototyping resources.

Essential Functions

- Develop and implement a 6-12 curriculum in Integrated Design and Entrepreneurship that includes design theory, technology, and practical application.
- Teach foundational concepts in rapid ideation, empathy-based research, 3D modeling, and the operation of industry-standard creative software.
- Establish clear instructional objectives and assess student mastery using rubrics and authentic performance tasks.
- Supervise students in all aspects of the tech lab, including the safe operation of power tools, 3D printers, and laser cutters.



- Maintain and oversee IYEG inventories, systems, labs, and production workspaces to ensure safe and professional use.
- Support students in developing innovation portfolios, case studies, and materials for college and career pathways.
- Provide experiences through community challenges, mentorships, and industry partnerships.
- Observe, evaluate, and record student progress, including technical, artistic, and employability skills.
- Communicate with families, counselors, administrators, and colleagues to support student success.
- Uphold safety standards and enforce expectations for professional conduct in a "Garage" environment.

Qualifications

Required

- Bachelor's Degree in Design, Engineering, Business, Media Arts, or a related field OR equivalent professional experience.
- Must possess or be willing to obtain a valid or eligible Colorado teaching license
- May need to attend additional training for IYEG curriculum or industry tools during the summer or school year.
- Willingness to learn digital and physical prototyping tools (e.g., TinkerCad, Adobe Creative Suite) and maker-space technology.
- Ability to teach and manage students across a wide developmental range (grades 6-12) in a pre-professional training environment.
- Experience working with diverse student populations.

Preferred

- Master's degree in Design, Education Technology, Entrepreneurship, or a related field.
- Professional experience in a startup environment or creative agency.
- CTE endorsement in a relevant area (e.g., Arts, Media, and Entertainment).
- Proficiency with digital and physical prototyping tools (e.g., TinkerCad, Adobe Creative Suite) and maker-space technology.
- Experience supporting new program launches, Challenge-Based Learning, or XQ Competency-based education.
- Familiarity with coding, electronics (Arduino/Raspberry Pi), or advanced manufacturing.

Schedule

- Full-time faculty position.
- Occasional evening and weekend hours required during exhibition periods or community showcases.
- Participation in student events, professional development, and production planning cycles as assigned.

Disclaimer

The above statements are intended to describe the general nature and level of work being performed by individuals assigned to this job. They are not intended to be an exhaustive list of all responsibilities, duties, and skills required of personnel in this classification.