Job Title: Computer Science Teacher

Location: Avasara Academy Campus
Reports To: Principal

Role Overview:

The Computer Science Teacher at Avasara Academy will be responsible for delivering engaging and interactive lessons for students across Grades 6-12, with a strong focus on Cambridge IGCSE (9626) and AS/A Level (9618) curricula. This role requires an educator who is passionate about computer science, innovative teaching methodologies, and fostering computational thinking and problem-solving skills among students.

The teacher will play a key role in preparing students for Cambridge examinations, supporting their academic growth, and integrating technology-driven learning experiences. Additionally, the role involves designing a bridge course to support students transitioning from IGCSE to A-Level and contributing to the school's broader STEM initiatives.

Key Responsibilities:

Curriculum Delivery & Student Learning

- Plan and deliver engaging and interactive lessons for Cambridge IGCSE (9626) and AS/A Level (9618) students.
- Design lesson plans, assignments, and assessments in alignment with Cambridge syllabus guidelines.
- Teach key topics such as programming, algorithms, databases, networking, and emerging technologies.
- Prepare students for Cambridge examinations through structured guidance and past paper practice.
- Provide individualized support to students to enhance conceptual clarity and problem-solving skills.
- Plan and deliver a structured technology curriculum for middle school students (Grades 6-9), laying the foundation for future engagement with the Cambridge IT curriculum.
- Incorporate modern teaching methodologies and digital tools to create an interactive learning experience.
- Stay updated with Cambridge curriculum changes and adapt teaching strategies accordingly.

Student Support & Development

- Provide individualized academic support to students to strengthen conceptual clarity and problem-solving skills.
- Design and facilitate computer science classes for students from Grades 6 to 10 to build foundational knowledge and prepare them for advanced studies.
- Develop and implement a Bridge Course to support IGCSE students transitioning to A-Level IT/Computer Science.
- Encourage and mentor students in coding, software development, and innovation-based projects.
- Guide students in applying computational thinking to real-world challenges.

Technology Integration & Innovation

- Stay updated with Cambridge curriculum changes and integrate advancements in the field of computer science into teaching strategies.
- Collaborate with the school's STEM/IT department to foster innovation, student projects, and coding clubs.
- Manage and coordinate hardware and software requirements for all technology classes, ensuring access to appropriate learning tools and resources.
- Promote ethical digital practices and cybersecurity awareness among students.

Administrative & Professional Responsibilities

- Maintain accurate records of student progress, assignments, and assessments.
- Participate in faculty meetings, professional development sessions, and collaborative planning with colleagues.
- Communicate effectively with students, parents, and school leadership regarding student performance and academic expectations.
- Contribute to the broader educational mission of Avasara Academy, supporting leadership, entrepreneurship, and digital literacy initiatives.

Qualifications & Skills:

Educational Background:

- Bachelor's or Master's degree in Computer Science, Information Technology, or a related field.
- **Preferred:** Cambridge PDQ (Professional Development Qualification) or equivalent teaching certification.

Experience:

- Minimum **2+ years** of experience teaching Cambridge IGCSE & A-Level (9626 & 9618) or equivalent curricula.
- Experience in designing and implementing technology-related courses and student projects.

Technical Proficiency:

- Strong programming knowledge (Python, Java, C++ preferred).
- Proficiency in databases, networking, cybersecurity, and software development.
- Familiarity with educational technology tools and coding platforms (e.g., Scratch, Arduino, Raspberry Pi, etc.).

Key Skills:

- Excellent communication and classroom management skills.
- Ability to create an interactive and stimulating learning environment.
- Strong analytical and problem-solving skills.
- Passion for mentoring and guiding students in computational thinking and digital innovation.

Compensation & Benefits:

- Competitive salary commensurate with experience.
- Professional development opportunities.
- Access to cutting-edge technology and teaching resources.

This role is an exciting opportunity for a dynamic educator to inspire young minds, cultivate a strong foundation in computer science, and prepare students for a technology-driven future.