

Secondary Technology Teacher

The secondary technology teacher will plan and deliver engaging lessons, integrate technology into the curriculum, assess student learning, and manage the classroom environment to prepare students for careers and further education.

Key Responsibilities

Curriculum Development and Instruction:

- Plan, prepare, and deliver lessons that align with curriculum standards and learning objectives.
- Develop and implement technology-based learning activities and projects.
- Use various teaching methods, including demonstrations, lectures, discussions, and hands-on activities.
- Create and maintain lesson plans, assignments, and assessments.
- Instruct students on computer and technological skills, including software applications, coding, and digital literacy.
- Teach students how to use design applications, computer-aided drafting (CAD), or manufacturing to develop technological solutions to problems.

Student Assessment and Feedback:

- Evaluate student work and provide constructive feedback.
- Monitor student progress and adjust instruction as needed.
- Administer tests and other assessments to evaluate student learning.
- Maintain accurate student records and communicate student progress to parents and guardians.

Classroom Management and Environment:

- Establish and maintain a positive and productive learning environment.
- Enforce classroom rules and procedures.
- Manage student behavior and address disciplinary issues.
- Ensure the safe and proper use of technology and equipment.

Collaboration and Professional Development:

- Collaborate with other teachers and staff to develop and implement technology integration strategies.
- Participate in professional development activities to stay current with technology and teaching practices.
- Advise students on academic or career matters.
- Supervise student research or internship work.

Specific Technology Skills:

- Proficiency in using various software programs and applications.
- Knowledge of computer hardware and software troubleshooting.
- Ability to create and use technology-based learning materials.
- Familiarity with educational software or apps