



## The LessonSketch Workshop Project Associate Posting

The GRIP, a research lab at the University of Michigan School of Education, is seeking an energetic, conscientious person who can help with the development of content for an online professional learning environment. Based in the University of Michigan School of Education, GRIP has developed online multimedia tools for supporting teacher learning using scenarios that represent teaching. We are looking for an individual to help with the development of two online courses for supporting mathematics teachers' learning of instructional practice. Knowledge of mathematics and its teaching are necessary characteristics; applicants who have additional work experience are most welcome to apply. The position is temp hourly (20 - 25 hours a week); does not pay tuition or health benefits.

### How to Apply:

To express interest please contact Inese Berzina-Pitcher ([inesebp@umich.edu](mailto:inesebp@umich.edu)). A cover letter is required for consideration for this position and should be attached as the first page of your resume. The cover letter should address your specific interest in the position and describe how your experience meets the job requirements of this posting, as directly related to this position.

### Responsibilities:

- Work with GRIP faculty to develop course materials by:
  - participating in regular online meetings with team and faculty
  - use an online storyboarding tool (*LessonDepict*) to represent various aspects of instructional scenarios for embedding in the course
  - use an online dynamic geometry tool (Geogebra) to represent various mathematical diagrams for embedding in the course
  - use an online annotation tool (Anotemos) to design the environments for participant activity
  - use an online survey tool (Qualtrics) to design activities for participants, including activities with branching logic
  - work with faculty to revise and refine storyboards for use in the course
  - work with faculty to revise and refine directions and prompts for participants
  - upload artifacts to online courseware
  - use the Canvas platform to design course
  - archive artifacts created for course in GRIP repositories (DRIVE and DROPBOX)
  - log artifacts in GRIP database—detailing the location of course artifacts and associated files
  - provide ongoing (weekly) updates about course design and gather feedback from team



**Required Qualifications:**

- Bachelor's degree including coursework equivalent to (at least) a minor in mathematics
- Familiarity with classroom instruction in the United States
- Minimum of 3 years employment experience
- Demonstrated ability to manage and organize projects, including workflow coordination of tasks and project timelines
- Demonstrated strong verbal and written communication
- Ability to take direction as well as work independently from others
- Capacity to take initiative for assigned work as well as open to taking direction and constructive criticism
- Strong ability with and desire to learn various kinds of software including web based software

**Desired Qualifications:**

- Mathematics teaching experience in US secondary schools
- Knowledge of graphic arts, design, photography
- Familiarity with some basic HTML coding
- Editing experience
- Prior experience in designing professional development materials for use with inservice teachers strongly preferred

**Compensation:**

\$20 - \$35/hour based on experience