JOB DESCRIPTION – Curriculum Developer (Computer Science)

Position	Curriculum Developer - Computer Science
Reporting to (Primary)	Curriculum Head
Parallel reporting	Chief Executive Officer
Responsible for	Design educational materials such Digital contents (Videos & Presentations), Lesson plans, Text books and all other forms of educational contents with hands-on activities that clearly communicate Computer science and relevant emerging technology to different student age groups 6 – 18.
Technical skills required	▪ Programming Languages: Proficiency in Python, JavaScript, Scratch, and other relevant languages. ▪ Software Development: Experience with integrated development environments (IDEs) like Visual Studio, Eclipse or similar tools. ▪ Game Development: Familiarity with game engines such as Unity or Unreal Engine and knowledge of game design principles. ▪ Web Development: Skills in HTML, CSS, JavaScript, and frameworks like React or Angular. ▪ App Development: Understanding of mobile app development using platforms such as Android Studio or Xcode. ▪ VR/AR Technologies: Basic understanding of VR/AR hardware and software, including experience with platforms like Oculus or ARKit. ▪ Educational Technologies: Experience with coding platforms for youth, such as Code.org, Tynker, or similar resources. ▪ Hardware Knowledge: Familiarity with microcontrollers (e.g., Arduino, Raspberry Pi), sensors, and other hardware relevant to coding and robotics.
Responsibilities (include but not limited to)	**Curriculum Development** ▪ Design comprehensive, age-appropriate AI, Machine learning, software development, virtual and augmented reality (VR/AR), game development), web & app development and Data science for children aged 6-18. ▪ Develop project-based learning materials, worksheets, and hands-on activities that encourage creativity and problem-solving. ▪ Ensure that the curriculum aligns with international STEM education standards and best practices. ▪ Create interactive activities and pre-reading materials to enhance students understanding of robotics concepts. **Workshops and Trainings** ▪ Conduct hands-on robotics workshops for students in schools and educational centers.

	▪ Provide teacher training and professional development to enable educators to effectively implement robotics programs. ▪ Design and lead interactive learning sessions. **Implementation and Collaboration** ▪ Collaborate with schools, educators, and educational centers to integrate the CS curriculum into different learning environments. ▪ Organize and lead engaging CS related events, competitions, and innovation challenges. ▪ Offer ongoing support to educators, adapting content based on classroom needs and feedback. **Assessment and Improvement** ▪ Continuously evaluate and improve the curriculum based on student outcomes, teacher feedback, and new technological advancements. ▪ Keep the curriculum updated with the latest trends in CS and related systems to ensure students are learning cutting-edge technologies.