Thank you for your interest in applying as an INSTRUCTOR for the All-Arts, Sciences & Technology Camp! The following is a description of our ideal instructor applicants for our summer 2014 course offerings.

We are searching for applicants with a background in education or individuals with experience working with youth in formal and informal educational settings. Professional educators and / or students with college level coursework in education are encouraged to apply.

If you have any questions about our desired requirements and/or experiences for any course, please contact our Executive Director, Robert Prout at rpprout@uncg.edu.

Art Courses

16-Hour Film Challenge (6th and up)
- Experience using Mac computers, iMovie, digital video cameras, and uploading to the camp’s Vimeo site
- Ability to work in a fast-paced environment to create a short film with a group of 10-12 students within a 16 hour time limit

Animation (6th and up)
- Experience using Mac computers, and basic animation software such as Frames.
- Drawing and/or cartooning experience

Art-Cetera / Work of Art Challenge! (2nd-5th and 6th and up)
- General art history/Art Teacher preferred
- Experience with painting, drawing, pottery, mixed media collage, sculpture, and printmaking

The Art of Superheroes/Graphic Novel (2nd – 5th and 6th grade and up)
- Love of comic books and superheroes
- Ability to teach students the skills to create and draw their own superheroes and villains

Camp TV (6th and up)
- Background in journalism and/or creative writing
- Knowledge of basic digital photography and video editing software
- Ability to work in a fast-paced environment to create several news shows with a group of 15 students

Code Writing (6th and up)
- Experience with computer code especially MIT’s Scratch software
- Instructor will design the course activities using Scratch Handbook

Dangerous Class for Boys (2nd – 5th)
- Energetic and enthusiastic
- Ability to work, teach, and play with group of 12 boys ages 7 – 10
- Basic knowledge of games, science, and art activities

Daring Class for Girls (2nd – 5th)
- Energetic and enthusiastic
- Ability to work, teach, and play with group of 12 girls ages 7 – 10
- Basic knowledge of games, science, and art activities
Design It (2nd -5th grades)
• Art instruction background with some design experience.
• Ability to work with younger children
• Work with various media

Digital Photography (2nd-5th and 6th and up)
• Experience using Mac computers, Adobe Photoshop, digital cameras, uploading content to Internet, and burning CD copies of photographs
• Experience with digital photography manipulation

Game Development (6th and up)
• Knowledge of video game development and history
• Knowledge of game development platform (GameSalad)
• Ability to troubleshoot issues with Mac computers / GameSalad software

The Glee Project (6th and up)
• Experience as a vocal coach or instructor
• Ability to work in a fast-paced environment to create a short musical / theater production with 16 campers

Jewelry Crafting (6th and up)
• Knowledge of history of jewelry making
• Experience with beading, basic metalworking, and other forms of jewelry making

Journey to Middle Earth (6th and up)
• Knowledge of writing process, especially creating a hero’s quest-type story
• Knowledge of The Hobbit, Lord of the Rings, and other types of hero quest literature
• Ability to lead and encourage campers in the creation of art-based project to create an artifact from their story.

Monster Make-Up (6th and up)
• Basic experience in theatre make-up. Familiarity with various monster effects including zombies, werewolves and vampires.
• Ability to work with up to 14 campers to create original monster make-up designs

Movie Madness (2nd-5th)
• Ability to lead groups of younger campers to create commercials or short movies
• Experience using digital video cameras, computers, and basic video editing software such as iMovie

Paint Like a Girl (2nd – 5th)
• Art background with experience in various painting styles
• Basic knowledge of famous female painters like Georgia O’Keeffe and Frida Kahlo

Project Fashion (6th and up)
• Experience creating original clothing designs
• Knowledge of basic sewing techniques (hand and machine)
• Knowledge of creating miniature fashion doll clothing using various techniques including sewing, dying and appliqué

Shake it Up (2nd-5th and 6th and up)
• Dance experience/ Dance instruction
• Familiar with hip hop dance styles
• Familiar with Disney show of same name

**T-Shirt Tycoon (6th and up)**
• Experience with marketing, design and production of products
• Ability to lead a group of students through the creation of a t-shirt design and marketing
• Enthusiastic entrepreneurial style helpful

**What's so Funny? (6th and up)**
• Theatre background, familiar with improvisation, story/joke telling (stand-up experience?)
• Familiar with video and Vine

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**Science Courses**

**Animals ALIVE (2nd – 5th) – NC State only**
• Knowledge of animals and ecosystems
• Ability to lead 12 students on expeditions to collect and study insects in natural environment
• Creativity in creating animal-themed art and science projects
• Lead campers on a tour of the NC State Veterinary School

**Food Chemistry (2nd-5th and 6th and up)**
• Basic food science and/or nutrition science experience
• Creativity in the kitchen.
• Ability to conduct basic cooking activities for up to 16 students
• Food safety and cleanliness important

**Forensics (2nd-5th and 6th and up)**
• Knowledge of forensic / crime investigation techniques
• Creativity to make a realistic crime scene for students to investigate

**LEGO Robotics (2nd-5th and 6th and up)**
• Knowledge of LEGO Robotics programs and use of LEGO Mindstorm and WeDo products
• Ability to work with groups of 12-16 students, working independently to create and program robots

**MegaMind (2nd-5th)**
• Experience leading math-based art and science activities and games, such as creating geodeses / towers, symmetry artwork.

**Mythbusters / Mythbusters Junior (2nd-5th and 6th and up)**
• Proficient in the use of the scientific method to conduct a valid scientific experiment. Science teacher preferred
• Background in leading engineering activities such as bridge and catapult building.
• Knowledge of lab safety and precautions.

**Quest for Medusa! (2nd – 5th)**
• Basic knowledge of Greek Myths, culture, society
• Ability to work with younger campers in a variety of Greek-themed art and
science activities

• Comfortable with role-playing and acting with children

Rocketry/Zoom Swoosh Blast (6th and up and 2nd-5th)

• Love of things that fly including gliders, airplanes and especially rockets
• Experience in building and launching model rockets, including knowledge of proper safety precautions

Science Mix (2nd – 5th)

• Knowledge of variety of sciences (biology, physics, geology, Earth Science Ecology, etc.)
• Ability to work with younger campers in a variety of science and art activities

Treasure Hunters (6th and up)

• Knowledge of GPS systems, maps, cartography, and geocaching
• Prefer someone familiar with use of a hand-held GPS units and experience as a geocacher basic web-based geocaching programs and software
• Creativity to lead a group of students through team-building activities

Work of Science Challenge (6th and up)

• Science teacher preferred
• Ability to think creatively and engender a sense of wonder
• Ability to have fun with science and make it real for campers

Yuck Science (2nd – 5th)

• Ideally, someone with a sense of humor (preferably an adolescent one) who understands children’s fascination with the gross and disgusting.
• Helpful to have teaching background in biology/food science or related field.

Updated December 17, 2013