TEEN EDUCATOR/LIBRARIAN

Providence Public Library is a private nonprofit public library serving the city and state of Rhode Island. It is embarking on the first three years of a new Strategic Plan – **Think Again!** This vision targets city youth in particular as a high priority group, and the Library is planning the launch of a soft renovation of an expanded teen space in Spring, 2015 and the creation of a new teen center in 2016/17. The Library is also expanding its 5th floor technology instruction lab, the Garage, into a flexible makerspace area for programs, classes and experiences that inspire innovation, creativity and incubation. Outcome-based teen programs of high impact will be a major driving force of the Garage creation and the future of the Library. Additionally, the Library has also recast and merged its exhibition and programming model to create a unified learning experience for all ages. The Library is seeking a teen educator with passion, enthusiasm, a high degree of technology know how and the ability to work with, mentor, and interact with teens in productive, innovative and supportive ways. We’re looking for someone to make Providence Public Library one of the coolest and geekiest places for teens in the state!

**MAJOR RESPONSIBILITIES**

Designs, plans and implements full range of high impact Learning Venture* programs for youth that can supplement formal curriculum whenever feasible. This includes working closely with appropriate library staff, community youth themselves, seeking and recruiting program partners/volunteers, (specifically college students, teachers, retired professors and teachers, and community experts); and tying curriculum to library programs and library collections in meaningful ways. This model incorporates the “connected learning” concept for youth engagement.

* A Learning Venture program is a series of programs that provide a project based, educational experience that incorporates youth interests, technology, library collections, community needs, and school curriculums which results in measurable, quantifiable outcomes.

- Provides direct assistance to youth with basic information regarding use of library materials and services, with special emphasis on programming
- Creates an inviting, fun environment for youth that inspires learning and creativity
- Serves on the library’s Programs and Exhibition committee and partners with other library staff to create robust exhibition experiences for audiences of all ages, including youth
- Collaborates with Head of Children and Youth Services on collection development/maintenance
- Maintains, cultivates collaborations with public/private/charter middle and high schools, including teachers, curriculum specialists, media specialists, and administration
- Maintains, cultivates collaborations, and encourages partnerships with city and state youth serving arts and educational organizations
- Maintains, cultivates contacts with parents and caregivers of middle and high school students
- Oversees and coordinates daily activities of Volunteers assigned to youth programs and services
• Designs effective data collection methods that result in clear, measurable ways to evaluate impact of library programs
• Takes a local and national leadership role in developing an array of effective and productive youth services
• Attends and/or presents professional development programs in the library and youth serving community
• Assists with other library programs and events
• Other ancillary duties as assigned

QUALIFICATIONS

• MLIS/MEd or equivalent, plus relevant experience
• Must communicate orally and in writing clearly, concisely, and effectively
• Enthusiasm and willingness to work in a team environment
• Knowledge of the educational/cognitive and social/emotional needs of youth; ability to translate those needs and interests into effective library programs and services
• Basic knowledge of current youth programming landscape of Rhode Island, New England and national middle/high school Core Curriculum and STEM requirements
• Knowledge of current trends in programming for youth and outcome-based assessment, including digital badging and the concept of connected learning
• Knowledge of current information technology, internet and database searching; knowledge of software applications of potential use in youth programming

START DATE:  January 12, 2015

HOURS:  37 ½ hours per week – Full time

SALARY:  $52,000 - $62,000 DOQ – plus benefits

DEADLINE FOR RESUMES:  December 1, 2014

RESUME TO
Human Resources
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