**Coach at Armath Engineering Makerspace**

**AGE:** 18 and above

**JOB DESCRIPTION**

The coach delivers lessons in schools within Armath engineering makerspace(s). The teaching schedule consists of at least 6 academic hours per week, spread over 2 or 3 days. Armath engineering makerspaces function as extracurricular program, operating outside regular school hours.

The coach is responsible for teaching the following components:

- Programming

- Robotics

- Printed circuit board (PCB) work

- 3D modeling

- 3D printing operations

- Drilling/laser cutting machine operations

These subjects are also taught using project-based learning methods.

**PROFESSIONAL SKILLS**

- A vocational or higher education degree in information technology is preferred

- Experience in the tech industry is an advantage

- Teaching experience is an advantage

- Basic knowledge of electronics is required

- Familiarity with 3D modeling is preferred

- Experience in 2D game development is a plus

- Knowledge of Linux operating systems is an advantage

- Organizational abilities, with attention to detail and time management

- Reliability and consistency in meeting deadlines and commitments

- Willingness and capacity to learn and advance in the tech field

- Leadership, team-building, and personnel management abilities

- Ability to set priorities and make quick decisions

**RESPONSIBILITIES**

- Teach engineering and programming concepts to students aged 10-17

- Transfer knowledge and skills in alignment with the Armath methodology

- Provide personalized guidance to each student, fostering their growth and development

- Document and report group progress, achievements, and outcomes as per Armath methodology

- Engage actively in the Armath community, contributing to its growth and development

- Manage the group’s Facebook page and regularly showcase outstanding projects

- Facilitate student participation in competitions, tech camps, and exhibitions