

Indigenous STEAM Educator

STEAM Education Centre

Job ID

41129

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LOCATION	DATE POSTED	EXPIRY DATE	
745 Talbot Street, St Thomas, ON Ontario	16-09-2026	15-03-2027	
TYPE OF JOB	SALARY	MIN. EXPERIENCE	MIN. EDUCATION
Full Time	CAD 45,500	7 months to less than 1 year	No degree, certificate or diploma

Job Details

Position: Indigenous STEAM Educator

Employment Type: Full-Time, Two-Year Contract

Compensation: \$25.00 per hour

Hours: 35 hours per week

Location: St Thomas, Ontario (Hybrid option available)

Apply: With resume and coverletter to info@steameducation.ca

Job Description

About the Role

The STEAM Education Centre in St Thomas, Ontario is seeking a passionate, creative, and knowledgeable Indigenous STEAM Educator to join our team on a two-year contract. The successful candidate will have experience engaging learners in Science, Technology, Engineering, Arts, and Mathematics (STEAM) while blending Indigenous cultural knowledge and values. Proficiency in coding, artificial intelligence (AI), and 3D design is considered a distinct advantage for this role. This role will support the development and delivery of engaging, hands-on learning experiences that inspire curiosity, creativity, innovation, and confidence in STEAM fields. The Indigenous STEAM Educator will work to create inclusive and culturally responsive programming that connects technology, creativity, and Indigenous perspectives.

Key Responsibilities

Design and deliver engaging STEAM learning programs and workshops for learners.

Teach and support foundational and advanced concepts in coding and computer programming.

Introduce learners to artificial intelligence and emerging technologies in an accessible and responsible way.

Deliver hands-on learning experiences in 3D design, modelling, and related technologies.

Develop culturally responsive educational activities that respectfully incorporate Indigenous perspectives, knowledge, and ways of learning.

Create a welcoming, inclusive, and supportive learning environment.

Support learners with project-based activities that encourage creativity, problem-solving, collaboration, and innovation.

Stay informed about emerging technologies, educational tools, career connection links and best practices in STEAM education.

Collaborate with colleagues, community partners, and other stakeholders to support program delivery.

Assist with program planning, curriculum development, evaluation, and reporting as required.

Qualifications and Experience

The ideal candidate will have:

Experience in STEAM education, youth programming, teaching, facilitation, or a related field.

Demonstrated experience with coding and computer programming.

Knowledge of or experience working with artificial intelligence (AI) and emerging technologies.

Experience with 3D design, 3D modelling, or related design technologies.

Strong communication, facilitation, and interpersonal skills.

Experience creating engaging, hands-on, and learner-centred educational experiences.

An understanding of Indigenous perspectives, cultures, and ways of knowing, with a commitment to respectful and culturally responsive programming.

The ability to work independently as well as collaboratively within a team.

Indigenous applicants are strongly encouraged to apply.

Compensation and Contract Terms

Rate of Pay: \$25.00 per hour

Hours: 35 hours per week

Contract Length: Two years

Employment Type: Full-time contract position

Free onsite parking and casual dress

Hybrid work options available

Paid Time Off: Two weeks vacation per year plus December holiday closure

How to Apply

Interested candidates are invited to submit a resume and cover letter outlining their relevant experience in STEAM education, coding, artificial intelligence, 3D design, and Indigenous education or community engagement. Please submit your application package to info@steameducation.ca

We thank all applicants for their interest; however, only those selected for an interview will be contacted.