2025-2026 Instructor Hiring Information

Dreams for Schools (DFS) is a 501(c)(3) that oversees programs and initiatives that contribute to educating youth about Science, Technology, Engineering, Arts, & Math fields. Utilizing the concept of project-based learning to excite and inform students about STEAM, DFS focuses on teaching students the creative and technical process in Technology and Engineering.

As an instructor/ mentor, you will get to interact with K-8 students in teaching them about Technology or Engineering in a fun, but also educational setting (training will be provided to all mentors)! This experience will be a great resume builder that both employers value and scholarship organizations love.

Job Description

The STEAM Instructor with Dreams for Schools is a Part-Time position where you will have the chance to work with students from the ages of K-8th grade. Depending on your assigned K-8 STEAM class, you may be teaching students about the following:

- What STEAM is in Let's Explore STEAM
- Programming using block-based coding in Sphero Robotics
- Programming using block-based coding in Coding Games with Scratch
- Exploring circuits, currents, physics and other topics in Engineering Inventors
- Mobile App Development with block based coding in AppJam+
- Programming with text-based coding and creating a website in Web Development
- Programming and Creating an Autonomous Vehicle in Arduino

Instructors will be trained on all Dreams for Schools materials, curriculum, and technology. Instructors will be required to have access and knowledge of a computer or laptop with webcam and microphone capabilities.

Key Job Responsibilities

- Active participation in all Instructor Trainings on the specified dates
- Take necessary steps to ensure preparation before each class
- Attendance of your designated Mini-Showcase (if applicable)
- Support training and teaching of students in being familiar with the designated program instructor is assigned to
- Support training and teaching of students in the available careers in STEAM
- Compete any administrative work (attendance, worksheets, etc.)
- Coordinate with Dreams for Schools Staff on all activities related to the program
- Completion of Mentor Feedback survey before end of employment

Locations Available *(Subject to Change)*

- Anaheim, CA
- Costa Mesa, CA
- Garden Grove, CA
- Fullerton, CA
- Irvine, CA
- Ladera Ranch, CA
- Laguna Niguel, CA
- Online (limited)
- Placentia, CA
- Yorba Linda, CA
- Santa Ana, CA
- San Clemente, CA
- Stanton, CA
- Affton, MO

Dates

- Classes take place from August/September to May/June (dependent on partner) and in the Summer as well
- Classes take place for 1-3 hours between 12:00 - 5:30 pm (PT) on a Monday & Wednesday or Tuesday & Thursday schedule. Some classes are Friday
- Trainings take place a few weeks in advance on either the weekday or weekend
    - Training topics
        - Administrative Onboarding
        - How to Work with Students Trainings
        - Curriculum & Run Through Trainings
        - Site Shadowing (dependent on schedule)
        - Logistics & Prep Training
    - *Training dates/times are subject to change. If selected, you will be notified of any changes.

K-8 Classes Offered

(Please note, not all classes are offered every season)

Let's Explore STEAM - Grades K - 2nd

Independent Training ~ 4 hours

Students will explore STEAM through mini-activities and experiments. Students will learn about each letter in STEAM through 3 to 4 activities. DFS will provide a kit that includes all necessary materials for the project. Some basic, everyday supplies (pencils / pens, rulers, tape, etc.) are not provided.

Instructors will be provided a base script for each activity and will need to create a discussion with students to inspire them about each topic. Step by step instructions are

also included for each activity. Instructors will need to be flexible to adapt to any situations that might arise due to the nature of the program and age of the students.

Sample Projects

- Magic Light Up Wand, Paper Robot, DNA Helix, Pipe Cleaner Constellations

Sample Topics Covered:

- **Science:** Life Cycles, Space
- **Technology:** Computers, Robots, Animation
- **Engineering:** Airplanes, Bridges, Sounds, Electronics
- **Mathematics:** Shapes

All Others: Instructor to Student Ratio: 1 to 5 or 7

Sphero Robots - Grades 1st - 3rd

Independent Training ~ 4 hours

Students will learn how to code through by using the Sphero robot. Through this course, students will learn the foundations of computer science and programming logic by using code blocks to manipulate Sphero into completing tasks while also publishing activities for others to explore.. Coders will also gain valuable experience collaborating with their classmates in every step of the course.

Students will complete mini-activities and challenges using Sphero. Afterwards, students will create their own activity to publish on the Sphero community.

Instructors will be provided with a lesson plan for each lesson, and will need to lead and assist in each lesson and any technical issues that may arise when students are coding.

Topics Covered:

- Deconstructing problems and creating algorithms to solve them
- Creating events, conditional statements, variables, sensors, procedures/functions
- Commenting and Explaining Code
- Testing and Debugging

Santa Ana: Instructor to Student Ratio: 1 to 20 (with support from additional staff)
All Others: Instructor to Student Ratio: 1 to 5 or 7

Coding Games with Scratch - Grades 3rd - 5th

Independent Training ~ 4 hours

Students will develop a game using Scratch, the drag-and-drop learning environment created by MIT Media Lab. Through this course, students will learn the foundations of computer science and programming logic by using code blocks to create their own games, animations, or even stories. Coders will also gain valuable experience collaborating with their classmates in every step of the course from design to development and debugging.

This course features colorful visuals and simple designs to help enhance the experience for coders to develop their STEAM skills.

Students will complete 1 tutorial game to learn how to navigate the Scratch coding platform and base concepts. Afterwards, students will create their own game and learn how to add additional features.

Instructors will be provided with Google Slides for each lesson, and will need to lead and assist in each lesson and any technical issues that may arise when students are on the Scratch platform.

Topics Covered:

- Game Development Life Cycle
- Deconstructing problems and creating algorithms to solve them
- Creating events, conditional statements, variables, sensors, procedures/functions
- Commenting and Explaining Code
- Testing and Debugging

Santa Ana: Instructor to Student Ratio: 1 to 20 (with support from additional staff)
All Others: Instructor to Student Ratio: 1 to 5 or 7

Engineering Inventors - Grades 3rd - 5th

Independent Training ~ 4 hours

Get hands-on experience with engineering and electronics projects right at home. Build everything from a homemade light-up wand to a plant moisture sensor. This virtual course provides easy-to-follow instructions through an educational context that allows for an enjoyable learning experience. Each project helps kids understand how things work, build their critical thinking and problem solving skills, and express their imagination in a productive environment. Classes will follow the Engineering Design Process as close as possible.

*This course comes with a kit that includes all specialized materials necessary for the activities.

Instructors will be provided with Google Slides for each lesson, and will need to lead and assist in each lesson and any issues that may arise when students are building each project.

Topics Covered: Electricity, Currents, Circuits, Work, Force, Movement, Magnetism, etc.

All Others: Instructor to Student Ratio: 1 to 5 or 7

Mobile App Development - Grades 6th - 8th

Independent Training ~ 5 hours

Students will develop an Android mobile app game using block-based coding. Through this course, students will learn the foundations of computer science and programming logic.

Coders will also gain valuable experience collaborating with their classmates in every step of the course from design to development and debugging. This course features a culminating showcase where students will present the games they have been working on in front of 200-300 audience members composed of family, school officials, company representatives, and more.

Students will complete 1 mini tutorial game to learn how to navigate the coding platform and base concepts. Afterwards, students will work in teams of 5, headed by 1 instructor to create their own game and learn how to add additional features.

Instructors will be provided with a handbook of weekly expectations and some curriculum assets. Independent project management is required of this class.

Topics Covered:

- Game Development Life Cycle
- Deconstructing problems and creating algorithms to solve them
- Creating events, conditional statements, variables, sensors, procedures/functions
- Commenting and Explaining Code
- Testing and Debugging

All: Instructor to Student Ratio: 1 to 5 or 7

Website Development - Grades 6th - 8th

Independent Training ~ 5 hours

Make a custom website that you'll want to share with the world!Students will work closely with our instructors in a small class size ratio to create their very own portfolio website or entrepreneurial website and have access to additional digital assignments to strengthen their web development skills. All websites will have the option to be hosted (either publicly or privately) on a Dreams for Schools domain if desired.

Level 1: HTML, CSS, and Bootstrap framework

Instructors will be provided with Google Slides for each lesson, and will need to lead and assist in each lesson and any issues that may arise when students are completing assignments.

Topics Covered:

- **HTML:** Headings, Paragraphs, Font Styles, Lists, Divs, Comments, Images, Links, Videos
- **CSS:** Colors, Background, Font Size, Borders, Padding, Margins, Additional Properties
- **Bootstrap:** Navigation Bars, Grids, Cards, Footers

All Others: Instructor to Student Ratio: 1 to 5 or 7

Arduino Program - Grades 6th - 8th

Independent Training ~ 7 hours

In our Arduino program, students will get hands-on experience with the Arduino microcontroller and coding environment to solve real-world electronics and coding problems. Students will use electronic sensors, resistors, LEDs, micro-servo motors, breadboards, and more to design and develop their very own games. Every day, students will incorporate the concepts they have learned by wiring and coding an Arduino to create fully functional games each week. As the class progresses, the curriculum allows students to build on and improve their skills to tackle new challenges. This program covers important STEAM topics including microcontrollers, coding, electronic components, and problem-solving.

Instructors will be provided with a lesson plan for each lesson, and will need to lead and assist in each lesson and any issues that may arise when students are completing assignments.