



Internal/External Job Posting Instructional Developer



POSITION: Instructional Developer (Full-Time)

DEPARTMENT: Vancouver English Language Centre

POSITION FUNCTION:

The Instructional Developer's role will be to:

- Provide support to LINC instructors and act as a coach to LINC instructional staff.
- Observe instructors, prepare student progress meeting and feedback schedules, and meet regularly with instructional staff.
- Respond to client issues and concerns and help to identify and respond to emerging program issues.
- Arrange field trips, guest speakers, and referrals to settlement workers in response to program needs.
- Support the development and/or purchase of instructional resources. Coordinate and organize the maintenance of resources in all current formats.

QUALIFICATIONS:

- Must have an excellent working knowledge of language acquisition and immigrant settlement issues. Must have a good working knowledge of the Canadian Language Benchmarks. Familiarity with program management an asset.
- Recognized undergraduate degree and a TESL Canada recognized TESL certificate or the clearly documented equivalent.
- Excellent organizational and communication skills. Good leadership skills. Strong computer skills. Highly organized, tactful, flexible and enthusiastic. Excellent interpersonal skills. Ability to adapt to a changing environment.
- Current and satisfactory Criminal Record check required.

HOURS: 35 hours per week

STARTING PAY (level 1): \$47,057 to 52,745 annual salary (depending on experience) or current MOSAIC instructor rate

A competitive benefits package is provided with contracts of at least 1 year in length which offer a minimum of 17.5 hours of work per week.

RESUMES TO: Hiring Team
Attn: ldavies@mosaicbc.org
Please use "VanLC ID job posting" in the subject line.

DEADLINE: 5:00pm February 13, 2019

NOTE: Only those selected for an interview will be contacted.

Posting Date: January 30, 2019

MOSAIC is committed to promoting equal employment opportunities for all members of the community

