

Position title	CoderDojo Mentor
Location	Information and Reference Library
Responsible to	Library Supervisor/Volunteer Coordinator
Role summary	<p>Richmond CoderDojo is a fun and educational coding club for 7-17 year olds, where they can learn the basics of coding and digital making. Each session will introduce a new concept in coding and will give the children the opportunity to create their own computer games, animations and websites, learning how to use technology creatively.</p> <p>A mentor is a technically skilled individual who guides Dojo attendees and facilitates their learning and project work during the sessions. Mentors usually have a preferred area and expertise within which they like to work (eg. HTML, Python etc.) and this can influence the topics covered in the Dojo.</p>
Responsibilities	<ul style="list-style-type: none"> • Creating an inclusive and inviting environment in which everyone is inspired to learn and get creative • Setting up the space and welcoming attendees • Collecting relevant resources prior to each session • Delivering sessions on a particular area, working through projects and helping the attendees with any questions and difficulties as well as promoting self-led learning
Skills/abilities/knowledge required	<ul style="list-style-type: none"> • Experience in coding and programming is essential, as well as an interest in computer science. • A good command of spoken English. • An interest and enthusiasm in working with young people. • Self-sufficient and can work independently, but feel confident to ask questions should the need arise. • To undergo the council's Disclosure and Barring Service (DBS) check.
Time requirement	<ul style="list-style-type: none"> • Sessions usually run for 2 hours. You will be requested to arrive up to 30 minutes before the start to help set-up, and leave up to 30 minutes after the session to help clear up. • Commitment is usually once monthly
Length of commitment	Minimum 6 month commitment.

