

VACANCY ANNOUNCEMENT

Contract Modality	:	Service Contract
Post Title	:	Digital Pedagogy Developer
Grade	:	Service Contract-NOA
Sector	:	Education
Duty Station	:	UNESCO MGIEP, India
Duration	:	12 month, extendable based of satisfactory performance
Last Date of Application	:	1st September 2017
Date Advertised	:	29th August 17

Work assignment:

Under overall guidance and direct supervision of the respective Programme officer, the Service Contract holder will develop interactive digital pedagogies at MGIEP, which support learning for EPSG (Education for Peace, Sustainable Development and Global Citizenship) within and outside of classrooms. The objective is to implement interactive digital pedagogies for learning in real-life situations and encourage students to take charge of their own learning.

Main duties and responsibilities

The candidate will support the implementation of the below mentioned roles and responsibilities.

Coordinate the development of MGIEP's digital pedagogies for education for peace, sustainable development and global citizenship (EPSG). This entails working on the digital aspects of embedding EPSG into the curriculum of core subjects, developing interactive digital curricula, monitoring progress, providing feedback, and planning outreach with relevant stakeholders (e.g. schools and universities)

- Design digital interactive pedagogies which will enable effective EPSG in the classroom, building on (1) Institute's targeted learning interventions for promoting EPSG; and (2) the concept of embedding EPSG into school textbooks of core subjects such as Mathematics and Science.
- Develop sample digital modules for a new generation of textbooks embedding EPSG
- Coordinate activities for digital interactive learning across projects of the institute
- Organize workshops with and trainings for stakeholders of textbook development (e.g. textbook writers, national textbook development agencies, ministries of education, publishers, and research institutes) in the development of digital interactive textbook's or techbooks.
- Support institute-wide activities as they arise

Education and Experience

A post-graduate in education/IT/curriculum design and development/instructional design

Experience

- 2 or more years of work experience in using digital pedagogies (preference would be given to candidates with prior experience of working in game-based learning) in classrooms
- Experience in working with teachers and designing toolkits and curricula

Skills/Competencies

- Organizational , communications, writing skills, sense of detail;
- Flexible/Adaptable, team player, discrete, client-oriented. Fluency in English, proficiency in other UN official languages is a plus.
- Computer skills: Ability to use computer systems, email and office-related software (MS Office).
- Attitude: An awareness of the many facets of a multicultural world and a commitment to international public service are essential.

Languages:

Fluency in oral and written English is required. Knowledge of another UN official language would be considered as an asset.

How To Apply -

Please submit below mentioned document while applying-

1. cover letter
2. Detailed resume
3. UNESCO format resume- <http://en.unesco.org/careers/media/3705>
4. A writing sample if any
5. Subject Line for application via mail-“ **Digital Pedagogy Developer -Application**”

Apply Via Email to- mgiep.recruitment@unesco.org.

Only shortlisted candidates will be contacted.

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