POSITION: Tinkerer

ABOUT NEWMARK PRIMARY - Making education meaningful

At Newmark Primary we equip our children with the practical know-how to contribute to and change their community for the better. So they can make a meaningful mark on today, and tomorrow.

We inspire children to be curious learners, empathetic thinkers and courageous doers through authentic learning grounded in real-life experiences. We immerse children in the world around them, showing them the problems and opportunities in it.

We encourage our children to be bold – to question the status quo, to get stuck in and make their mark. Giving them the emotional strength and practical know-how to find solutions that propel positive change in their communities and beyond.

Visit our website to find out more about our unique approach to education:
https://www.newmark.vic.edu.au/

THE ROLE

We are seeking a creative and practically skilled Tinkerer to help children design, build, test and improve solutions to authentic problems.

Working alongside classroom educators, the Tinkerer will bring together design knowledge, digital technologies, engineering principles and practical making skills. This may include woodworking, construction, electronics, coding, robotics, digital design and prototyping. The Tinkerer will equip children to work safely and purposefully with tools, materials, electronics and digital systems as they develop solutions that contribute positively to their community.

We welcome applications from both VIT-registered educators and industry professionals with relevant experience. We recognise that candidates may bring different combinations of expertise and do not expect one person to be an expert in every discipline.

- Job Title: Tinkerer
- Time Fraction: 0.6 Part-time (3 days a week)
- Commencement Date: Monday 5th October 2026

KEY RESPONSIBILITIES

Design-based learning

- Collaborate with educators to plan and facilitate practical, design-based learning experiences.
- Support children to investigate problems and opportunities, generate ideas, develop designs, create prototypes, test solutions and make improvements.
- Help children select appropriate materials, tools, technologies and construction methods.
- Apply design knowledge and engineering principles to support the creation of purposeful and functional products.

Practical making and digital technologies

- Develop children's skills in areas such as woodworking, construction, engineering, electronics, coding, robotics and digital design.
- Teach and model the safe and effective use of tools, equipment, materials and technologies.
- Support children to combine physical materials and digital technologies when developing prototypes and products.
- Build children's confidence, independence, creativity and persistence as designers, makers and problem-solvers.
- Adapt instruction and support to suit children across the primary years.

Collaboration and capability building

- Work alongside educators to support practical, design-based learning across the school.
- Work with individuals, small groups and classes in partnership with VIT-registered educators, where required.
- Participate in collaborative planning and contribute ideas, technical advice and practical solutions.
- Build positive and respectful relationships with children, staff, families and community partners.

Workshop, resources and safety

- Establish and maintain safe procedures for practical workshops and learning experiences.
- Manage workshop and makerspaces so that tools, equipment, materials and projects are organised, maintained and stored appropriately.
- Conduct regular checks of tools and equipment and arrange servicing or repairs when required.
- Maintain appropriate records relating to equipment, safety procedures and resource use.
- Manage an allocated budget and purchase materials, tools and resources in consultation with school leadership.
- Promote responsible and sustainable use of materials through repair, reuse and thoughtful material selection.

Contribution to the school

- Contribute positively to the school's collaborative and values-based culture.
- Participate in relevant staff meetings, professional learning and school activities.
- Support school events and authentic learning opportunities involving design, technology or practical making.
- Undertake other responsibilities reasonably connected to the role and the person's demonstrated areas of expertise.

ADDITIONAL SKILLS and QUALIFICATIONS

This position is open to both VIT-registered educators and industry professionals with relevant expertise. The successful candidate may be appointed as either a Specialist Educator or an Industry Expert, depending on their qualifications, registration and experience.

Applicants are not expected to be experts in every area. We are looking for someone with strong practical and design capability who can bring depth in one or more areas and confidently work across a broader range of technologies and making processes.

The successful candidate will have:

- Demonstrated professional, industry or educational experience in one or more relevant areas, such as design, digital technologies, woodworking, engineering, electronics, construction or fabrication.
- Demonstrated practical capability across a combination of materials, tools, technologies and making processes.
- Experience working with children or young people, or the capacity to translate professional expertise into a primary school learning context.
- A strong understanding of safe work practices, including the safe use, storage and maintenance of tools and equipment.
- A current Working with Children Check or VIT registration, as applicable to the successful candidate's appointment.
- A commitment to child safety, inclusion and the wellbeing of all children.
- A current First Aid qualification, or willingness to obtain one.

APPLY

Please email your cover letter and resume to careers@newmark.vic.edu.au In your cover letter, please tell us about yourself, your passions and interests, and what you think you could add to our team.