

MOOSE Instructional Designer Application

We are excited you are interested in joining us for the third year of MOOSE content creation. This application will allow you to apply for any or all of the three types of teams you can join this year. Please review details about Year 3 on the MOOSE website to understand the changes you can expect this year before going through this application. <https://www.maine.gov/doe/moose>

* Required

Contact Info

1. Name (first & last) *

2. Preferred e-mail address *

3. Preferred telephone number *

Employment Information

You must be a Maine based educator to be eligible to apply

4. Current Role *

- Educator in a Maine school
- Curriculum Leader in Maine
- Instructional Coach in Maine
- Administrator in Maine
- Employed by an Educational Community Organization in Maine
- Former Educator in a Maine school
- Other

5. Current Employer or Employment Status (*e.g.*, retired, former educator, *etc.*) *

Experience & Preferences

6. Do you have any prior experience working with MOOSE? Select all that apply *

- MOOSE Year 1 (2020-2021 school year - individual modules)
- MOOSE Year 2 (2021-2022 school year - Learning Progressions)
- I have used MOOSE as a teaching tool with students (remotely or in-person)
- This would be my first time working with MOOSE

7. Why are you interested in joining or returning to MOOSE at this time? *

8. All teams are interdisciplinary but we will try to place you in a preferred topic/work area if you are accepted. Please arrange the Teams below based on the order of your preference.

*Please note: If you do want to work on either of the History & Culture teams or on the Iteration & Improvement team you will be asked to answer additional questions as part of your application. You will not be considered for those teams without answering the additional (optional) questions in the associated sections. **

Applied Ethics

Data Science

Cyber Security

Wabanaki History & Culture

Maine African-American History & Culture

9. Please elaborate on your ranked topic choices. Why did you put them in the order that you did? What relevant training or experience should we be aware of? **Remember that you will not be considered for either of the History & Culture teams or for the Iteration & Improvement team without addressing specific questions later in the application. You do not have to address their 'ranking' unless you want to be considered for them. **

10. Please select the grade levels for which you are most comfortable designing content (select all that apply) *

PreK-2

3-5

6-8

9-12

11. Describe how you work within teams? What role do you normally find yourself taking? How are you most comfortable working? *

Ideas & Understandings

12. MOOSE modules are designed to be interdisciplinary and project-based. What is your understanding of those two elements and why do you feel they are important in education? *

13. MOOSE modules are designed to be asynchronous and student driven. Given what you understand of MOOSE modules, what do you feel are some challenges and opportunities with this format given what we are trying to accomplish? *

14. Given everything that you understand about MOOSE and the Instructional Designer position, what should we know about you? *

15. These MOOSE positions are purposefully called Instructional Designers to most closely reflect the type of work done by folks in this role. Please submit a link to some kind of instructional work you have created before (e.g., a link to a MOOSE module, a link to a Google Doc lesson plan, a link to an education experience on a Google Site, etc.) and critique your own work indicating at least one way you could improve on the instructional design. *

History & Culture Progressions

Answer the following questions **ONLY** if you are interested in participating in either the Maine African-American History & Culture and/or the Wabanaki History & Culture progressions. Skip to the next section if you are not interested in either of these progressions.

16. Which History & Culture cohort(s) are you interested in participating in and why? What do you hope to gain? What do you hope to contribute?

17. Please share a few anecdotal observations about your lived/and or formal experiences around equity and inclusion work.

18. Give an example of a teaching situation where you had to navigate your *reflective* response and/or *reflexive* response in order to advance equity and inclusion work.

Reflective = introspective/learning response

Reflexive = strategy-finding/action-oriented response

Iteration & Improvement Team

Answer the following questions **ONLY** if you are interested in participating in the Iteration & Improvement Team (*must be a former MOOSE Content Creator to be considered*). Skip to the next section if you are not interested in being considered for this team.

19. **Choose one** of the following modules below that corresponds to the grade band you are most comfortable designing content for. All these modules are from from the first quarter of the first year of MOOSE (*i.e., when we were all still figuring out what MOOSE even was!*). Given your experience with MOOSE and what you know qualifies as good instructional design, suggest 3-5 substantial instructional improvements you would make to these modules to make them better embody what MOOSE has become. Please explain why you are suggesting each improvement - what benefit will it have?

PreK-2: <https://learnwithmoose.maine.gov/module/262/how-can-i-use-my-environment-inspire-healthy-habits/overview>

Grades 3-5: <https://learnwithmoose.maine.gov/module/110/innovative-fitness/overview>

Grades 6-8: <https://learnwithmoose.maine.gov/module/43/climate-change/overview>

Grades 9-12: <https://learnwithmoose.maine.gov/module/341/exploring-maines-inland-and-coastal-fisheries/overview>

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