| Title: | Technology Education Teacher |
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| **Reports to:** | CTE/Secondary Ed Director |
| **Terms of Employment:** | 10 Months |
| **Salary:** | NC State Salary Schedule |

| **Technology Engineering and Design Education** | **Eligibility Requirements:** |
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| | **Degree** Bachelor's degree in related field Examples: Architecture, Construction, Industrial Design, Engineering, Industrial Technology, Manufacturing, Transportation, Science, Industrial Arts, Trade and Industrial Education, Graphic Design, Graphic Production, Animation and Visualization, Computer Programming, Game Design and Development, Computer Science, Programming Associate Degree, Game Software Engineering, Simulation and Game Animation, Digital Effects and Animation Technology or Game Art Design. and degrees that integrate STEM such as Science, Technology in Society**("A" level License)** |
| | **Work Experience** ♦ Two years industry-related work experience within the past five years ♦ Examples: engineer, construction manager, graphics designer, industrial designer, electronics technician, computer technician, network technician, manufacturing technician, construction related technician, project Developer |
| | **Clearing specific requirements:** **Coursework** **A total of 18 semester hours is required from the following courses:** ♦ Curriculum, Instructional Planning, and Assessment ♦ Instructional Methods ♦ Reading in the Content Area ♦ Meeting Special Learning Needs; Introduction to Exceptionalities; Diversity ♦ Classroom Management OR Learning Theory; Learning Styles; Motivation; How Adolescents Learn ♦ Lab Management and Safety ♦ Career and Technical Student Organizations  **Course Requirements** **Additional coursework is required for teaching Principles of Technology, Scientific and Technical Visualization, Game Art Design and Project Lead the Way. Refer to endorsement areas.** |
| | **Credential** Specialty Area exam is required |
| | **Induction** The 40-hour Technology Education New Teacher Induction Program approved by the North Carolina Department of Public Instruction, Division of Career and Technical Education is required. |

| Technology Engineering and Design Education 822 (*This license is only eligible to teach Scientific Visualization I and II and Game Art Design I and II*) | **Eligibility Requirements:** |
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| | **Degree**<br>Based on an Associate's Degree in Related Field<br>Examples: Animation and Visualization, Computer Programming, Game Design and Development, Computer Science, Programming Associate Degree, Game Software Engineering, Simulation and Game Animation, Digital Effects and Animation Technology or Game Art Design. |
| | **Work Experience**<br>♦ 3 years industry-related work experience within the past 10 years.<br>♦ Examples: simulation and game development, gaming management, computer programming, computer technology integration<br>**Required prior to teaching Scientific Visualization**<br>**NCDPI Sponsored SciVis Workshops:**<br>♦ 40 hour SciVis Workshop for Level I<br>♦ 40 hour Advanced SciVis Workshop for Level II<br>**NCDPI Sponsored Game Art and Design Workshop** |
| | **Clearing specific requirements:**<br>**Coursework**<br>**A total of 21 semester hours is required from the following courses:**<br>♦ Curriculum, Instructional Planning, and Assessment<br>♦ Instructional Methods<br>♦ Reading in the Content Area Methods<br>♦ Meeting Special Learning Needs; Exceptionalities; Diversity<br>♦ Classroom Management OR Learning Theory; Learning Styles; Motivation; How Adolescents Learn<br>♦ Lab Management and Safety<br>♦ Career and Technical Student Organization |
| | **Induction**<br>The 40-hour Technology Education New Teacher Induction Program approved by the North Carolina Department of Public Instruction, Division of Career and Technical Education is required. |

| Principles of Technology 18825 **May only teach Principles of Technology courses** | **Eligibility Requirements:**<br>**Teaching License**<br>A clear or provisional or lateral entry teaching license is required in technology education **OR** a clear license in mathematics, science, or trade and industrial education **("A" level)** and completion of the NCDPI approved Principles of Technology Workshop is required prior to teaching the courses (documentation must be submitted to NCDPI Licensure).<br><br>**NCDPI Sponsored Principles of Technology Workshops:**<br>♦ 80 hour Principles of Technology Workshop for Level I<br>♦ 40 hour Advanced Principles of Technology Workshop for Level II |
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| Scientific and Technical Visualization 18827 **May only teach Scientific and Technical Visualization courses** | **Eligibility Requirements:**<br>**Teaching License**<br>A clear or provisional or lateral entry teaching license is required in technology education OR a clear license in, mathematics, science, or trade and industrial education ("A" level) and completion of the NCDPI approved SciVis Workshop is required prior to teaching the courses (documentation must be submitted to NCDPI Licensure).<br><br>**NCDPI Sponsored SciVis Workshops:**<br>♦ 40 hour SciVis Workshop for Level I<br>♦ 40 hour Advanced SciVis Workshop for Level II |

| Project Lead the Way (PLTW)<br><br>18829 | **Eligibility Requirements:**<br>A clear or provisional or lateral entry teaching license is required in technology education **OR** a clear license in mathematics, science, or trade and industrial education (**"A" leve l**) and completion of the Project Lead the Way Core Training is required prior to teaching the following courses (documentation must be submitted to NCDPI Licensure):<br><br>♦ Aerospace Engineering<br>♦ Biotechnical Engineering<br>♦ Civil Engineering and Architecture<br>♦ Computer Integrated Manufacturing<br>♦ Digital Electronics<br>♦ Engineering Design and Development<br>♦ Gateway to Technology<br>♦ Introduction to Engineering Design<br>♦ Principles of Engineering<br>♦ Other Certified Project Lead the Way (PLTW) courses |
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| Technology Engineering and Design Education<br><br>Endorsement Areas | Requirements |
| --- | --- |
| Project Management<br><br>18824 | **Eligibility Requirements:**<br>**Teaching License**<br>A clear or provisional or lateral entry license in Technology Education.<br><div align="center">**AND**</div>Hold a current Project Management credential/certificate<br><div align="center">**OR**</div>Have successfully completed a Project Management preparation course endorsed by NCDPI Career and Technical Education |
| Computer Programming<br><br>18750 | **Eligibility Requirements:**<br>**Teaching License**<br>A clear or provisional or lateral entry teaching license is required in Business Finance, and Information Technology Education OR a license in Marketing Education, Mathematics Education, Technology Education, or Trade and Industrial education ("A" level<br><div align="center">**AND**</div>The following coursework: (15 semester hours)<br>Programming (two courses from the same language) Object-oriented design<br>Data structures and algorithms<br>Computer hardware and organization<br><br>**In order to teach:** / **Required:**<br>**Computer Programming Course** / **Credential/Training**<br>AP Computer Science — AP approved training<br>AP Computer Science Principles — AP approved training<br>Computer Programming I and II — Visual Basic.NET or newer<br>Introduction to Computer Programming — NC DPI training<br>SAS Programming I and II — SAS Training |