Kim Morris

Educator | Learner | Innovator

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CAREER OBJECTIVE

To work in a **collaborative** environment where I can apply my wide range of experience to develop **interdisciplinary projects and programs** for secondary students that increase **mathematics proficiency**, fluency in **computer science**, and help to foster passion for **STEAM**.

EDUCATION

University of California, Riverside

Specific Supplementary Authorization, *Computer Science Education*, in progress
Master of the Arts, *Education Society and Culture*, 2014
Teaching Credential, *Single Subject Mathematics*, 2012
Bachelor of Science, *Mathematics for Secondary School Teachers*, 2011

PROFESSIONAL EXPERIENCE

Sweetwater Union High School District, San Ysidro High - *Mathematics Teacher*

August 2016 - PRESENT

- Pilot the CSTEM: Mathematics with Computing and Robotics curriculum with three sections of Integrated Math 2. Design computer programming and robotics challenges that require Standards of Mathematical Practice and the application of IM2 course content
- Develop lesson plans that use various technology, such as Desmos, as tools for discovery
- Regularly employ the use of Kagan Structures and cooperative learning groups to increase structured student interactions
- Provide multiple forms of assessment and instruction to support ELL and SPED populations
- Collaborate with PLC to implement "Beyond the Bell" Prevention and Intervention classes to support student achievement
- Advise the STEAM club afterschool

California State Summer School for Mathematics and Science, UC San Diego - *Teacher*

July 2016 - August 2016

- Fulfilled duties as a Teacher Fellow for the Music and Technology Cluster by serving as a "pedagogical bridge between high school student learning and university faculty teaching"
- Attended and participated in all lectures, labs, and activities for students in cluster
- Facilitated a Cosmos Science Communication course where students researched ethical issues in their field, developed written and oral presentation skills, and used a project design process to plan and execute their final projects.

e³ Civic High, San Diego - *Mathematics Department Lead, Robotics Teacher*

August 2014 - June 2016

- Maintained a lead role in developing a four-year math curriculum that integrates College Preparatory Mathematics (CPM), math IXL "playlists" created with Activate Instruction, and teacher-created interdisciplinary projects
- Collaborated with the Dean of Instruction to train, mentor, and coach math teachers to successfully implement curriculum using a professional development and observation cycle
- Created a student-centered classroom by utilizing station-rotation lessons to facilitate small-group instruction in a heterogeneous setting, and by employing the use of manipulatives, cooperative learning groups, and mathematical inquiry through Desmos online learning tools
- Developed the Robotics elective course through training and mentorship from the Qualcomm Think-a-bit Lab, San Diego Science Alliance, and STEAM Maker Workshop
- Employed an inquiry-based approach to learning the basics of electricity, bread-boarding, and programming using Arduino Uno programming boards and the Arduino IDE compiler
- Coordinated class field trips and participation in events such as the Botball Robotics Challenge, Maker Faire Learn to Solder station, and STEAM Maker Fest Robotics Challenge

Riverside Unified School District, Ramona High School- *Mathematics Teacher*

August 2011 - June 2013

- Developed lesson plans for Algebra 1 and Geometry content standards in accordance with district and school guidelines
- Incorporated SDAIE strategies to support achievement of ELL in sheltered classes
- Differentiated instruction through the use of Khan Academy, FlexMath, and other online tools
- Trained students to use Google Apps on school-issued Android Tablets as a tool for collaboration

PROFESSIONAL GROWTH

· AVID Summer Institute, 2017. Reading and writing strategies for mathematics instruction.

· C-STEM Institute, 2017. One week intensive training on C-Stem studio software including Linkbot programs, ChIDE and RoboBlockly, and how to use these platforms to support math instruction.

· Computer Using Educator Conference, 2017. Attended sessions centered on using technology, including Desmos Learning Tools, in a math classroom.

· Kagan Cooperative Learning, 2017. Six days of training on Brain-Friendly Teaching, Cooperative Learning, and ELL strategies, creating learning environments using Kagan Structures.

· Illuminate Education, California User Conference, 2016. Participated in sessions designed to increase proficiency in using the Illuminate platform, formative assessments, and data-driven instruction.
· STEAM Maker Workshop, Introduction to Arduino and Classroom Electronics, 2015. Nine hours of hands-on training intended to aid teachers in bringing real-world electronics exploration into the classroom.
· Botball Robotics Competition, Two-Day Workshop, 2015. Training for building and programming competition robots.