

Post:	Science Technician
Location:	Coventry
Salary:	SCP 9 – 21 £20,344 - £25,801 (full time equivalent). Salary will be pro-rata and therefore £17,813 - £22,591 as a gross salary (Term time + one week)
Contract type:	Term time only + one week
Contract term:	Permanent
Closing date:	Sunday 10 th November 2019
Start Date:	ASAP

We are seeking to appoint an enthusiastic and able individual to join our academy. The successful applicant will be professional, adaptable and dedicated to delivering high quality scientific support. Applications are particularly welcome from current science technicians who want to work in an environment with world-class facilities, but more importantly from those who want to develop their career in a learner-facing, 'hands-on' environment.

As a small school, the concept of a 'family' environment is very important to us. Our staff are well looked after and genuinely work as a team in an open-office environment. Student-staff relationships are excellent and there are multiple opportunities to work with both an array of business partners (including Jaguar Land Rover, Bosch, Balfour Beatty and National Grid) as well as the University of Warwick. All members of staff are affiliate members of the university and enjoy associated benefits.

Further information about WMG Academy can be found on our website: www.wmgacademy.org.uk.

We are committed to safeguarding and promoting the welfare of children. This post is subject to enhanced DBS clearance.

To apply for this position, please complete the application form with a supporting statement (section 7 of the application form). Please state in your application your specialist subject(s) and other subjects (and to which level) you are able to teach.

CV's will not be accepted. Completed application forms should be returned to:

Claire Weatherall, WMG Academy for Young Engineers, Mitchell Avenue, Coventry, CV4 8DY or email c.weatherall@wmgacademy.org.uk

For an informal conversation please contact the WMG Academy on 02476 464661 and ask for Erin Jarvis