

# TEACH. LEARN. EARN.



Summer job application

FunTech<sup>®</sup> 

**“THE CURRICULUM  
REALLY BALANCES  
LEARNING AND  
FUN, THE CHILDREN  
ENJOYED BEING  
TAUGHT AND I LOVED  
TEACHING THEM!”**



## **WELCOME TO YOUR DREAM SUMMER JOB!**

**FunTech are a high-calibre provider of technology camps for children and as such only the most exceptional applicants make our tutor team!**

If you are proactive, responsible and committed we would love to hear from you. Your job will be to provide every child you teach with the experience of a lifetime, whilst delivering outstanding tech skills and cutting-edge knowledge.

If this sounds like you, we are offering successful candidates excellent pay, subsidised accommodation and training at our incredible residential training programme which covers:

- > Technical curricula training
- > Enhanced first aid training including paediatrics and EpiPen
- > Teacher training including how to work with children with educational requirements

Key skills required include:

- > Excellent communication skills with both children and parents
- > Leadership and management skills
- > Energy, stamina, flexibility and a good sense of humour

If you want to spend your summer learning new skills, empowering young people and sharing your tech knowledge all whilst having fun and earning, then we would like to hear from you!

**APPLY NOW**



# TUTOR POSITIONS

Role:

**Daytime Tech Tutor**

Positions available:

**London (53) | Reading (6) | Maidenhead (4)**

Dates:

Training **TBC**

Summer **16-Jul to 31-Aug (inclusive)**

Hours:

**Monday to Friday**

**08:00 to 18:00<sup>1</sup>**

**NEW** Accommodation:

**Subsidised** – under £5 per night

Pay:

**Competitive**

Role:

**Residential Tech Tutors**

Positions available:

**Tonbridge (7)**

Dates:

Training **TBC**

Summer **05-Aug to 26-Aug (inclusive)**

Hours:

Weeks 1 to 3: **Mon to Fri, 08:00 to 18:00**

Weeks 4 to 6: **On site 24/7**

Accommodation:

**Subsidised** – £11 per night (including all meals)

Pay:

**Competitive**

[APPLY NOW](#)

<sup>1</sup>: You may be required to work one day over two weekends for up to 5 hours, fully paid.



**“THIS WAS A FANTASTIC EXPERIENCE. IT ALLOWED ME TO WORK IN A PROGRESSIVE ENVIRONMENT, IMPROVE MY CV AND EARN THROUGHOUT THE SUMMER.”**

# APPLICATION & INTERVIEW PROCESS

Phase 1:

## Application

### Phase 1: Application

Please send us a copy of your CV and a covering letter to: [jobs@funtech.co.uk](mailto:jobs@funtech.co.uk)

Phase 2:

## Telephone Interview

### Phase 2: Telephone Interview

A member of our team will contact you to have an informal chat about your CV and experience, and answer any questions you may have at this stage.

Phase 3:

## Presentation

### Phase 3: Presentation

If you're successful, we will invite you to FunTech Maidenhead to present a series of tasks. You will also need to complete a DBS check form (if you already have an existing Enhanced DBS certificate, please bring it with you).

Phase 4:

## Technical Exercises

Phase 5:

## Offer & Contract

Phase 6:

## Contract signed & DBS Check

Phase 7:

## Full Training (including First Aid)

Please ensure that you bring the following forms of identification with you:

### A valid passport

*and*

### Your National Insurance card or a letter showing your NI number

*and*

### Current driving licence photocard

(applies to all EU nationals) *or*

### Birth certificate

(British candidates only. Full certificate issued 12 months after date of birth.)

*and*

### > Bank, building or credit card statement

From within the last 3 months, showing your current address

### > EU Nationals: Please bring your ID Card

*you are also required to bring*

### > Highest qualification

### > Details of two people that we can contact for a professional/educational reference.

**(Please note that names of family members will not be accepted)**

### Work visa

You will need to provide a valid work visa if your nationality **is not** listed below:

Austria	Italy
Belgium	Latvia
Bulgaria	Liechtenstein (EEA)
Croatia*	Lithuania
Cyprus	Luxembourg
Czech Republic	Malta
Denmark	Netherlands
Estonia	Norway
Finland	Poland
France	Portugal
Germany	Romania
Greece	Slovakia
Hungary	Slovenia
Iceland (EEA)	Spain
Ireland	Sweden

\* Valid worker authorization document required.

**You will need to show us at least 3 of the above proofs of ID, one of which must be a passport or photocard driving licence.**

**“WORKING WITH A GROUP OF UP TO EIGHT STUDENTS MADE THE SESSIONS ENJOYABLE, INTERACTIVE AND REWARDING. THE MANAGEMENT SUPPORT WAS SUCH A PRIVILEGE.”**



## APPLICATION & INTERVIEW PROCESS CONTINUED

### Phase 4: Technical Exercises

You will need to prepare your exercises according to the individual instructions. You will be asked to demonstrate any part of your work from your chosen exercises during your interview. A computer will be provided for you for the interview. If you wish to bring your own laptop, make sure that you also bring all your work on a separate memory device. Also bring any display adapters you might need to connect to a projector. We can provide VGA, DVI, HDMI, and Mini DisplayPort from the projector.

PART 1

🕒 10 MINS

Programming

COMPULSORY

The following task is compulsory. Please prepare it in the context of either Java or Python programming languages.

1. Create a note taking console application
  - a. It should be able to add and remove notes
  - b. It should be able to list all notes in a clear manner
  - c. It should be able to sort the notes alphabetically

2. Be prepared to present the following concepts to a target audience of young first-time programmers
  - a. Variables
  - b. Nested Loops
  - c. Arrays (Java)
  - d. Lists (Python)
  - e. **Bonus**
    - i. Explain the difference between a class and an object
    - ii. Give an example of how OOP can be used in games programming.
    - iii. Explain inheritance

## PART 2

🕒 10 MINS

CHOOSE ONE OF THE FOLLOWING THREE EXERCISES

**Exercise 1: Minecraft Mods**

For this task, you will need to use [MCreator](#). You will need to create a modpack which includes two out of the following three mod types. You should also be prepared to answer questions related to the work you present, as well as other related questions.

## 1. Block

- It should have a different texture on each side
- It should perform an action of some kind when an entity steps on it
- It should drop a different item when broken

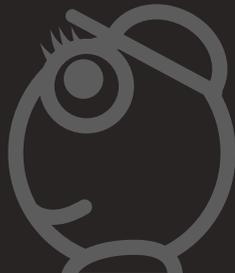
## 2. Tool

- It should look like a red spade
- It should trigger an explosion when it breaks a block

## 3. Dimension

- It should have a portal frame made of bookshelves
- It should be a library world primarily filled with bookshelves
- You should be able to craft the igniter and open a portal

- Be prepared to present the following concepts to a target audience of young students with no programming experience.
  - Global variables
  - Minecraft coordinate system

**Exercise 2: Minecraft Redstone**

For this task, you will need to use [Minecraft](#). You will need to create a Redstone map based on the following specification. You should also be prepared to answer questions related to redstone and the work you present.

## 1. Build the following logic Gates

- NOT
- OR
- AND
- XOR

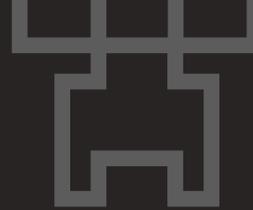
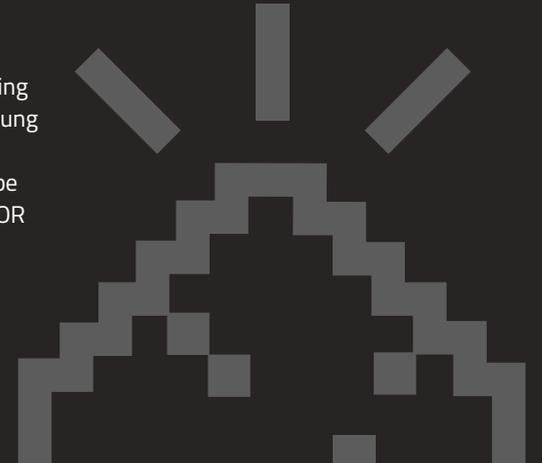
## 2. Be prepared to present the following concept to a target audience of young students

- Present how an XOR gate can be composed by combining AND, OR and NOT gates

**Exercise 3: Touch Typing**

You will be required to explain the advantages of touch typing over hunt and peck typing.

This will be followed by a demonstration of your own typing skills.



## PART 3

🕒 10 MINS

CHOOSE ONE OF THE FOLLOWING THREE EXERCISES

**Exercise 1: 3D Game Design**

For this task, you will need to use Unreal Engine 4.18. You will need to create a game project demonstrating the following features.

1. Level
  - a. Create a first person blueprint template
2. Blueprint
  - a. Make a light change colour every 1 second
  - b. Make a sphere explode when it collides with something. It should be affected by gravity
3. Be prepared to present the following concepts to a target audience of young first-time programmers
  - a. Explain what the blueprint system is
  - b. Explain what a game engine is

**Exercise 2: 3D Modelling**

For this task, you will need to use Blender. You will need to create a model based on the following specification.

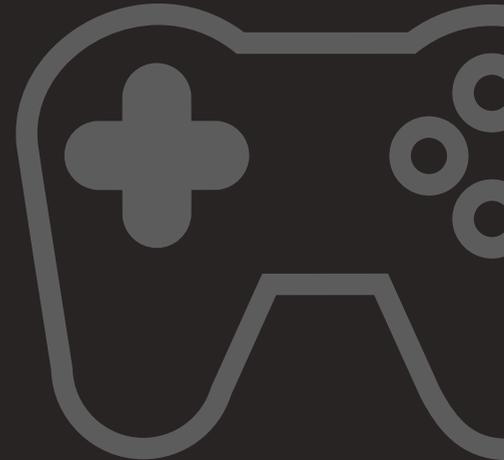
1. Create a model of a chair
2. Create a model of an animal of your choosing
3. Be prepared to present the following concepts to a target audience of young students
  - a. Explain what 3D printing is
  - b. Explain the differences between polygons, vertices and edges

**Exercise 3: Scratch**

For this task, you will need to use Scratch. You will need to create a program based on the following specification.

1. Make a Pong game
  - a. It should have two independently moving paddles
  - b. It should bounce the ball at a random angle when hit
  - c. It should track two independent scores based on which side scores a hit
  - d. It should reset the ball to the middle of the game and move in a random direction when a point is scored
- e. Bonus**
  - i. It should end when either score reaches 10
  - ii. It should have a reset button at the end of the game

2. Be prepared to present the following concept to a target audience of young first-time programmers
  - a. Explain how costumes work



PART 4

🕒 10 MINS

COMPULSORY

## Educational Requirements

### Target Audience

All Ages, Mixed Ability

### Method of Delivery

Presentation

### Objective

How to teach a class of mixed age and ability youngsters some of whom may have special educational requirements such as dyslexia, dyspraxia or autism. You must cover a minimum of:

- What are dyslexia, dyspraxia and autism?
- How can we engage with the broad range of educational requirements?
- What kind of problems do you foresee?
- What techniques can you use to address these problems?
- What do you believe is the key to the youngsters enjoying their experience?

PART 5

🕒 10 MINS

COMPULSORY

## Report Writing

### Target Audience

All Ages, Mixed Ability

### Method of Delivery

Write up a report using Microsoft Word

### Objective

Write a report about how you feel your interview went, including your strengths and weaknesses and what you would do differently next time.

**You will need to complete this task when asked to by the interviewers.**



### Phase 5: Offer & Contract

If you are successful you will be offered a job. When you accept the job we will send you a contract to complete, sign and return. Please make sure you read all the terms and conditions that you are agreeing to.

### Phase 6: Contract Signed & DBS Check

When we have received your signed contract we will carry out a DBS check on you. If the DBS report is unsuccessful, we will have to withdraw the job offer and your contract will be null and void.

### Phase 7: Full Training (including First Aid)

You will be given training that is relevant for your specific role. You will be required to do some preliminary work before you attend the training week and you will need to pass the First Aid training day course provided.



We receive many quality applications each summer, we wish you all the best in getting through our meticulous selection process to join our talented and experienced summer camp team.

**GOOD LUCK**

**APPLY NOW**



**“TEACHING STUDENTS AND TALKING WITH PARENTS REALLY DEVELOPED MY PRESENTATION AND COMMUNICATION SKILLS. I LEARNED HOW TO GET MY MESSAGE ACROSS, IN AN ENGAGING AND SUCCINCT WAY, WHICH HELPED ME WITH MY PRESENTATIONS AND GROUP WORK COMMUNICATIONS AT UNIVERSITY.”**



#### **Equal opportunity**

At FunTech, we embrace diversity. We passionately believe that different backgrounds, cultures and perspectives benefit the environment we work in, the products we deliver and the communities we are part of. FunTech is proud to be an equal opportunity workplace and we thrive on the benefits that brings.

# GIVE YOUR CV AN EDGE

[funtech.co.uk/jobs](https://funtech.co.uk/jobs)

[jobs@funtech.co.uk](mailto:jobs@funtech.co.uk)

01628 621216

APPLY NOW

