

PARK CAMPS

Thrive On!

THE PARK SCHOOL of BALTIMORE

SPECIALTY CAMP ART INSTRUCTOR

Position Overview

Park Camps is seeking a qualified, energetic, and compassionate candidate for a Specialty Camp Art Instructor for June 29-July 2, 2026 (Storytelling and Art) and July 6-July 10, 2026 (5 Days of Art). These are half-day camps that run from 8:30-11:30 a.m. (contracted time is 8-11:45 a.m.). Park's Specialty Camps are designed to provide hands-on, minds-on experiences for 10-13 year olds. Specialty Camps are week-long, immersive experiences that give campers a chance to develop their passions and try new activities. These camps are tailored to the age group that still enjoys the camp experience, but is looking for something different from a more traditional and/or generic camp program.

Specialty Camps marry teacher passions with camper interests, and Specialty Camp Instructors create projects and/or experiences within a theme/framework that is provided by Park Camps. Visit the [Specialty Camps](#) webpage to learn more about the program. We seek an instructor who can create a fun, varied, and organized experience that aligns with the camp descriptions so that campers have a great experience and are eager to continue learning about the topic.

Certifications and Qualifications

- Two or more years of college completed with a college degree preferred.
- Two or more years of teaching experience in the specialty area topic.
- Two or more years of teaching experience with 10-13 year olds.

Main Duties and Responsibilities

Design the camp curriculum, which includes a specific vision and plan for each day that fits within the larger goals and objectives for the camp.

- Create a fun and supportive environment that inspires campers to engage in the activity.
- Differentiate instruction to meet the needs of a wide range of campers.
- Order and organize all supplies, staying within the provided budget (Park Camps will pay for all material costs and the budget for each special will be discussed in advance).
- Organize and clean-up all classroom materials for all projects and experiences.
- Communicate with the Camp Director and den leaders about camper progress and/or behavioral challenges.

Essential Qualities

- Passion for working with children: finds joy in seeing campers grow, learn, and create memorable experiences.
- Enthusiasm and energy: brings excitement and positivity to camp activities, motivating campers to participate.

- Patience and understanding: handles camper behavior with calmness and composure, even in challenging situations; offers support and encouragement to help campers feel valued and included.
- Creativity and flexibility: designs innovative and exciting activities that cater to various age groups and interests; adjusts plans seamlessly to accommodate weather, camper energy levels, or unexpected challenges.
- Strong organizational skills: plans and executes engaging activities and lessons in a structured way.
- Safety-minded: prioritizes the physical and emotional safety of campers by maintaining a secure environment.
- Team player: works collaboratively with counselors, assistants, and other camp staff.
- Adherence to Park School's philosophy, standards, and goals.

Schedule and Hours

- Storytelling and Art • June 29–July 2, 2026 • 8–11:45 a.m. (half-day)
- 5 Days of Art • July 6–July 10, 2026 • 8–11:45 a.m. (half-day)

Pay and Benefits

\$48.75/hour. This position does not offer benefits, except those required by law.

Application Process

There are two parts to the application process: Send cover letter, résumé, and a completed employment application to Park's Director of Auxiliary Programming, Nate Edmunds (nedmunds@parkschool.net).

The Park School of Baltimore does not discriminate against employees or applicants for employment on the basis of race, color, national or ethnic origin, religion, ancestry, gender, gender identity and expression, sexual orientation, age, marital status, or any physical or mental disability unrelated to a reasonable performance of an employee's duties.