GOLETA UNION SCHOOL DISTRICT

ELEMENTARY CLASSROOM TEACHER, LEARNING HANDICAPPED

JOB DESCRIPTION

Brief Description of Position

Provides an educational program for eligible learning handicapped students.

Supervision

Under the immediate direction of the school principal and the Director of Pupil Personnel & Special Services.

Major Duties and Responsibilities

- Provide individualized and small-group instruction as needed in curriculum areas such as reading, social studies, science, health, mathematics, language, spelling, handwriting, physical education, music, and art.
- 2. Cooperatively plan an Individual Educational Program (IEP) for each child based upon diagnostic information; diagnose progress and needs of each child.
- 3. Provide an appropriate learning environment to establish and reinforce acceptable pupil behavior, attitudes, and social skills.
- 4. Teach functional skills which may not normally be taught in the regular classroom.
- 5. Confer with parents; apprise parents of child's progress; assist parents in understanding child's problems and in developing ways to help the child.
- 6. Obtain needed assistance for each child from other professional staff members, designated instructional services staff (DIS) and other support staff.
- 7. Provide assistance to regular classroom teachers for mainstreamed students.
- 8. Attend in-service meetings sponsored by the Special Services Department or County Schools.
- 9. Maintain competence through professional growth activities.
- 10. Serve, when appropriate, as a member of the School Individual Educational Program (IEP) Team.

Elementary Classroom Teacher, Learning Handicapped Job Description Page 2

- 11. May serve as a consultant to the other teachers at the school site.
- 12. Supervise pupils in out-of-classroom activities during the assigned working day.
- 13. Perform other related duties as required.

Qualifications

Possession of a valid California credential authorizing teaching learning handicapped students; verification of CBEST clearance.