



Curriculum Specialist - NeuroAI for High School

Time zones and location: This position is fully remote. You can work from any location that you are authorized to work in. However, we expect team members to be available to attend regular weekly meetings virtually within Eastern US business hours. *We are currently unable to hire employees in Iran, Cuba, or Crimea due to US Sanctions.*

Compensation: \$40-50 USD/hour for US-based candidates based on skills and experience. We use a geography-based compensation strategy that adjusts salaries based on the cost of living and market rates in a specific country. You can see our full Hiring and Compensation Policy [here](#).

Terms: Part-time, 6- to 12-month contract role based on interest and program need. ~15 hours/week. The role is hired through Neuromatch.

Benefits:

- Fully remote - work anywhere in the world
- Fully flexible - work on your own schedule
 - Need to coordinate 2-3 meetings per week with US continental business hours

You can learn more about working at Neuromatch on [our website](#).

Start date: We aim to fill this role by September - October 2026, with some flexibility depending on the selected candidate's availability.

Application closing date: Sunday 30 August 2026

Role Summary

We are looking for a temporary part-time Curriculum Specialist to help develop new materials for six modular, open-source units as a part of a series titled NeuroAI: Intelligence in Brains and Machines for high school students (grades 11-12), loosely based on Neuromatch's existing [NeuroAI course](#). This is a pilot program focused on public high school students in New York City, NY, USA. This is an [AI Institute for Artificial and Natural Intelligence](#) (ARNI) project in partnership with Neuromatch and the Teachers College Digital Futures Institute (DFI), funded by the [Dana Foundation](#), to create materials accessible to high school-aged students on neuroscience and AI.

As the Curriculum Specialist, you will bring expertise in the field of NeuroAI and collaborate with a Teacher Fellow who specializes in high school science education. Together, you will develop the

modules in an online format to be widely distributed first across New York City public schools as a pilot, and then globally.

Modules include: Brains and Machines, From Neurons to Networks (Representation), Learning from Experience (Feedback and Adaptation), Perception and Decision-Making in Humans and AI, Generalization and Failure, Ethics and Society in NeuroAI.

In this role, you would work part-time for 6 months to 1 year to develop and refine these materials and help test the materials with an NYC teacher cohort.

More about the project:

The last decade has brought significant advancements in machine learning and neuroscience, giving rise to the emerging interdisciplinary field of NeuroAI. As AI systems are rapidly adopted across society, especially by younger generations, they are increasingly shaping decisions in education, healthcare, and everyday life. Yet many students lack a foundational understanding of how intelligence works in brains and machines, often encountering AI only through superficial prompt-based interactions with generative tools or media narratives, leaving them unprepared to critically evaluate AI systems' capabilities, limitations, and ethical implications. This represents a missed opportunity to help students understand how intelligent systems learn, generalize, and fail. Current educational approaches often treat neuroscience and artificial intelligence as separate domains. Neuroscience education often focuses on brain structure and biological mechanisms, while AI instruction focuses on applications or coding tools. As a result, a critical gap remains in helping students understand the conceptual connections between brain function and artificial intelligence: how AI systems work; where they fail; and how they differ from human intelligence. Improving AI literacy is therefore an urgent educational priority, and connecting neuroscience and AI offers a powerful pathway for students to understand how intelligence emerges and to critically evaluate AI systems and their societal implications.

To address this gap, the NSF AI Institute for Artificial and Natural Intelligence (ARNI) at Columbia University, in partnership with Neuromatch and the Teachers College Digital Futures Institute (DFI), proposes a targeted high school (Grades 11-12) extracurricular program: NeuroAI: Intelligence in Brains and Machines. The program is grounded in established best practices, including the AI4K12 "Five Big Ideas in AI" framework and the Computer Science Teachers Association (CSTA) AI learning priorities, which emphasize conceptual understanding and the societal implications of AI technologies (Touretzky et al., 2023; CSTA & AI4K12, 2025; Grover et al., 2024). Leveraging ARNI's research leadership at the intersection of artificial intelligence, neuroscience, and cognitive science, alongside Neuromatch and DFI's expertise in accessible, project-based pedagogy, the program will translate NeuroAI advances into engaging, classroom-ready materials, co-developed with New York City teachers. The curriculum will introduce shared principles of artificial and natural intelligence, including learning, representation, and generalization; the bidirectional relationship between neuroscience; and AI, and the ethical and societal implications of emerging NeuroAI technologies. Critically, the proposed program also responds to persistent disparities in STEM preparation and access to advanced learning opportunities in under-resourced schools (Curran & Kellogg, 2016; Morgan et

al., 2016; Reardon, 2011; National Science Board, 2022), with a commitment to broadening participation in the emerging field of NeuroAI.

Key Responsibilities

1. Work with the Teacher Fellow, Project Manager, Software Engineer, ARNI leadership, and the course Advisory Board to develop learning modules for high school students (grades 11-12)
2. Build interactive modules and write narrative course content into Jupyterbooks. This includes interactive tutorials, questions to invoke group discussions, and lessons that include visual or graphic elements
 - a. This may include recording videos, creating animations, or using other age-appropriate virtual teaching methods
3. Build supporting facilitation materials for high school teachers to use to adapt the created materials to their local teaching environment
4. Track progress on your work in Asana, our project management tool
5. Interact with software such as Airtable, Google Suite, Asana, and more. Don't worry if you don't know them! Neuromatch is all about teaching.

Desired Skills & Experience

- Moderate to strong Python skills, particularly within the context of neuroscience or artificial intelligence
- A background in artificial intelligence and cognitive neuroscience
- Background in developing curricula
- Strong communication, writing, and presentation skills, including the ability to check and adapt language to be more easily understood by non-native English speakers
- An ability and desire to understand and accommodate cultural and personal differences
- An ability to learn new systems quickly
- A stable internet connection capable of supporting video conferencing and streaming

It is a bonus if you are:

- Interested in or have a background in pedagogy, scientific teaching, and/or working with high school students
 - Experienced in the US public school system, or NYC public school system
- Worked with MyST and JupyterBook2
- Familiar with Neuromatch's NeuroAI course (from being a volunteer, student, or similar)

About ARNI

The [NSF AI Institute for Artificial and Natural Intelligence](#) (ARNI), established in 2023, bridges neuroscience, cognitive science, and artificial intelligence to redefine the scientific foundations of AI. Our mission is twofold: to build smarter AI algorithms that can adapt, generalize, and perform under real-world constraints, such as energy budgets, grounded in principles of brain and cognition; and to leverage AI as a powerful scientific instrument to accelerate discovery in neuroscience. ARNI

connects a decade of transformative advances in neuroscience and AI, creating a bidirectional research paradigm that accelerates progress in both fields.

About Neuromatch

[Neuromatch](#) is a nonprofit organization dedicated to training the next generation of global computational research leaders. Our mission is to accelerate scientific innovation by facilitating inclusive, collaborative, and global participation in the computational sciences. We do this through high-quality education, career development programs, and field-building initiatives at the intersection of computational science, AI, and neuroscience — accessible to everyone, everywhere. We are best known for our flagship program, [Neuromatch Academy](#), which offers online courses in computational neuroscience. Over the past six years, these programs have empowered more than 13,000 students from over 135 countries.

In addition to our educational initiatives, Neuromatch actively supports the career development and mentorship of early-career researchers through our [Impact Scholars Program](#) and our [AI Sentience Scholars Program](#) (AISS). We are also pioneering efforts to advance interdisciplinary research that leverages computational or AI approaches through our field-building strategy. Neuromatch leads [MEXA](#) (Mental Health x AI), supported by Wellcome, a global research platform designed to drive innovation in mental health research by leveraging artificial intelligence and computational sciences.

How to Apply

Please submit a CV or resume and a one-page cover letter describing your interest and relevant experiences here: <https://airtable.com/appBGDTJHklqgEahl/shrlFDsVRixlFrL9r> by **Sunday 30 August 2026 (23:59, Anywhere on Earth – AoE)**. Neuromatch is committed to building a diverse, equitable, and inclusive workplace. We strongly encourage applications from individuals of all backgrounds, identities, and career paths. If you are excited about the role but do not meet every listed qualification, we encourage you to apply.