

SARAH KELLEY-LUKER sarahkelleylucker@gmail.com | chattanooga, tn

## EDUCATION

- '16 M.Ed. *Learning and Design (Learning in Context: Children's Media & Toys)*  
Vanderbilt University, Peabody College
- '13 B.A. *Communication Studies*  
Clemson University, Clemson Honors College

## EXPERIENCE

- '17 – present Self-employed | TN | Learning Designer  
*Designs media, curricula, and other learning experiences for kids ages 0 - 18*
- Miko | CA (2022)  
*Strategizes, designs, and edits educational toy and media content for kids ages 4-10*
- Committee for Children | WA (2019 – present)  
*Strategizes, designs, and edits culturally responsive social-emotional learning media and learning experiences for kids ages 5-14, as well as research-based parent and teacher resources*
- Barn Owl Robotics | AL (2018 – 2020)  
*Served as lead SME and curriculum designer | Consulted on STEM learning and toy design | Created NGSS-aligned, interdisciplinary educational activities for elementary learners*
- Six Red Marbles | MA (2018 - 2019, 2021)  
*Designed research-based, antiracist teaching resources for preschool and daycare teachers | Created and edited NGSS-aligned science content for grades 3-12*
- Curriculet/Waterford Research Institute | UT (2018 – 2020)  
*Created CCSS-aligned digital learning experiences for children's and adolescent literature, grades 2-8*
- Albert.io | IL (2018 – 2020)  
*Crafted NGSS-aligned digital science assessments for grades 6-8 | Composed science and financial mathematics passages for grades 6-12*
- Membean | OR (2019)  
*Designed multimodal digital vocabulary assessments for grades 6-12*

Emergent Learning | FL (2019)

*Created interactive computer science and digital arts curricula for grades 9–12*

Tembo Education | MA (2018 – 2019)

*Created and consulted on culturally responsive early learning activities for children ages 0–6*

C3 Cyber Club | VA (2017)

*Designed a literacy-based STEAM camp for preschool learners aligned to Virginia's foundation blocks for early learning*

Learning in Motion | CA (2016 – 2018)

*Crafted NGSS-aligned curricula and assessments for grades k–3*

'16 – '17

The Walt Disney Company | FL

Education Project Specialist | 2016 - 2017

*Created, edited, and consulted on educational activities and content for Walt Disney Pictures, Pixar Animation Studios, Walt Disney Animation Studios, DisneyNature, and Walt Disney Parks and Resorts | Resources are free to the public at <https://nature.disney.com/educators-guides>*

Educator | 2016 - 2017

*Taught educational programs to guests of diverse backgrounds and ages | Served on the opening team of the wilderness explorers experience*

'15 – '17

Vanderbilt University | TN | Research Assistant

*Investigated digital gameplay as a medium for authentic scientific and mathematical reasoning | Project games include Atlantis Remixed: Boone's Meadow and Surge Symbolic*

## MEMBERSHIPS

*Children's Media Association - 2022 Bay Area Events Coordinator | Educators for Antiracism | National Association for the Education of Young Children | Natural Start Alliance*

## ENRICHMENT

*Spanish (intermediate) | Microsoft Office (fluent) | Adobe Creative Suite (intermediate)*