

Children / Junior Youth Director

1-Year Term

Job Description

Mountainview Church is seeking a full-time Children / Junior Youth Director with a 50% Children's Ministry focus and 50% Junior Youth Ministry focus, to aid in the fulfillment of Vision2020: "To be an authentic, vibrant, church, serving and reaching our city." This is a 1-year contract, with an annual salary of \$40,000 and option for renewal.

Expectations

Children Ministry Focus

50% Time Commitment

Leading the current Children's Ministry Team, the Director will plan and coordinate the Gospel-focus of our Sunday Children's program (*BaseCamp*), including but not limited to teaching, planning, facilitating games, activities and events, overseeing volunteer recruitment and training, directly reporting to the Lead Pastor and in cooperation with other Ministry Leaders.

Junior Youth Ministry Focus

50% Time Commitment

Launching a new Junior Youth Ministry and developing a Junior Youth Team, the Director will plan and coordinate all ministries for grades 6 through 8, including but not limited to outreach, service, discipleship, Biblical training, and other aspects of a Gospel-focused ministry. Event and activity scheduling will be at the Director's discretion, under the direct report of the Lead Pastor and in cooperation with other Ministry Leaders.

Other Responsibilities

Occasional Commitments

In the Lead Pastor's absence, the Children / Junior Youth Director may be given opportunity to lead meetings and/or facilitate group discussions with other staff and/or Ministry Leaders.

** The Children / Junior Youth Director will not be required to facilitate any Camp related ministries.*

Education

Biblical Studies

2-4 Years

The Children / Junior Youth Director should possess a minimum 2-years of education and/or experience serving in Children and/or Youth Ministries. Preference will be given to those applicants who have completed a Biblical Studies Diploma or Degree.

Applicants should send their resume to jeremy@mountainviewwhitehorse.ca.