JOB DESCRIPTION



KIDS MINISTRY ASSISTANT, SOUTH CRESTVIEW CAMPUS

Position Title: Kids Ministry Assistant

(Part-Time, Hourly, Ministerial Exempt Position)

Kids Minister **Supervisor:**

Purpose: Provide a welcoming and spirit-led presence in the Kids Ministry. Coordinate necessary tasks

for the effective promotion and implementation of a thriving ministry. Oversee Wednesday

and Thursday night childcare teams.

PRIMARY DUTIES:

1. Welcoming presence to all families attending Crosspoint

- 2. Actively lead children and help prepare age-appropriate Biblical curriculum
- 3. Assist in planning and executing Kids Ministry events (Ex. Vacation Bible School, Canydpalooza, etc.)
- 4. Lovingly nurture children without discrimination to race, gender, family origin or special needs
- 5. Help recruit and develop childcare staff and volunteers
- 6. Offer a healthy respect of Crosspoint property (furniture, manipulatives and materials)
- 7. Attend all staff training for increased job-related experience
- 8. Participate as a team member of the church in the overall purpose of Crosspoint by means of planning, vision, praying and carrying out the mission of being "People connecting people to Christ and their unique role in God's mission"
- 9. Uphold the Staff Covenant

SKILLS DESIRED:

- 1. Dedicated follower of Jesus
- 2. Pursuant interest in child development education/endeavors
- 3. Teaching skills (articulate Biblical curriculum material/activities)
- 4. Strong communication skills
- 5. Embrace and adapt to growth, change, innovation and creativity
- 6. Love for kids and passion for helping kids grow as a disciple of Jesus

KEY PERFORMANCE MEASUREMENTS:

- 1. Healthy and inviting atmosphere in Kids Ministry for staff, volunteers and children
- 2. Continued opportunities for Kids to discover Christ and grow in their faith
- 3. Volunteers believe they are welcomed, respected, and appreciated

EDUCATION DESIRED:

Attend position appropriate seminars, workshops and conventions as requested and approved by supervisor.