

Summer Day Camp Worker

BGC Williams Lake Club provides a safe, supportive place where children and youth can experience new opportunities, overcome barriers, build positive relationships, and develop confidence and skills for life. The Club offers a rewarding employment opportunity with a competitive rate of pay, and the opportunity to make a positive impact in the lives of children and youth attending the Club.

This opportunity is planning, organizing and facilitating a wide variety of recreational and social activities designed for school aged children ages 5-12. **These opportunities are funded by Canada Summer Youth Jobs and applicants must commit to the full term.**

Type of Position	Part-time term certain
Classification	Level One, Child & Youth Worker
Rate of Pay	\$18.25 per hour
Term	June 24– August 23, 2024
Hours of Work	Monday – Friday varying schedule between 8:15am - 5:15pm
Location	320 North 2 nd Ave (Grow/Skyline) and 17 South 4 th Ave (Main Club)
# of positions	4

Main Areas of Responsibility

- Primary contributions will be to program plan, implement and evaluate social recreational programs for school aged children
- Ensure that child care licensing regulations are followed

Qualifications

- Post-secondary education relating to area of work, such as Education, Child & Youth Care, Social Work or Psychology.
- Experience planning recreational activities for large groups of youth
- Ability to work independently and in a team environment
- Current First Aid Certificate
- Current Food Safe Certificate
- Employee must be in good physical health to lead and participate in recreational activities.
- Class IV driver's license preferred

Condition of Employment:

- The successful candidate must complete and successfully pass a Criminal Record Check.

Apply to: Please send a cover letter and resume to Krista Harvey, Director at clubmanager@bgcwilliamslake.com

Thank you for your interest in joining the BGC team. Only those candidates that have been short listed will be contacted for an interview