

The Leadership Residency at Woodmen Valley Chapel gives its participants a true picture of what it means to work vocationally in a ministry setting. The program offers two roles: a 10-week summer internship and a 9-month residency. The goal of the summer internship is to help the intern discern if God may be leading him/her into vocational ministry. The goal of the residency is to help the resident gain clarity and continued development in a ministry specialty.

Both residents and interns become part of a ministry team and therefore will be held to Woodmen's high expectations of working with excellence, serving others and loving well. As valued team members, both roles also receive intentional, caring support and guidance as they engage with coaches and mentors, participate in weekly leadership classes, offer and receive direct feedback and dedicate time to investing in and deepening their relationship with God through the program!

COMPETITIVE CANDIDATE QUALITIES:

- A maturing relationship with Christ
- Previous experience volunteering/working or strong desire to work in a ministry area
- Strong work ethic, hunger for growth, humility, and a positive attitude

WORSHIP LEADER JOB DESCRIPTION

JOB FUNCTION

- 1. Observing Worship Leader functions (weekday and weekend)
- 2. Sing/Play as part of the online and live weekend service teams
- 3. Running point for student/college worship (set planning, band rehearsals, arrangements)
- 4. Skills coaching and refining
- 5. Song writing collaborative
- 6. Support Church-Wide ministries (worship, planning, set-up, tear-down)
- 7. Ministry Partner Care
- 8. Team and strategic meetings
- 9. Other duties as assigned

LEADERSHIP DEVELOPMENT

Fundamental building blocks of a healthy, Christ-Centered Worship Ministry **LEADERSHIP OPPORTUNITIES**

Effective Weekend Leadership, Students/College Worship, Online services

COLLABORATION

Worship Leaders, Tech, Student Ministry, Song Writing

MAKING MINISTRY RUN

Auditions, Service Planning, Tech set-up, Worship Podcast, etc.