

## Part Time Community Activator - Role Requirements

Our recruitment process will include you demonstrating these requirements on your application form (A) and at interview (I).

Personal Attributes	Essential	Desirable	How measured
<b>EXPERIENCE</b>			
1. Experience of GP referral programmes and social prescribing.	E		A/I
2. Experience working with sports clubs and/or community groups.			
3. Experience supporting families and individuals to participate in sport and physical activity.	E		A/I
4. Experience of planning and delivering activity in a variety of settings e.g. community venues, schools, colleges, workplaces.	E		A/I
5. Experience encouraging communities through effective activity initiatives within sports clubs, leisure facilities and open space.	E		A/I
6. Experience of working with a diverse population, including children and families.	E		A/I
7. Experience using social media and technology, appropriately, to deliver targeted information to identified user groups	E		A/I
<b>KNOWLEDGE/SKILLS/ABILITIES</b>			
1. Ability to work collaboratively with sports clubs and other community partners e.g. volunteers and youth workers.	E		A/I
2. Understand the benefits of physical activity and sport for individuals, families, and communities.	E		A/I
3. Skills to work with community organisations to co-design tailored neighbourhood activities that make best use of local assets and bring people together.	E		A/I
4. Knowledge of safeguarding, child protection, cultural awareness, first aid, mental wellbeing, inclusion and working with vulnerable adults.	E		A/I
5. Ability to motivate groups and individuals to help overcome societal barriers to engage in physical activities and adopt long term behavioural change.	E		A/I
6. Ability to understand and develop and measurable activity for the needs of the local community.			
7. Understand the importance of using appropriate social media and technology to deliver targeted messages to identified customer groups for example children; teenagers; adults and older adults.	E		A/I
	E		A/I