## **JOB ADVERT**

Shrewsbury House ("The Shewsy") is looking to appoint two or three colleagues to join its outstanding team of Youth Workers and Play Workers. It is possible that, for suitably qualified and experienced persons, the roles can be combined:

## 1. Play Worker

- a. 12 hours per week;
- b. Monday Thursday 2:30pm 5:30pm
- c. Rate of pay in the region of £11.78 per hour depending upon qualifications and experience.
- d. Working in Junior Club as part of the team overseeing the after school activities for up to 60 children aged 5 11 years.

## 2. Youth Worker

- a. 12 hours per week;
- b. Monday Thursday 7:00pm 10:00pm
- c. Rate of pay in the region of £11.78 per hour depending upon qualifications and experience.
- d. Working in Senior Club as part of the team working closely with young people aged 12 17 years.

## How To Apply

- 1. Shrewsbury House only accepts applications submitted on the official Application Form. CVs and Resumes are not accepted although supporting Cover Letters together with the Application Form explaining more about a candidate are welcome.
- 2. Application Packs are available as downloads from the website at <a href="https://www.shrewsburyhouse.org.uk">www.shrewsburyhouse.org.uk</a>
- 3. Hard copy application packs are available from the Shrewsbury House Admin Office at 37 Langrove Street, Everton, Liverpool L5 3PE.
- 4. Application Packs are available as part of advertisement emails / social media posts include downloadable Job Descriptions, Application Forms and Annual Reports.
- 5. Please complete the application form and either:
  - a. Submit it by hand to the Admin Office at Shrewsbury House; or
  - b. Complete the form, scan and save as a PDF and submit as as email attachment to <a href="mailto:jobs@shrewsburyhouse.org.uk">jobs@shrewsburyhouse.org.uk</a>
- 6. The Closing Date for Applications is Monday 8th January 2024 at 5pm.
- 7. Interviews and In-Club Trial Sessions for shortlisted candidates will be scheduled for the week beginning Tuesday 16th January 2024.