

Volunteer Role Profile



Volunteer Role
Volunteer Manager
Where you will be based

Education Volunteer
Task Manager
Community

Why we want you

Being an Education Volunteer is a rewarding experience. The role is full of variety, flexibility and a lot of fun! We inspire children and young people about our canals and rivers, using the waterways as a tool to build life skills, raise aspirations and connect children with the great outdoors.

You might be doing one of the following things: Leading school and group trips in the great outdoors. Delivering life saving water safety education to children. Delivering hands-on workshops to Girlguiding and Scouting groups - And much more! Leading Water Safety Assemblies Leading STEM activities

You will need to be able to volunteer flexibly to respond to group requests, committing to 3 or 4 activities a month (usually during school hours and term-time).

What you will be doing

- Leading school and group trips in the great outdoors.
- Delivering life saving water safety education to children.
- Delivering hands-on workshops to Girlguiding and Scouting groups
- When you register as a volunteer, we will ask you about any unspent convictions which you need to declare and risk assess these as needs be.

The skills you need

- Previous experience of hands-on learning with children, or a strong desire to gain experience in this area.
- The ability to enthuse young people through talks and activities.
- The ability to volunteer flexibly, particularly during school term times, and to work within a team.

What's in it for you

- The opportunity to learn more about waterway heritage and wildlife
- Use your skills and learn new ones
- Meet new people and of course, inspire children!

Disclaimer

This role involves regulated activity with children and adults at risk, as defined by the Protection of Freedoms Act 2012. Therefore, an Enhanced Criminal Record check will be undertaken and references will be sought. A criminal record is not necessarily a bar to volunteering with us.