

JUMP START LEADERSHIP PATHWAYS



1

Pathway 1

Ages 11-13 (1-1 and Club)

Complete AVP Training – Volunteer as junior leader at JS Clubs (if attending), School Games events and other SASP events to build up their confidence, knowledge, and ability to complete Level 1 Leadership.



2

Pathway 2

Ages 14+

(16+ can be paid on a case-by-case basis depending on capabilities and commitment for JS club & Away Days)

Complete Level 1 Leadership along with DofE Bronze or Intro to Youthwork with some participation within JS Clubs. Use relationship and skills from club to enhance participants experience and assist Club Mentors.

Tasks to include but not limited to:

- Register – Equipment set up – Leading an activity – Building relationships with other members – assisting in maintaining consistently positive participation – Pack down.
- Working towards completing DofE Bronze, Silver or Gold Award.
- Volunteering with HAF, SG events, JS Away Days, other SASP or Partner events.
- Working towards Level 2.



3

Pathway 3

Ages 16 - 17 (Fully Paid Level)

Complete Level 2 Leadership to obtain Senior Leadership Status.

- Take on more responsibilities at JS Clubs at a senior level (offer cover for other clubs)
- Begin more pastoral training to inform and support the club participants and deepen knowledge.
- Working towards completing DofE Bronze, Silver, Gold.
- Be on a support register for other SASP partners for volunteer or paid work.
- Uphold Jump Start values and potentially be involved in club peer mentoring. (to be discussed and ironed out on a case-by-case basis).
- Work towards Level 3 Leadership or similar at college/apprenticeship with support from JS mentors.

JUMP START LEADERSHIP EXPECTATIONS



- **DBS checked** if correct age.
- **Uniform to be worn** at Club/Events.
- **Uphold Jump Start Values at Club Modelling** to other participants.
- **Respect Role** – Do not use authority over the other young people.
- **Be on Time** – If you will be late or not able to attend you should contact the club lead in good time.
- **Complete Timesheet** and email into Club Lead by the 1st of each month. (If you do not send in on time you will not be paid for that month).
- **Mindful Participation** – Get involved but remember that you are not a full participant, meaning your role in games and activities is to observe and support (example – in a game of football you notice there are several young people that are not being passed the ball, you identify this and pass to them when you have the ball offering them a chance to be involved). Standing on the side-lines is not supporting, unless a YP is requiring your 1-1 support.
- *Mentors are there to facilitate the session and offer pastoral needs if or when required.
- **Learn participants names!** Doing the register can help with this.
- **Plan activities, games and skills sessions** for the clubs participants, gain ideas and requests from the young people. Have a list of simple activities you want/like to lead so you are prepared each session.
- Ensure you communicate any extra equipment needed for your desired activity or game at least a few days prior to the club.
- Set up ahead of session starting and pack down the session.
- **Lead activities using your skills** – play to your strengths but challenge yourself too!
- **Be you** – we don't expect you to be anyone else! Tell us if you need a break, have had a bad day yourself, need support or want to learn how to do something. We are here to support you and your development!