



# MISSION

## WACO | WORLD

<b>Job Description</b>	
<b>MWMW Position Title</b> (type in CAPS): PROGRAM DIRECTOR - POVERTY SIMULATION	
<b>Staff Group:</b>	<input type="checkbox"/> Executive Staff <input type="checkbox"/> Program Coordinator <input type="checkbox"/> Operations/General Staff <input checked="" type="checkbox"/> Program Director <input type="checkbox"/> Program Staff <input type="checkbox"/> Administrative Staff <input type="checkbox"/> Retail Manager <input type="checkbox"/> Retail Staff <input type="checkbox"/> _____
<b>Immediate Supervisor:</b> Associate Executive Director – Mobilizing/Equipping	
<b>Immediate Subordinates:</b> Full-time (30+ hrs/wk): n/a Part-time (up to 29 hrs/wk): n/a Work-Study: YES Volunteers: YES	
<b>Status:</b> <input type="checkbox"/> Exempt <input checked="" type="checkbox"/> Non-exempt	<b>Position Originally Created:</b> 2013 <b>Date Last Revised:</b> 2024
<b>Hours Per week: (Depending on the candidate's experience/credentials, MWMW may be open to a Contract Labor arrangement instead of Employee.)</b> <ul style="list-style-type: none"> <li>• 25 hrs on Poverty Simulation event weekends (Fri/Sat/Sun) and goal is to have 8-10 events per year.</li> <li>• Additional 2-5 hrs/wk for outreach, speaking engagements, relationship building to recruit for Pov Sim and advance the mission of Mission Waco Mission World and/or duties with mobilizing/equipping staff team.</li> <li>• Additional 2-10 hrs per Pov Sim for prep and follow-up (some of these tasks may be delegated to work study student, intern or volunteers).</li> </ul>	
<b>General Summary:</b> It is Christ's love and compassion that compel us to bring the Kingdom on Earth as it is in Heaven to the poor, widows, orphans, homeless, downtrodden, hungry, naked, lost, sick, lonely, forsaken, needy and broken. In doing this, we ourselves are healed. In 1986, Jimmy and Janet Dorrell created the Poverty Simulation for a youth group whose youth pastor wanted to give them practical experience along with scriptural knowledge they could apply to their lives. Almost 40 years later, the Poverty Simulation weekend continues to challenge adults, families and students to see the world through a different lens. Scripture and doctrine become real and alive for both students and leaders who participate in the program.	
<b>Critical Functions and Responsibilities</b>	
1. <b>CONTENT:</b> Understand the education model and Christian Community Development principles that formed Pov Sim in its origin. Become and/or remain knowledgeable and able to communicate effectively about poverty issues and realities in Waco, US and global.	
2. <b>OUTREACH:</b> Build relationships with leaders in churches, college/universities, high schools, private schools. Utilize/develop various mediums of media/contact/advertising to build community that understands the purpose of Poverty Simulation and considers it a regular resource for engaging people in mobilizing process.	
3. <b>LOGISTICS:</b> Understand planning needs for a typical weekend. Delegate appropriate tasks to work study student (fall/spring) or interns (various times of year). Develop engaging volunteer pool to assist with Poverty Simulation planning, preparation and implementation. Communicate regularly and effectively with leaders/individuals about the necessary Pov Sim details. Foster effective communication between program, administrative and operations staff for dealing with receipts, expenses, payroll, building maintenance, etc.	

*The functions and responsibilities contained in this Position Description are not all inclusive. Other duties and requirements may be assigned at any time.*

4. **CREATIVITY:** Use costumes, props, pictures, videos, etc to engage various senses of Pov Sim participants during the simulation. Use experiential games and initiatives in engaging manner.

**Additional Functions and Responsibilities**

1. Prepare annual budget for Poverty Simulation and monitor expenses/income. Sufficient income from participant fees is needed to support the budget for this position and other related expenses.
2. Track data and use feedback from participants to analyze effectiveness of the program, and to prepare reports for MWMW use.
3. May on occasion be asked to speak on behalf of MWMW at churches or other venues.
4. Participate in Giant Worldwide leadership/communication development curriculum as offered by MWMW.
5. Attend monthly all-staff meetings, annual staff retreat, and other department staff meetings as requested.
6. Read and comprehend assigned “core” books and other resources regarding poverty, Christian Community Development, philosophy toward poverty alleviation, experiential learning, etc.
7. As time and budget allows, attend conferences (such as Christian Community Development Association or No Need Among You) to connect with other practitioners.

**Requirements/Preferences**

**Minimum skills and knowledge required:**

1. Basic skills in Microsoft Word, Excel, Outlook or other computer software
2. Recruit and train capable volunteers.
3. Leading experiential games and initiatives, or capacity to learn and become proficient.
4. Must have completed Poverty Simulation weekend as a participant in the past (or at first opportunity after employment)

**Skills and knowledge preferred:**

- 1.
- 2.

**Minimum previous experience required:**

1. Personal experience in relationships with people experiencing poverty.

**Previous experience preferred:**

1. Christian Community Development experience in both global and US settings.
2. Personal relationships in both global and US settings with people who are/have experienced poverty, other Christian poverty alleviation groups, etc.

**Minimum education required:**

High school and some college.

**Education preferred:**

Advanced degree or related experience.

**Minimum communication skills required:**

1. Effective verbal and written skills.
2. Able to lead meaningful talks and dialogues.
3. Communicate in timely manner with potential Poverty Simulation participants and group leaders.

**Communication skills preferred:**

- 1.
- 2.

**Special training, certification or licensing required:**

1. Food Manager Certificate (MWMW will pay for this if not already obtained)

**Special training, certification or licensing preferred:**

- 1.

*The functions and responsibilities contained in this Position Description are not all inclusive.*

*Other duties and requirements may be assigned at any time.*

2. Valid driver's license and eligible to drive MWMW vehicles	
<p><b>Behavioral, emotional, mental requirements:</b></p> <ol style="list-style-type: none"> <li>1. Discernment and ability to deescalate or troubleshoot various situations that may arise.</li> <li>2. Basic skills to support people going through a transformative weekend, which can sometimes require emotional/pastoral support.</li> <li>3. Personality is "likeable" and able to lead experiential activities in an engaging manner.</li> <li>4. Adult "parent" mindset to the extent that can "watch over" the weekend regarding the group and their behavior. An experiential setting like the Poverty Simulation can impact people in different ways, so this person needs to be able to "read the room" or a person's behavior to see when follow-up questions or interaction is needed from staff or key volunteers or the visiting group's leader.</li> </ol>	
<p><b>Other requirements:</b> Mature Christ-follower; physically able to lift 50 lbs.; physically able to do some tasks outdoors in heat or cold.</p> <p><b>Other preferences:</b></p>	

*The functions and responsibilities contained in this Position Description are not all inclusive. Other duties and requirements may be assigned at any time.*