## Volunteer Role Description: Code club Volunteer

Activity Title	Code Club Volunteer
Description	<ul> <li>Available for one hour a week to help with a Code Club session for children in the library.</li> <li>Commit to volunteering for at least one school term (12 weeks)</li> <li>Prepare for the Code Club session each week. This may include organising resources and completing class projects in advance.</li> <li>Collaborate with the lead staff member to help the club run smoothly. (The staff member will be at the sessions also.)</li> <li>Confident with computers. You don't have to be a coding genius, most clubs start with simple programs like Scratch, but you need to be willing to learn</li> <li>Communicate the joy of digital making to a group of up to 10 - 15 children each week</li> </ul>
Skills & Experience	<ul> <li>Calm under pressure.</li> <li>A good team worker.</li> <li>Computer literate.</li> <li>Coding experience desirable.</li> <li>Knowledge of Scratch/Python and HTML desirable.</li> <li>Able to communicate with children of all abilities.</li> <li>Well organised.</li> <li>Enthusiastic about libraries.</li> </ul>
Training	Dorset Library Service will be responsible for welcoming the volunteer into the library, providing an induction and orientation around the library, health and safety training and training for the specific task. All code club volunteers require enhanced DBS checks.
Supervisor	Each Code club will have a lead staff member who will liaise with the volunteer. Reading and Learning Librarians and the Library Manager can also offer support.
Review date	All volunteer placements are subject to a review which usually takes place after 3/4 sessions, depending on the frequency. This is to ensure the volunteer and activities are properly matched.