



BOYS & GIRLS CLUBS OF BLOOMINGTON

VOLUNTEER OPPORTUNITIES - SPRING 2021

Please note that we are requiring that any volunteers who work directly with youth commit to a **MINIMUM** of 6 hours per week for the duration of the spring semester.

Lincoln Street Club - 311 S. Lincoln Street, Bloomington, IN 47401

Front Desk Volunteer - Help work at the front desk in the morning. Primary duty would be answering the phone and performing other office tasks.

Space Organizer - Help organize spaces at the Club such as the bike shop, bike shed, storage closets, etc.

Homework Helper - Assist members with their homework. Volunteers would likely be paired with one or two members. A six hour per week commitment for the semester is required.

Ferguson Crestmont Club - 1111 W. 12th Street, Bloomington, IN 47404

Homework Helper - Assist members with their homework. Volunteers would likely be paired with one or two members. A six hour per week commitment for the semester is required. Five to eight volunteers are needed.

Donation Organizer - Help with organizing donations and distribution, including the new mini food pantry. **If you are interested in getting a jump start on volunteering in 2021, ask about how you can help with the upcoming Holiday Market.

Clean-up Crew - Keep the Club looking beautiful by picking up trash once a week. One - two people are needed for this task.

Ellettsville Club - 8045 State Road 46, Ellettsville, IN 47429

Playground and Games Monitor - Assist with member fun and safety by helping monitor activity on the playground and outside games.

Homework Helper - Assist members with their homework. This position is needed for 1 hour afterschool and possibly during Wednesday eLearning.

STEAM Volunteer - Assist students during STEAM hour to make learning more efficient.

Please e-mail Pam Martindale, Operations Assistant, at volunteering@bgcbloomington.org if you are interested in volunteering for any of these opportunities! Please specify your area of interest and availability in the e-mail.