

Have you...

- » been active in church or school ministries, including youth ministry or campus ministry?
- » been actively involved in service and see community engagement as an important part of social and spiritual development?
- » been or are you involved in leadership positions at your school and would like to further those skills in the context of campus ministries at Avila?

If you answered yes to any of these three questions you may have what it takes to qualify for an Avila Campus Ministry performance grant for up to \$3500.00 per year.

Campus Ministries at Avila seeks leaders who are willing to work as a team to enrich the lives of all in the Avila Community.

Ministries

Special consideration will be given to those who have experience or skills which may contribute to the following areas:

liturgy

We seek talented people who are willing to plan liturgy and lead music with a team of students. We are searching for those who are particularly gifted in some aspect of music whether it be instrumental, voice or both.

peace and justice

We seek involved people who are willing to act prophetically in a world in need. If you are willing to learn more about issues of justice and peace and lead others to work with you, then we need you.

service

We seek young people who find it important and worthwhile to reach out to our community in service and are willing to lead others in the Avila community in servant leadership. Students would organize service events for the Avila community.



leadership

We seek leaders who have used their skills in some capacity and would like to bring those skills here in and utilize them in a ministry and college setting. Leaders would help organize campus ministry events for all Avila students.

parish youth ministry and religious education

We seek the assistance of students who may be interested in working with youth in any capacity at the local parish or church. If you have been involved in youth ministries in your parish you may wish to continue that ministry here.

