



2022 Program Area Leader Job Description

Performing Arts

Program Area Leaders (PALs) are responsible for developing curriculum, teaching, and supervising campers and staff in a specific Program Area. PALs are required to be certified in certain areas as it pertains to their program (ex. Lifeguarding for Pool PAL). PALs must set and follow through with staff and camper expectations as it pertains to the program curriculum. Program Area Leaders must demonstrate sound judgment and establish a nurturing and safe environment for all campers and staff. PALs will work in partnership with assigned staff and report directly to the Programming Department.

The Performing Arts Program Area Leader supervises and facilitates all drama and music periods. Proficiency in guitar, singing, and performing preferred. The Performing Arts PAL will also assist with leading song sessions during Shabbat services, and opening/closing ceremonies.

Must be experienced in camp programming and supervision, organized, dependable, and flexible. 21+ years old preferred.

Roles/Responsibilities/Expectations:

- Serve as a Senior Staff member
- Be responsible for the general health and safety of all campers and staff
- Establish an atmosphere in which campers feel secure, happy, and included
- Supervise campers and staff under their immediate care at all time
- Ensure campers and staff adhere to camp rules
- Act as a positive role model
- Participate in all camp activities and supervisory initiatives
- Cooperate with all other staff regarding matters of rules, safety, and program
- Other duties as assigned by CSL Director and Assistant Directors

Dates:

Must be available for the entirety of the dates listed below.

- Senior Staff Training begins June 21st, 2022
- General Staff Orientation begins June 26th, 2022
- Camp season ends August 17th, 2022
- Other mandatory training dates TBD
-

Compensation:

- Approximately (7) paid days off during the Camp season
- Full time hours including days, nights and weekends
- Competitive pay plus Room and Board