



The BJS Federation of Schools Requires a Pre-School worker, at Jessop Primary School

Starting date: Negotiable Scale 3 (£23,838 - £24,270) Pro-rata 25hrs per week – Term time Only 8:30am – 1pm

The Executive Leadership of the Federation is looking for a Pre-School worker to join our learning community. We are seeking to harness the talents of driven, aspirational, dedicated and hard-working professionals, willing to develop and enhance their existing expertise to create memorable learning experiences for children.

Purpose of Job

To work under the direct instruction of Head Teacher or and the Children's Centre Strategic Partnership Manger, to deliver a high quality, accessible early years curriculum for children from birth to 5 years in accordance with the Early Years Foundation Stage Framework. To promote the wellbeing of the child and ensure that all children develop to their full potential.

About you

We would like to hear from enthusiastic individuals with a desire to support, stimulate, nurture and do something worthwhile for children, to understand their needs and to gain insights into how they think, and enable the development of all children. You will be ready to use initiative to adapt in order to deliver the needs of the service, as well as build and put energy into building relationships with the children

What we offer

- A great place to work!
- A well-established school, with strong relationships with the community and an embedded Senior Leadership Team
- An extended hard-working team of professionals to work with and get support
- The best bit, our children!

We are committed to safeguarding and promoting the welfare of children, young people and vulnerable adults and expect all staff and volunteers to share this commitment. This post is subject to an enhanced DBS check

How to apply:

- 1. Please ask **Rebekah Lessey** for a recruitment pack via email **pa@jbjsfederationofschools.co.uk**
- 2. Email the completed application form to Rebekah Lessey via pa@jbjsfederationofschools.co.uk