

Arts Director Performance Profile

Arts Director Skills:

- Lives and breathes creativity and the idea of creating fun and beautiful things for their own sake
- Innovative; sees further potential in existing activities - new methods and applications - and is able to take new visions and implement them thoroughly so they are regularly engaged in by campers
- Recognizes community needs and desires for various craft supplies and bring curiosity and creativity to meeting the wide variety of requests in this realm
- Flexible and able to focus on the big picture; does not get bogged down by clutter, choosing instead to celebrate the often messy process of creation at a summer camp
- Love for working with and teaching children in a safe, fun, and intentional manner

Arts Director Tasks:

- Maintain optimal art clinic operations through ordering supplies at the beginning of the summer and then as needed
- Manages staff training for all arts clinics; training is purposeful and prepares staff well for teaching clinics, inviting collaboration and feedback into how each clinic is taught. Organizes on-going trainings throughout the summer with the Puppet Master
- Organize all materials needed for each clinic that runs, including instructions, in an easy-to-access way
- Takes new ideas from self and others to bring to life a world of art at Augusta. Program development and thoughtful execution
- Manages how other camp community members interact with the craft shack. Supplies used for activities beyond clinics are maintained and considered in the budget. Cleanliness and organization is maintained through solid and well-communicated processes
- Engages with the rest of the camp community to offer fun, memorable experiences even beyond the realm of the Arts Director
 - Teaching activities, auction prizes, special wake-ups, cabin activities