

SCHOOL CROSSING SUPERVISOR

CASUAL POSITIONS AVAILABLE

NOW RECRUITING

We need you to help protect our school communities

Become a School Crossing Supervisor today!

- Multiple casual positions in the Pearcedale, Tooradin, Devon Meadows areas with a view to permanency (up to a maximum of 20 hours per fortnight)
- Rewarding position making a real difference in our community
- Earn an income and still have time to do all the things you love doing during the day!

A bit about the role:

As a School Crossing Supervisor, you will assist students and families to travel safely to and from school. The crossings are located at selected intersections, pedestrian light crossings and at flagged children's crossings across the City of Casey.

You will be required to travel between various locations across the City of Casey. You will need to be available between the hours of 8:00 am – 9:15 am and 2.30 pm- 4:00 pm Monday – Friday within the school term (crossing shifts will vary between 30 minutes – 1 hour, with a maximum 1.5 hours per day).

Does this sound like you?

- Reliable in good or bad weather
- Good communication skills
- Community spirit
- Positive energy
- Comfortable using technology and operating a handheld device which includes, completing online training and using text messaging systems.
- Willingness to undergo pre-employment background checks including: National Criminal History Check, Working with Children Check and Eligibility to Work check, Functional Assessment (physio/medical)

Next Steps

For more information, please call: 9705 5304, or Visit the City of Casey Website and apply via the "Expressions of Interest" advertisement.



Contact the City of Casey:

Web: casey.vic.gov.au
Email: caseycc@casey.vic.gov.au
Phone: 03 9705 5200
Post: PO Box 1000, Narre Warren VIC 3805
NRS: 133 677 (for the deaf, hearing or speech impaired)

Customer Service Centres:

Narre Warren: Bunjil Place, Patrick Northeast Drive, Narre Warren
Cranbourne: Cranbourne Park Shopping Centre, Cranbourne
ABN: 43 320 295 742

