

July 22, 2015

Purpose

Long-term:

- Consolidate educational programs including Youth & Family, Personal & Spiritual Development, Leadership Development, LUT (licensed Unity teacher) and ministerial credentialing preparation, Continuing Education

Short-term:

- Create an affordable, accessible quality ministerial program which prepares candidates to successfully meet Licensing and Ordination standards
- Create an affordable, accessible quality SEE (Spiritual Education & Enrichment) program which prepares candidates for admission into ministerial paths and for credentialing as a licensed Unity teacher

Areas included:

- Curriculum
- Design (i.e. online/hybrid/onsite, master's degree or not, regional satellite campuses)
- Program length
- Requirements for admission to and completion of ministerial program (with Credentialing Team)
- Support for students remaining in Unity Institute M&RS (Ministerial & Religious Studies) program post-August 2016

Working Principles

- Capture the best of what is and create new to fill in the gaps
- Integrate with Credentialing
- Work is confidentially held within team members and reports to the UWM board

Length of Service

Through March 2016

Chair:

Board Reps: Diane Venzera, Karen Tudor, Sharon Ketchum

Staff Reps: Deborah Frownfelter, Lynn O'Dell

Team Member Roles

Core Team Roles

- Full participation at all meetings
- Is the main decision-making group
- Can serve as sub-team Lead or Liaison

Sub-team Lead

- Can be a Core Team member. If not a Core Team member, must work with a designated liaison to the Core Team.
- Is the sub-team leader
- Makes sure sub-team stays in alignment with the Core Team's purpose and agreements
- Organizes and gathers team members. May invite people as long as they meet team qualifications and agree to follow the team's agreements.
- Guides the sub-team work
- Determines method and frequency of communication
- Remains connected to the Core Team
- Is a good communicator, sounding board and problem solver
- Completes all requested progress reports (format of progress reports will be provided)

Sub-team Member

- Can be a Core Team member but does not have to be
- Is a member of sub-team until sub-team work is completed

Prayer Team

- Holds the Core Team and sub-teams, all members and projects in prayer

Consultant

- Not a Core Team member
- Is available, as needed, to give specifically requested input, expertise and/or guidance

Accountability

- Makes recommendations to Unity Worldwide Ministries board of trustees
- Works with Project Manager, Education to keep work integrated with other education teams and on schedule
- Each member of the team will be accountable to one another in upholding the team commitments.
- If an agreement is not upheld or a deadline is missed, team members will hold themselves accountable and will make amends to the rest of the team.

Responsibilities

- Acknowledges that we are Spirit-led and that we trust the working of Spirit
- Will collaborate as a team using the spiritual principles taught by Unity
- Understands that during discussions and decision-making, any member may request time for prayer about the issue. Upon request, the chair will provide a period of prayer and silence.
- Supports Unity Worldwide Ministries' vision, mission and strategic plan
- Will be of support to UWM staff
- Is a working team (and sub-team) that will meet regularly to complete the project on the UWM board's timeline
- Understands that if sub-teams are created, that they continue only until they complete their purpose

Qualifications

- Have a desire to serve Unity educational programming
- Be willing and able to honor responsibilities, agreements and commitments
- Be able to communicate electronically: email, phone and video conferencing
- Have a basic knowledge of and experience working with Unity educational programs

To Apply

If you feel called to serve on this team, please send a brief resume, particularly emphasizing anything that relates to the qualifications for team members, to Rev Deborah Frownfelter, Deborah@unity.org, by July 29.