

FPCE | INTERN

2022 Fall Ministry Internship Profile – First Presbyterian Church of Edmond

We know that God has given you unique talents and passions – and we are praying that as an intern at FPCE your talents and passions will be strengthened and refined! We are praying bold, expectant prayers over our potential Fall 2022 interns! Below is a brief snapshot of our internships. Pray that God would lead you where you are supposed to be and then reply to Brett Hardy at bhardy@fpcedmond.org no later than August 21st, 2022.

What are the expectations of an FPCE Ministry Intern?

- To desire to serve Jesus through one of our FPCE ministry departments (student, communications, or worship)
- To be prepared to serve a minimum of 20 hours/week
- To have an attitude of Servant Leadership, as modeled by Jesus
- To model the Way of Jesus in both life and speech
- To attend a weekly worship service at FPCE
- To be highly relational
- To participate in regularly scheduled FPCE staff meetings
- To plan and coordinate FPCE events (depending on the dept. you serve in)
- To lead Bible studies, small groups, Sunday school or other teaching moments as needed
- To attend FPCE fall events

What can I expect from FPCE?

- To know that you are an important and valued part of the FPCE team
- To grow spiritually
- To grow in your leadership
- To grow personally
- To expand your network of leaders
- To sharpen your talents and gifts as a leader in the local church
- To be pushed out of your comfort zone
- To learn the details of ministry and grow in your understanding of ministry environments
- To be poured into spiritually in a one on one mentor setting as well as group settings
- To be a part of a fun, Christ-centered culture and Church
- To engage with other departments and pastors regularly

What does an internship at FPCE look like?

- Approx. 20 hours/week
- Provide your own transportation
- 15 weeks beginning in August and ending in December
- For information regarding pay, please reach out to Brett at bhardy@fpcedmond.org