



West Virginia Conference
The United Methodist Church



SAFE SANCTUARIES GRANT

The office of Congregational Vitality, in partnership with Rev. Shea James, the Director of Young Disciples & Outdoor Ministries, is excited to offer a new *Safe Sanctuaries* grant to local churches in the West Virginia Conference.

Heeding Christ’s call to love and serve one another (John 13:15,34); to care for those most vulnerable in his name, particularly the “least of these” (Matthew 25:40); and to welcome children and youth in Christ’s name (Matthew 18:5), the West Virginia Conference of the United Methodist Church has developed a *Safe Sanctuaries Policy* to reduce the risk of abuse to children, youth and vulnerable adults in the ministries of the local churches.

In the spirit of safety for our children and youth, protection and safety of our volunteers and staff **AND** a more hospitable and invitational environment for our families with children and youth . . . we will be providing grants for churches (who need them) to install windows in the appropriate doors of children and youth rooms.

A church should contact Ken Willard, Director of Discipleship, Leadership and Congregational Vitality, to apply for this grant. [kwillard@wvumc.org]

You will need:

- An estimated cost to install windows in your children and youth room doors. (We may not be able to cover the whole cost but will at least be able to help pay the bill.)

This grant will continue throughout 2019 or until we have reached our total allocated for this initiative.

Our goal is for all churches in our conference to be able to live into the *Safe Sanctuaries* policy, and for all children, youth, their families, and volunteers to feel safe and secure in our churches. With your help, we can reach this goal!

Our Mission is
to . . .

DISCOVER

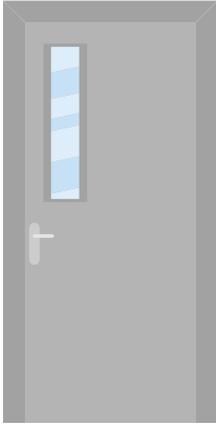
DEVELOP

DEPLOY

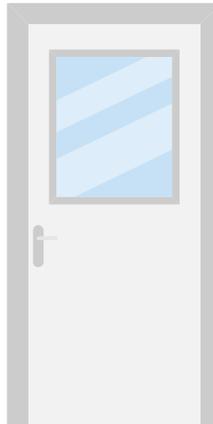
passionate
spiritual leaders
who make
disciples of
Jesus Christ for
the
transformation
of the world



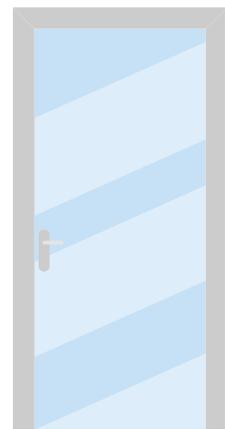
All children and youth rooms should have uncovered, clear windows in the doors.



Good = a door with a small window



Better = a door with a half window



Best = a glass door

* *window glass must be clear*