

FINANCIAL INVESTMENT

We ask for an ongoing financial contribution recommended at £50 per month to run Welcome Boxes.



ACTIVITIES

Volunteers take a box filled with practical items, gifts and local information to a newly-arrived family or individual and will continue to offer support and friendship.



COMMUNITY SUPPORT

Welcome Boxes will help you to connect with agencies working with asylum seekers and refugees and build relationships with other organisations who can also support the people you meet.



PROJECT SUPPORT

The coordinator will attend a one-day training course and training is also available for volunteers in your church. By running Welcome Boxes, your church will be profiled on the wider Welcome Network with additional support and training on an ongoing basis.



HUMAN RESOURCES

You will need a dedicated coordinator to manage referrals and a team of volunteers who have a passion for building friendships and community.



NO REFUGEE ALONE



Welcome Boxes helps your church to welcome newly-arrived refugees and asylum seekers in your community.

NEXT STEP:

To start a Welcome Boxes project, visit www.welcomechurches.org

TIME FRAMES

Once training has been completed, the project can be established very quickly. The coordinator will need to give about four to six hours per week and volunteers will be called on when they are needed.



PHYSICAL RESOURCES

You will need to collect, check and store the items for the Welcome Boxes and have a space to compile the boxes themselves.



CHURCH INVOLVEMENT

Your church as a whole will play a key part in welcoming refugees and asylum seeker from different cultures and backgrounds.

“Welcome Boxes has given us a way to connect with refugees in our city in a way which is incredibly effective! Many of those we’ve visited have become part of our church family through the friendships we have formed.” **Church Leader**

“It wasn’t important what was in the box, it was important what was in the heart. And these hearts said WELCOME!” **Milad, from Syria.**