

Adventurers



Administration Manual

Youth Ministries Department
General Conference of Seventh-day Adventists
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INTRODUCTION

The church's greatest resource is our children. Therefore, it is imperative that as a church we meet the challenge to provide a program for our children during their early, formative years. We want right habits, thoughts, motives, dispositions, and attitudes to be established. The Wise Man wrote, "Bring up a child in the way he should go, and when he is old he will not turn from it" (Prov. 22:6, NIV). This is more than a cliché—it is a scientific formula. This is the purpose for developing the Adventurer Club.

Philosophy of the Adventurer Club

The Adventurer Club is a Seventh-day Adventist church-sponsored ministry open to all children ages 6-9, in which the church, home and school join together to help children grow joyfully in wisdom and stature and in favor with God and man.

The Adventurer Club is offered to assist parents in making the development of their child richer and more meaningful.

Objectives

The Adventurer Club provides fun and creative ways for children. . .

1. to develop a Christ-like character;
2. to experience the joy and satisfaction of doing things well;
3. to express their love for Jesus in a natural way;
4. to learn good sportsmanship and strengthen their ability to get along with others;
5. to discover their God-given abilities and to learn how to use them to benefit self and serve others;
6. to discover God's world;
7. to improve their understanding of what makes families strong;
8. to develop parental support for the training of children.

Nondiscrimination Policy

It is the policy of the Seventh-day Adventist Church to admit children to all the rights, privileges, programs and activities made available by the church, regardless of race, gender, handicap, or religion.

Difference Between Pathfinders and Adventurers

The Adventurer Club has been created so younger children may have a club of their own. The programming and planning for the Adventurer Club should be simple and short, but creative. In some ways the Pathfinder and Adventurer Clubs are similar, but the Adventurer program is to be unique in its own way and should be kept separate. One of the Adventurer Club objectives is to provide a meaningful and exciting experience as the children look forward with anticipation to being a Pathfinder in the future. The Pathfinder Club is designed to meet the growing needs of children ages 10-15 by strengthening healthy peer relationships. Adventurers is designed to meet the needs of 6-9 year olds by strengthening their family relationships.

It is not intended that we duplicate all the experiences of Pathfindering, but rather that by providing a separate Adventurer Club many needs of the youth aged 6-9 will be met in an exciting and enjoyable way and thus they will be ready to fully enjoy the Pathfinder experience when that time arrives.

In many instances parents have children in both clubs and may be involved themselves. Therefore, it may be necessary to operate the Adventurer and Pathfinder club meetings at the same hour and day, but this does not mean that the clubs should be combined.

Adventurer Club and Adventist Youth Ministry

The church provides three different and distinct programs for the progressive development of its youth.

Level 1 - THE ADVENTURER CLUB - A separate club for children ages 6-9, (grades 1-4). The club has its own uniform and awards, insignia, and class curriculum.

Level 2 - THE PATHFINDER CLUB - A separate club specifically designed to foster the spiritual, mental, physical, and social development of the 10-15 year old. This club has its own honors, insignia, classes, and a uniform different from that worn by members of the Adventurer Club.

Level 3 - The Adventist Youth Society for those in the 16-30+ age group.

These three levels have a common purpose in the salvation of our youth. Their development and operation share a common theology of ministry which is rooted in Scripture and expanded in the Spirit of Prophecy.

Organization

Within each club boys and girls are organized into units of four to eight Adventurers with a counselor as their leader. All Adventurers activity revolves around the unit.

The Adventurer unit has frequent fellowship periods that are planned by and for the Adventurer unit guided by the counselor and often includes member of the Adventurer's family.

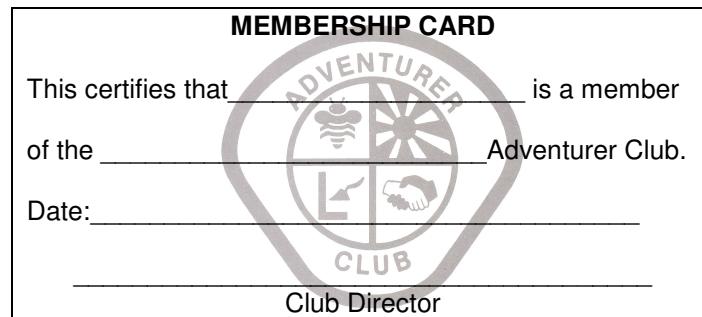
Adventurer Pledge and Law

PLEDGE

Because Jesus loves me, I can always do my best.

LAW

- Be obedient
- Be pure
- Be true
- Be kind
- Be respectful
- Be attentive
- Be helpful
- Be cheerful
- Be thoughtful
- Be reverent



SAMPLE: Adventurer Membership Card

Goals of the Adventurer Club

Why have an Adventurer club?

The Adventurer program is designed by the church to support parents in assisting children with the challenging task of developing fully as followers of Christ in today's world.

What is the Adventurer curriculum designed to accomplish?

1. Children will, at their own level, commit their hearts and lives to Jesus Christ.
2. Children will gain a positive attitude toward the benefits, joys, and responsibilities of living a Christian life.
3. Children will acquire the habits, skills and knowledge needed to live for Jesus today.
4. Parents and other primary caregivers will become more confident and effective in their role as co-laborers with Christ for their children.
5. Church will accept its responsibility in assisting to care for its youth by providing and implementing a planned curriculum of religious education for this age level.



Uniforms

The uniform makes the organization real and visible. It becomes emblematic and representative of an ideal, a standard. One of the ways to establish a standard and bring the members of an organization up to that standard is through the uniform. It should stimulate loyalty toward that standard by building morale and binding members into closer fellowship. It also appeals to those not already members to join. The uniform becomes a builder of club spirit.

The uniform is always neat and clean. Because the Adventurer Club program is valuable to each member, the uniform will be acquired and worn with enthusiasm.

Uniform Should Be Worn

It is recommended that those having uniforms wear them on the following occasions:

- At regular Adventurer meetings, when applicable.
- At special programs (Adventurer Day, induction, investiture, etc.)
- At investiture services
- At any public gathering when any or all act as:
 - Messengers
 - Ushers
 - Guards of honor

- First-aid details
- Color guards

While engaging in missionary activities, such as Ingathering; distributing food baskets, bouquets, literature, or church announcements; and band work, such as Singing Bands and Sunshine Bands.

Types of Uniforms

Class "A" uniform for the Adventurer boy and girl

GIRLS	Navy blue pinafore or skirt, white blouse (shirt type blouse with short sleeves)
BOYS	Navy blue pants, white shirt with short sleeves and regular collar.
BOYS/GIRLS	Shoes: uniform within club; Navy blue or white socks: uniform within club
SCARF	Adventurer scarf is part of the uniform worn with an Adventurer slide
AWARD SASH	The sash is navy blue and part of uniform

Class "A" Uniform for Adventurer Staff

LADIES	Navy blue A-line (slim) skirt; White blouse (shirt type blouse with short sleeves)
MEN	Navy blue pants, white shirt (with short sleeves and regular collar)
MEN/LADIES	Shoes: uniform within club; belt: uniform within club; Navy blue tie (optional for men)
SCARF	The Adventurer scarf is part of the uniform and worn with an Adventurer slide. Staff members who are Master Guides may wear their Master Guide scarves
SASH	Sash is navy blue and worn at appropriate times. A Y honors are NOT to be worn on the Adventurer sash; only Adventurer awards are to be worn on sash.
EMBLEMS	Adventurer Patch, place on right sleeve Adventurer World, place on left sleeve Club Crescent, place on right sleeve above Adventurer patch Adventurer Awards, worn on the sash Class Pins, worn on shirt or blouse pocket

Field Uniform (Type B)

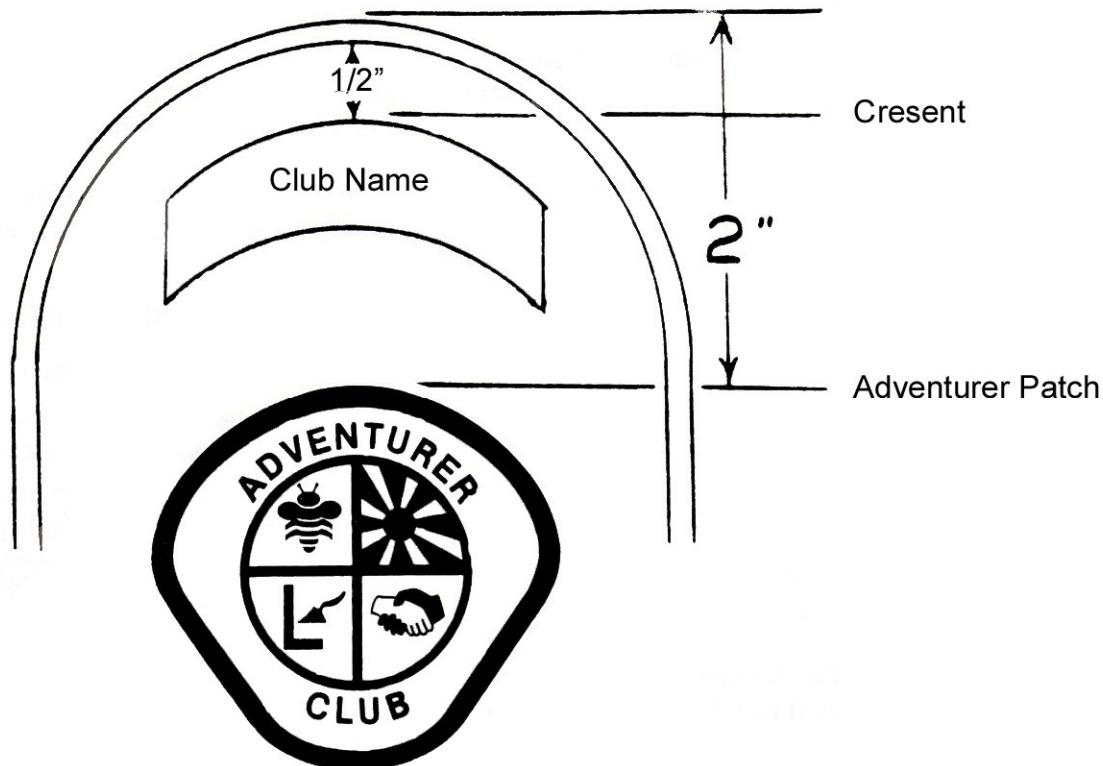
Field uniform for the Adventurers and staff is a T-shirt and blue jeans. Each club may create its own design for field uniform T-shirts and sweatshirts. A few suggestions for designs on T-shirts are:

- Adventurer logo

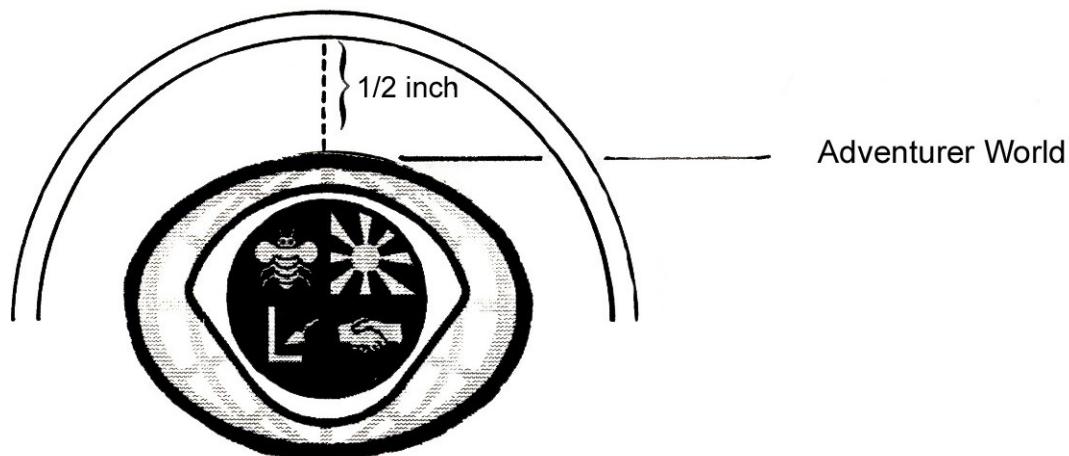
- Local club logo
- Adventurer and local club logo

POSITION OF INSIGNIA

RIGHT SLEEVE



LEFT SLEEVE



CLUB ADMINISTRATION

Administration

The Adventurer Club gives the adult members of the church an excellent opportunity to work with their children. For best results, the staff includes the parents of Adventurers in planning the club's program.

Projected Program Outline

The Adventurer Club staff is responsible for planning the program of the club. The director is chairperson. Suggestions are welcomed from all sources.

Budget

The Adventurer staff prepares and adopts a balanced budget showing projected income and expense of the planned Adventurer Club program prior to the new Adventurer year. This budget is to be approved by the local church board.

Calendar

The Adventurer Club year consists of a minimum of nine months or the equivalent of a school year. It is realistic to think of the Adventurer year as paralleling the school year. However, for best results plan a 12 month program.

Meetings

Each club meeting is one and a half hours to two hours in length. The Adventurer Club staff provides a minimum of one regularly scheduled club meeting per month.

Monthly Report

The Adventurer Director reports club data and news every month to the local conference youth leader.

Church Board

The Adventurer Director is appointed to represent the Adventurer Club on the local church board.

Club Staff

To staff an Adventurer Club, it is necessary to have a director, one or more deputy directors, unit counselors, and class and craft instructors.

Uniforms

The staff wears the official Adventurers staff uniform, complete with all Adventurer Club insignia and staff stripes--director, deputy director, counselor, instructor.

Publicity

The church membership is kept informed concerning the local Adventurer Club by the use of a

bulletin board and church bulletin announcements, letters to the church constituency, church board meetings, lay activity/personal ministry periods, Adventist Youth meetings, and/or personal home contacts.

Records

A record of Adventurer class requirements fulfilled and unit activity information is kept in either a unit or club notebook. The club secretary keeps a permanent record of all club events, membership, class work completed, and other vital statistics.

Efficiency

Club and unit activities are planned to be of interest to each Adventurer. Following the outlined program ensures success of the Adventurer program. Pay special attention to beginning and ending meetings and activities on time.

Home Contacts

Each home represented in the unit is contacted by the counselor a minimum of once per Adventurer quarter.

Finances

Club Fees

Every member pays a moderate amount per Adventurer quarter or year as a part of membership obligations. The fee should not cause any prospective member to forego the privilege of membership, but each member must realize that everything worthwhile costs something.

Contributions

Friends and patrons can often be persuaded to contribute toward supplying specific needs for the Adventurer Cub program. Booster membership cards are to be made available for each contributor.

Offerings and Appropriations

A church offering or annual appropriation to benefit the club is to be arranged by the director in cooperation with the pastor and church board, and must be voted by the church board.

Relating to the Parents of Adventurers

Parents are to be recognized as the key "Relational Ministers," those who more than anyone else can create the sense of trust, love, and concern that is foundational to the development of "openness" to faith. Parents must be seen as the "primary evangelizers" of their children. No single factor influences the faith development of children more than does the witness and faith life of parents. Those involved in Adventurer leadership must help parents to fulfill this vital role.

The Adventurer leader needs to understand the world of the Adventurer parent. He/She must be able to relate effectively to the parent's thinking, desires, and emotional or psychological stresses in order

to work with the parent for the good of the Adventurer. He/she should recognize and understand that there are at least six different types of parents.

1. Strict disciplinarian
2. Overly permissive
3. Believes child is more important than adult
4. Desires strict supervision of all Adventurer functions (nothing left to chance)
5. Academic parents-have studied human development or child psychology, know needs of children and are prepared to evaluate your program
6. Loyal, orthodox parents - "If it is an official program of the church, it is all right, and I want my child in it"

By understanding the parent, the Adventurer leader can more readily understand the reasons parents put their children in the club. Possible reasons are:

1. To know where the child is for the two hours or more each week that the child is at the meetings or activities.
2. To prepare for an investiture.
3. Because other parents have their children in the club.
4. To teach discipline and respect for leadership.
5. To facilitate the socialization of an only child who needs to develop friends and diminish tendencies toward selfishness.
6. To develop certain skills in arts and crafts and learn to appreciate and respect nature.
7. Because the membership in some clubs carries prestige.
8. Because they hope that the child will succeed where the parents have failed.
9. Because they admire you and secretly want their child to grow up to be a counselor or director.
10. Because of the spiritual help the club affords.

Some proven methods to assure parents of your interest in their child are:

1. Telephone call
2. Letter once a month
3. Person-to-person discussions

The personal touch means much to the parent. In addition to the above, leaders (director, deputy director or counselor) should:

1. Acquaint parents with Adventurer Club's plan for the month or year.
 - a. Explain purpose and aims of Adventuring
 - b. Have program to honor parents monthly, quarterly, or annually.
2. Invite parents to help in specific ways, such as:
 - a. Driving a car
 - b. Using talent or skill in club activities
 - c. Offering home for party or social
 - d. Giving money for club expenses
3. Express gratitude and explain how parents' contributions help children.
4. For strong parental support it is essential to involve the parents themselves in the Adventurer program and to enlist their support in the completion of Adventurer Class requirements and Awards.

STAFFING THE ADVENTURER CLUB

When selecting staff to work with young children, certain characteristics must be sought. Not everyone is suited to work with the young. Today, many families are supported by two working parents and that responsibility may make it difficult for either parent to be heavily involved in club activities even though they may have the interest and ability.

Qualities of a Leader

"He who cooperates with the divine purpose in imparting to the youth a knowledge of God, and molding the character in harmony with His, does a high and noble work. He awakens a desire to reach God's ideal, he presents an education that is as high as heaven and as broad as the universe" (*Education*, p. 19).

1. **Love God supremely.** It takes Christian leaders to produce Christian men and women. The Adventurer leader's life is marked by Christ-centered living. He or she must model what he or she expects Adventurers to become.
2. **Love children sincerely.** The only satisfactory motive for serving in the Adventurer Club is love for children. This love will be expressed more in action than by words. The Adventurer notices when an adult gladly shares time, energy and companionship. This love perseveres, even when the children are unappreciative.
3. **Serve with enthusiasm.** A vibrant, enthusiastic personality is a great asset to the Adventurer leader. Enthusiasm is contagious. Adventurers quickly follow optimistic leadership. The successful leader emphasizes the positive and supports the program with energy.
4. **Possess emotional stability.** A leader has to learn to master emotions. A leader needs self-discipline, temperance, faith and trust in God, and a sense of responsibility. Outbursts of ill temper, anger, or depression destroy the image of a competent Christian leader. Everyone is human, though, and sometimes leaders react in anger. A Christian leader will learn to apologize and ask forgiveness when he or she fails to exhibit Christian standards. A leader who can admit wrong is much more effective than one who pretends everything is perfect.
5. **Enjoy being outdoors.** Much of the activity of the Adventurer Club is done outdoors. The Adventurer leader should enjoy outdoor activities such as camping and hiking and learn the skills required. The leader needs to have something new and fresh to introduce to the club or unit.
6. **Know the essential characteristics of children.** A successful leader understands the characteristics common to young children. Read current books, make observations, and work in harmony with prevailing trends.
7. **Learn a variety of skills.** A leader who is versatile and diverse always has something new to introduce to the group. As any good teacher, the leader should be knowledgeable about and prepared for the activities in which he or she leads the Adventurers. The leader should be able to discover the joy of new experiences in the Adventurer Staff Training Course.
8. **Develop the ability to organize.** Leaders need to be organized. First the leader sets goals and evaluates all the factors needed to reach these goals. Next, the leader outlines definite steps to accomplish these goals. Then, the leader delegates responsibility to as many people as possible. Finally, the leader coordinates what these people do and encourages and facilitates their progress step by step until the objective has been reached. This is organization.
9. **Maintain good relations with fellow workers.** As a leader, personal relations are exceedingly important. A leader has the responsibility of seeing that the staff is happy and working effectively. Problems among the staff cripple the entire program. The leader models good people skills, being tactful and diplomatic in handling personal problems. A leader must

use the principles of love as the basis for everything done. A leader should never show jealousy or partiality in dealing with the staff or with the Adventurers. A leader's job is to facilitate those who are under his or her supervision so that they will do the best job possible. The leader is responsible for training future leaders of the Adventurer Club.

10. **Radiate a dignity of presence that assures order.** A leader has a commanding (not domineering) personality. This means that he or she has a dignity that commands respect without resorting to other methods. A leader should also be warm and friendly, someone whom an Adventurer can approach comfortably. A leader needs to balance firmness with kindness.
11. **Sense of humor.** In dealing with children a sense of humor is important. Using humor to handle teasing from Adventurers or to deal with irritating or upsetting incidents will keep things in perspective.
12. **Be resourceful and creative.** A leader has to be capable of reaching an objective despite various obstacles and difficulties. He or she is resourceful and has alternatives and options ready in an emergency. The leader is creative and determined in accomplishing goals.

Election of Staff

Director, Deputy Director

The nominating committee of the local church elects the director of the Adventurer Club, who is to be a baptized member--preferably a Master Guide--whose interest and ability qualify him or her for this ministry. Once nominated, the director should sit with the nominating committee for the selection of the associate directors. The number of associate directors chosen will depend upon the number of Adventurers in the club.

Secretary and Treasurer

The director and associate directors then choose the secretary and the treasurer. One person may care for both these positions if the club is small. These positions may be held by associate directors or other staff members.

Chaplain

The Adventurer Club staff will need to choose a chaplain - a person who will take responsibility for leading out in worships and special services and who will take a personal interest in the spiritual development of every Adventurer and staff member within the club. He or she may be one of the associate directors or the church pastor, assistant pastor, youth pastor, church elder, etc.

Parent

The director and associate directors appoint a mother and father to the Executive Committee to represent all parents of registered Adventurers.

Pastor

The pastor is an ex officio member of the Adventurer Club executive committee and should attend all meetings if possible. In any event, the pastor should be present at major meetings when staff is selected, yearly programs are outlined, and budgets are prepared.

Adventurer Staff Committee

The Adventurer Executive Committee elects the Adventurer staff committee members as follows:

Counselors--The Adventurer staff members who care for a unit of six to eight Adventurers.

Teachers--Qualified individuals who lead out in teaching Adventurer class work to Adventurers.
The unit counselor may also be the class-work teacher.

Instructors--Specialists who teach Awards, crafts, and other selected areas of study.

Committee Members

Adventurer Executive Committee

The Adventurer Executive Committee meets regularly, at least once a month, to develop both long-range and short-term plans. This body will develop the yearly calendar of events, deal with matters of major discipline, appoint support staff, and prepare an annual budget.

The Adventurer Club Executive Committee includes the following persons:

- Club director (chairperson)
- Deputy Director
- Secretary
- Treasurer
- Chaplain
- Parent (mother/father)
- Pastor (ex officio)

Adventurer Club Staff Committee

The Adventurer Club Staff Committee meets regularly to deal with day-to-day operations and planning for specific events such as a campout or other club activity. This group should meet each week either right before or after the club meeting to discuss immediate concerns, to hear announcements, and deal with matters that require immediate attention.

The Adventurer Club Staff Committee includes the following persons:

- Adventurer Executive Committee members
- Counselors
- Counselors-in-training
- Instructors
- Youth sponsor/elder (ex officio)

DUTIES OF STAFF

Staff Improvement

The members of the Adventurer staff fortify themselves with continued study to better their understanding of the elementary age child and Adventurer programming methods.

Examples: Reading books on children and programming; attending Adventurer staff counseling courses and retreats; attending conventions sponsored by the local/union conference; and by attending meetings conducted by the conference Adventurer director.

Training Course

The *Adventurer Manual* is designed to help adult leaders working with Adventurers. Each Adventurer leader is a graduate of this course.

Director

The Adventurer Club director is responsible for providing a program for the club that reaches the objectives successfully. The director presides at staff/council meetings. He or she keeps in touch with the conference Adventurer director and sends in reports as required. The director should be a person who understands young children, works well with a staff, carries responsibility, possesses an eagerness to recognize new ideas and shows initiative in implementing those ideas. Above all, the director is a sincere Seventh-day Adventist Christian whose life demonstrates what God can do.

The Adventurer Club director is a mature person who is a member in good and regular standing of the Seventh-day Adventist Church. He or she is a Master Guide, or should become one as soon as possible, and has completed the Adventurer Staff Training Course.

The success and morale of any club will depend largely upon the leadership of the club director, who is an example of spirituality, neatness, promptness, good sportsmanship, amiability, and self-control, and who always wears a neat and complete uniform.

The club director is vitally interested in children and sympathetically understands the problems of that age. His or her life demonstrates what God can do in the lives of children.

The director is resourceful and enthusiastic, carries responsibility, possesses an eagerness to recognize new ideas, and shows initiative in their implementation. He or she must be able to work well with the staff and assist counselors and teachers with any problems that may arise with their units and classes.

The director's duties are as follows:

1. Be a member of the church board.
2. Maintain liaison with the church pastor, youth pastor, and sponsor elder and invite them to participate in programs and events.
3. Stay in touch with the Adventurer leader at the conference office and render reports as required.
4. Be chairman of the Adventurer Executive Committee.
5. Preside at the club staff meeting, unless an associate director has been assigned to take charge. Supervise the activities of the club and call, organize, and arrange for each club meeting.
6. Lead out in planning the total program for the year and in producing a calendar of events,

- which is issued to all staff, Adventurers, and parents.
7. Be resourceful through the Executive Committee in providing an overall program for the club through the following activities:
 - a. Meeting times and places
 - b. Bimonthly outings
 - c. Field trips and outreach projects
 - d. Investiture
 - e. Finance/budget/membership fees/dues
 - f. Discipline
 - g. News sheets and bulletins
 8. Be responsible through the staff meetings for the planning of regular club meetings, including the following activities, and ensure that various committees and people are responsible for implementation:
 - a. Drill, opening and closing ceremonies
 - b. Worships
 - c. Games/fair practice
 - d. Class work awards/creative skills
 - e. Arrangements of units/counselors and teachers, and their duties.

Deputy Directors

Deputy Directors accept assignments from the director and share in the leadership responsibilities of the club. The deputy directors keep records and compile regular reports for the conference. They can assume the responsibilities of the finance officer, secretary, and chaplain. In larger clubs a deputy can be added to plan camping activities and nature projects, supervise crafts, and plan special events.

Deputy Directors shall accept assignments from the director and share in the leadership responsibilities of the club. There should be two or more associate directors according to the local club needs.

A deputy director designated by the director takes charge of the club meetings in the absence of the director. He or she may also be asked by the director to preside at staff meetings.

Deputy Directors should possess the same high qualities of leadership as outlined for the director. The highest respect and regard should be shown to the director and they should work well together.

The following areas should be cared for by the deputy directors:

- Adventurer classes
- Secretary
- Treasurer
- Recreation
- Outdoor activities
- Awards and creative skills
- Music
- Nature
- Chaplain/worships
- Transportation
- Special events/bimonthly events/field trips, etc.
- Outreach activities

- Public relations

Club Secretary

The club secretary keeps a permanent record of all club events, membership, class work completed, and other vital information.

The secretary will be responsible for keeping all club records other than those kept by the treasurer. In small clubs the work of the secretary and treasurer may be cared for by one individual. A well organized and efficient secretary can be invaluable to an Adventurer Club program.

The duties of the secretary are:

1. Check the unit's records and transfer them to the Adventurers' individual record sheets.
2. Record all points and demerits on the permanent record sheet.
3. Post the list of accumulated points by units on the bulletin board at least once a month.
4. Fill out the conference report and mail it to the office by the tenth of each month.
5. Keep the director informed of the achievement of the club in the conference scoring plan.
6. Notify the director if an Adventurer is habitually absent (especially without excuse), or if negligent in wearing uniform.
7. Be responsible for maintaining an attractive bulletin board display, which should be changed often.
8. Order supplies and all club record forms from the conference as needed.
9. Care for all correspondence and send letters for the director as necessary.
10. Be responsible for the club library and keep track of all books or magazines borrowed by staff members and Adventurers.

Club Treasurer

The Adventurer Club treasurer may be chosen from among the staff members. It is important that the treasurer work closely with the club director and the church treasurer, keeping both well informed as to the club expenses and funds on hand. In smaller clubs the duties of the treasurer and secretary may be cared for by the same individual, although a more efficient program can be carried on if they are separate. The treasurer needs to be an individual who understands the handling of the club funds with accuracy. It is ideal if a treasurer can be selected who has had some experience in accounting.

A conscientious and dependable treasurer can help the Adventurer Club use its funds wisely. He or she can keep the church board well informed about the income and expenses and also the needs of the Adventurer Club. This in turn will guarantee a more favorable response on the part of the church in time of need.

The duties of the treasurer are:

1. Collect and record all income, such as membership fees, dues, offerings, craft charges, donations, fund-raising, campouts, field trips, etc.
2. Transfer cash to the church treasurer to be kept in reserve.
3. Keep an accurate income-expense journal sheet, listing all income and expense funds, describing each briefly and recording the dates.
4. Keep all receipts, bills, and invoices associated with expense and file them by months in envelopes or folders.
5. Have the record books and all receipts, bills, and invoices ready for inspection and presentation to the director, church treasurer, Adventurer executive committee, and church

- board upon request.
6. Disburse funds as directed by the Executive Committee through the director or whoever may be assigned to give authorization and be sure that all accounts are promptly cared for.
 7. Withdraw funds for petty cash from the Adventurer reserve fund kept by the church treasurer.
 8. Be on hand to collect funds at fund-raising projects and keep an accurate record of funds received.
 9. Keep a record of fund-raising items given to Adventurers and keep track of items and/or funds returned.
 10. Collect funds for uniforms and equipment and pay invoices, or request the church treasurer to pay them.
 11. Be sure that all who ask for funds have an invoice or paid receipt that can be filed and kept on record.

Club Chaplain

The chaplain plays a very important role within the club by leading out and providing opportunities for spiritual development among Adventurers and staff. The chaplain is a baptized member of the Seventh-day Adventist Church and in good and regular standing with the church where the club is organized. He or she may be an associate director, staff member, church pastor, youth pastor, or elder. The chaplain must have the ability to organize as well as lead out effectively in spiritual activities in the club.

The duties of the chaplain:

1. Wears a uniform.
2. Counsels and works closely with the club director in preparation of spiritual activities.
3. Arranges for devotional periods, speakers, and periodic prayer bands.
4. Organizes and leads out in missionary outreach.
5. Selects individuals to offer prayer at meetings and club activities.
6. Arranges for devotions, Sabbath school activities, Sabbath worship service, and afternoon programs for campouts and other outings.
7. Works closely with director and pastor in setting up the annual Adventurer Day, investiture service, and induction ceremony.
8. Acts as a special spiritual counselor working closely with unit counselors.
9. Knows each Adventurer and staff member personally, and encourages them in their relationship with the Lord.
10. Shows a balanced Christian experience while participating in the club's secular activities.

Unit Counselor

The counselor is the leader of a unit of Adventurers. Counselors hold a key position in the Adventurer Club, for they have the closest contact with the Adventurers and their families and homes.

The Adventurers counselor is a key member of the staff. He or she is assigned to a unit of four to eight members, a male counselor for boys, and a female counselor for girls. The counselor becomes acquainted with each member and shares with the unit in the various activities. The counselor knows the parents and home conditions of each unit member and talks to unit members about social, emotional, and spiritual problems. The counselor's friendship can mean a lot to Adventurers during this time in their lives.

The counselor is present at each club meeting and activity and plans any unit events that the staff authorizes. The adult counselor is responsible not only for the unit but also for the professional

leadership growth of the counselor-in-training who works with the counselor.

Counselors are selected from baptized members of the Seventh-day Adventist Church where the club is organized. They must be converted and dedicated Christians. They must be willing to learn and grow, and should broaden their knowledge of arts, crafts, and nature so they may help to expand the knowledge of their unit members. They should set a good example in attitude and behavior.

Counselors must always be with their Adventurers when they are functioning as an Adventurer unit. During achievement classes or craft periods the unit might be dispersed among several groups, and at that time the members are under the supervision of the instructor or class teacher.

The counselors are to become well acquainted with their unit members. They should enter into all the various activities with them and win their confidence. They should become acquainted with the parents and home conditions. Counselors plan an occasional activity outside of the club period with their units, but only as they are authorized by the director of the club.

Counselors defend the standards and principles of the club at all times. They work together with officers of the club and are willing to help when asked.

The duties of a counselor are:

1. Take charge and lead/teach a unit or class, working and staying with the Adventurers during all programs.
2. Encourage, teach, and test necessary class work for successful investiture of members.
3. Set a good example in neatness, attendance, punctuality, and uniform. Be a role model in Christian behavior.
4. March and drill with his or her unit.
5. Develop understanding and friendship within the unit.
6. Help members with any problems and keep leaders informed (respect confidentiality).
7. Encourage members to participate in all activities.
8. Participate in campouts, arranging all details with associate director and members.
9. Attend staff committee meetings.
10. Notify the director in advance if unable to attend a meeting.

Instructor

The instructor's responsibility is to teach a specific class and reflect Seventh-day Adventist Christian ideals while doing so.

Instructors teach specific skills or subjects such as Bible, personal growth, outdoor skills, awards, or crafts. They may be drawn from the regular Adventurer Club staff, or from specialists in the church or community who are better qualified to teach specific subjects. These instructors may or may not be members of the church. They should be considered as adjunct staff and need not be at every club meeting.

Instructors must carefully study the class curriculum and requirements of the subject, award or craft to be taught before introducing it to the Adventurers. An instructor must work in close cooperation with the Adventurer classes coordinator or awards/craft coordinator to ensure that all the requirements are covered so the Adventurers may be invested.

AREA/DISTRICT COORDINATOR

Conferences may be divided into geographical areas with an Adventurer area/district coordinator serving in each area. The following qualifications, procedures, and duties are to guide in the selection of a person to fill this post and to serve as a working outline for the person chosen. The coordinator should be approved by the conference committee if he or she is to have authority.

Qualifications

1. Be a certified Master Guide, or have completed the Pathfinder Leadership Award.
2. Have at least five years of Adventurer/Pathfinder experience, including three years of administrative responsibilities.
3. Live in area he or she is serving.
4. Preferably not hold current office in a local Adventurer or Pathfinder Cub.
5. Any exception to the above qualifications must be approved by the club directors of the Adventurer area involved and the conference youth leader.

Election

1. The term of office is decided by the conference youth director and executive committee, and the area Adventurer leaders.
2. Each club's nomination will be presented by the club's director to the conference Youth Ministries Department at least 30 days before the election. The local club nominating committee is made up of the local club staff with the club director acting as club committee chairperson and representative.
3. Election committees made up of area club directors, and the conference Adventurer director, associate or appointee as chair person, will meet and elect the Adventurer area/district coordinator for each area.
4. The elected Adventurer area/district coordinator's name will be submitted to the conference committee for approval.
5. The newly elected Adventurer area/district coordinator will assume responsibilities immediately following the approval of the conference committee.

Duties of the Coordinator

The conference committee authorizes the coordinator to serve in the following functions:

1. Be available to give assistance to the local pastor and/or club leadership in promoting and supporting local, Union and Division Adventurer policies and programs.
2. Visit each club in the geographical area often enough to become familiar with the club programs.
3. Attend Adventurer coordinators' area/district meetings to assist in the planning of the conference functions, as well as the overall Adventurer program. These meetings will be held at least quarterly.
4. Assist the conference Youth Ministries leader at training courses, Investitures, and other conference Adventurer functions.

Other functions as requested by local clubs and/or pastors may include the following:

1. Assist local clubs with such activities as Adventurer Day, programs, investitures, inductions,

- and inspections.
2. Encourage churches without Adventurer clubs and help them organize a new club.
 3. Promote and direct area activities such as camping trips, athletic events, leaders' training courses, and leaders' meetings.

Optional roles for the coordinator may include the following:

1. Promote participation in community activities such as parades and fairs.
2. Promote and direct area-wide mission projects.
3. Any other activities desired by the directors of the local clubs in a given area.

Chairperson of Adventurer Area/District Coordinators

The conference Adventurer director or associate chairs the Adventurer area/district coordinators' meetings.

A vice-chairperson may also be appointed from among and by the Adventurer coordinators.

Duties of the Vice-Chairperson

In the absence of the chairperson, the vice-chairperson is to chair the coordinator's meetings and report to the chairperson decisions reached at each meeting.

In an emergency and in the absence of the chairperson, the vice-chairperson has the responsibility of organizing the coordinators to ensure the continued operation of the Adventurer program.

GETTING STARTED

1. **Counsel with the Conference Youth Director.** It is important that the parents of Adventurer age children support the plan to organize an Adventurer Club. Once the parents and others involved have expressed a desire to form a club, counsel should be sought from the conference Youth Director who is responsible for guiding all clubs in the conference.
2. **Present the plan to the Church Board.** Upon the recommendation of the conference Youth Director, plans should be submitted to the church board by a local church member for authorization to organize an Adventurer Club. The conference Youth Director should be invited to attend that board meeting to support the request and respond to questions about the organization.
3. **Inform the congregation during the worship service.** It is important that all church members be informed about the Adventurer Club's objectives and its program. Someone qualified by experience to speak in behalf of the Adventurer Club and the needs of children should present this information to the entire church, preferably during the worship hour on Sabbath. It might be the conference or union Youth Director, the local church pastor, an Adventurer area coordinator, or some other qualified person as guest speaker.
4. **Call a special organizational meeting.** A special meeting, preferably on Sabbath afternoon, should be scheduled to bring together those who would be interested in the organization of an Adventurer Club. Invite all Master Guides, all parents of Adventurer age children, all teachers in the appropriate Sabbath School divisions, all adults who would be interested in

teaching hobbies and skills to the boys and girls, and others interested in children. During this meeting, explain the details in regard to the Adventurer organization. A few Adventurers visiting from some neighboring club might demonstrate some of their accomplishments and display the uniform. An appeal should be made for volunteers to help in the Adventurer Club, and an informational questionnaire should be circulated.

5. **Teach the basics of Adventuring.** A basic Adventurer staff training course should be taught to the club personnel. One of the conditions upon which the successful operation of the Adventurer Club depends is an adequate number of trained staff. The conference Youth Director should conduct this course and bring in as many instructors as possible.
 6. **Elect the director and deputy directors.** At the close of the training course, the church board should be made aware of those who are best qualified to lead out in the Adventurer Club and recommend to the church the club officers as needed: director, associate directors, counselors.
 7. **Establish the Adventurer Club Executive Committee.** The Adventurer Club Executive Committee consists of the director as chairperson, the deputy director, secretary, treasurer, chaplain, parent (mother/father) Pastor (ex officio). This group sets major policies for the operation, goals, and objectives of the club, and selects counselors and instructors.
 8. **Build the program.** This may be the most important step in the entire organization. Program building consists of long-range planning. The objectives of the club over a period of months and years should be brought into focus. The club activities should conform to these overall objectives. Each meeting should be planned in detail weeks in advance. Recognition of the characteristics of children will lead the staff to break the year's program into three or four segments, each with distinct activities and objectives. These segments give flexibility to the year's program, allowing new ideas and features to be introduced from period to period.
 9. **Hold a guest night.** Guest night is held approximately two or three weeks before enrollment night. Each potential Adventurer may invite a special community friend to this "guest night" meeting. The director and other officers should become acquainted with each child. During the conversation, the director or deputies should ask, "Would you like to join our Adventurer club?" If the answer is Yes, plan visits the homes the very next week and explain the complete program, showing a willingness to work with the family about their Sunday or Sabbath feelings.
10. **Hold an enrollment night.**
- a. Send letter to potential Adventurer families four weeks before enrollment night.
 - b. Advertise Adventurer program in the church bulletin, in the church school, by letter, posters, etc.
 - c. The secretary orders and receives from the conference youth director membership application and health record forms.
 - d. Train and uniform staff before enrollment night. (The director, associate directors, counselors and instructors form the staff of the club. There should be a number of occasions when the staff comes together for training. Thus each person becomes familiar with his or her duties and the overall scope of club activity. These staff members should secure uniforms and place insignia properly.)
 - e. Publicity for the weeks before Enrollment Night.

- 3 Attractive bulletin board
 - 2 Children's Sabbath School program
 - 2 Church missionary period
 - 2 Director's letter for parents of potential Adventurer
 - 1 Pastor's letter to parent of potential Adventurer
 - 1 Church service, emphasizing program
 - 0 Enrollment night
- 11. Implement a home visitation program.** Counselors should visit the home of each Adventurer in his or her unit immediately, introducing himself or herself as [child's name] counselor.
- a. If application blank or health record is not completely filled out, do so then.
 - b. Remind the family of club time.
 - c. Answer all questions concerning uniforms, campouts, club program, etc. Before leaving emphasize the fact that as a counselor, you want to help the parent in any way you can.
- 12. Hold an induction program approximately three weeks after enrollment night.** For assistance and guidance, contact your conference youth director or local Pathfinder leader.
- 13. Encourage community and church interest.** Once an Adventurer Club is established, appeal to church and community families that have not previously been interested. The director should make friends with every Adventurer family. Help each non-Seventh-day Adventist Adventurer family to become acquainted with the pastor. These families can then be invited to hear what the church has to offer them. The Adventurer Club should be evangelistic.
- 14. Repeat steps 1-13** in planning each year's program.
- 15. First club meeting.** It is important that this club meeting be one of fun and excitement, with membership involved in the activities.

REQUIREMENTS FOR CLUB MEMBERSHIP

1. Children age 6 - 9 (or in grades 1 to 4) are eligible for Adventurer membership.
2. Club activities include Adventurer Awards, field trips, and regular club meetings. Before joining the club, the Adventurer must agree to participate and cooperate in these activities.
3. Members must be faithful in attendance. Many clubs establish limits on absences and tardinesses, and Adventurers who do not comply with these regulations are asked to withdraw from the club.
4. The parents of the Adventurers must be willing to agree to and cooperate with the regulations and activities of the club, as agreed on the Adventurer Application Blank. At times they may be asked to supply money and time to support their child's membership.
5. Adventurers should own and regularly wear a complete Adventurer uniform. They must come to meetings and club-sponsored events in full uniform, as advised by the club director.
6. Adventurers are expected to obey all regulations and instructions of the Adventurer staff.
7. Club members must be willing to participate in community service projects and Share Your Faith and Outreach programs.
8. Adventurers must learn and live by the principles of the Adventurer Pledge and Law.

ADVENTURER REGISTRATION FORM

I would like to join the _____ Adventurer Club. I will attend club meetings, hikes, camping and field trips, missionary adventures and other club activities. I agree to be guided by the rules of the club and the Adventurer Pledge and Law.

NAME _____ Date _____

Address _____

City _____ State _____ Zip _____ Grade _____ Age _____

Home phone _____ Emergency number _____

Date of birth _____ School _____ Church _____

Check classes in which you have been invested:

Busy Bee

Sunbeam

Builder

Helping Hand

PLEDGE:

Because Jesus loves me, I
can always do my best

- LAW:**
- . Be obedient
 - . Be attentive
 - . Be pure
 - . Be helpful
 - . Be true
 - . Be cheerful
 - . Be kind
 - . Be thoughtful
 - . Be respectful
 - . Be reverent

I, _____, want to join the _____
(name of applicant) (club name)

I will attend meetings, activities, field trips, and other club activities. I will proudly wear my Adventurer uniform and obey club guidelines. I will be cheerful, helpful, honest, kind and courteous.

(Signature of Adventurer)

APPROVAL/CONSENT OF PARENT/GUARDIAN

As parent/guardian, I understand that the Adventurer program is an active one which includes many opportunities for service, adventure, fun, and learning. I will support the program by:

1. Encouraging my Adventurer to take an active part in all club meetings and functions;
2. Attending events to which parents are invited in support of my Adventurer;
3. Assisting club leaders by serving as a helper when needed;
4. Not holding any individual staff member liable in the event of an accidental injury;
5. Giving my permission for the above-named Adventurer to attend Adventurer activities.

(Signature of parent/guardian)

(Parent's address)

(Work phone)

STAFF ORGANIZATIONAL MEETINGS

Plan and Develop Local Adventurer Club Goals

1. Involve Adventurer Club with nurture and outreach ministries.
2. Schedule an Adventurer Club investiture.
3. Schedule parent and Adventurer Club outings.
4. Schedule Parent Training Seminars (can be in cooperation with Home and School Director).
5. Teach Adventurer curriculum.

Review Adventurer Objectives

A careful analysis of objectives will aid the staff as they begin the planning process that will lead to success in working with Adventurers. Take time to review goals and discuss each one in view of your local club needs.

Plan and Review Calendar Schedule

1. Quarterly and yearly schedule:
 - a. It is recommended that there be two to four club functions per month.
 - b. It is recommended that the length of club meetings be ninety minutes.
2. Nurture and outreach activities
3. Adventurer field trips
4. Family campouts
5. Conference/district events
 - a. Adventurer Leadership Training seminars and conference Adventurer Club activities (will be determined by the local conference)
 - b. Conference Adventurer "Fun" day

Uniform

Review the Adventurer Club Class "A" field uniform insignia. (See **UNIFORM** section in this manual.)

Adventurer Curriculum

Incorporate the Adventurer class work (Busy Bee, Sunbeams, Builder, Helping Hand) into the monthly/quarterly calendar.

Guidelines to Keep in Mind

1. Club programming must not bring unnecessary pressure on the family, club members or staff.
2. Undue stress should not be brought on the child.
3. Keep the program as family-oriented as possible. Remember the "family-focus" contrasting with the Pathfinder "peer-focus".
4. It is suggested that drilling and marching not be stressed due to lack of physical coordination within this age group. Remember – They are not "mini-Pathfinders."
5. If the club does want to do some marching, make it a fun experience like playing marching games such as "Simon Says."
6. Keep the program within the grade and physical limitations of the child.

GUIDELINES AND METHODS IN PROGRAMMING

Programming Philosophy

The ideal program will develop obedience and responsibility through the avenues of the physical, social, mental, and the spiritual, taught by experience and through the Adventurer class curriculum.

Physical

1. Domestic skills or tasks: Make own beds, dust, wash dishes, wash windows, lawn and garden work, wash clothes, iron, vacuum, properly set a table, learn light cooking, etc.
2. Teach and practice the domestic skills in the club meeting to develop skill.
3. Relays: Using domestic skills in group participation.
4. Games: Making a fun experience out of the skill.
5. Field trips: To a park, zoo, horse stables, police station, etc. Have as many family members participate as possible.
6. Family picnics.
7. Simple crafts in keeping with physical ability of the child to develop neat and careful work (quality rather than quantity).

Mental

1. Achievements: Keep simple, not competitive, and not taxing to the mind. Nature: Stop, look, listen and discover.
2. Teach less and experience more.

Social

1. Sharing: Help children to take turns in activities, to give away toys, food, etc.
2. Games: Use games to teach how to be a good loser or winner and how to get along with people.
3. Courtesy: Encourage one courteous act each day (keep personal charts).

Spiritual

1. Quizzes
2. Memory gems
3. Skits and stories
4. Songs
5. Involve children and family

Outreach

1. Visit nursing homes
2. Adopt grandparents
3. Teach how to make and write "thank you" notes, "I love you" notes, and cards for special days.
4. Community service projects

Campouts

Club campouts are encouraged, but it is preferable that they be a family camping experience.

PLANNING THE PROGRAM

Ellen White's counsel to church administrators could also be applied to Adventurer leaders: "There must be far more personal responsibility, far more thinking and planning, far more mental power brought into the labor put forth for the Master" (*Testimonies to Ministers*, p. 498).

"God's work is perfect as a whole because it is perfect in every part, however minute: . . . If we desire to be perfect, even as our Father in heaven is perfect, we must be faithful in doing little things. That which is worth doing at all is worth doing well" (*Messages to Young People*, pp. 144, 145).

Guiding youthful lives toward eternal life is the most important work given to mankind. You hold in your hands that responsibility, so plan your program well. Make it a balanced program with emphasis on spiritual, physical, mental and social.

A plan needs to be outlined and followed with care. Good programming is one of the most important factors in the successful operation of an Adventurer Club. A program with broad objectives should first be developed for the year, then for the quarter or trimester, and then for the weekly or bimonthly meeting.

The Adventurer Club staff is responsible for planning the program. The director chairs the planning meetings. Suggestions should be welcomed from all sources. It is realistic to make the Adventurer year parallel the school term.

In setting up a program, the staff should consider the following:

1. What do the leaders expect to achieve during the period ahead? (Goals.)
2. What do the Adventurers themselves want to do?
3. Events, such as Adventurer Day, holidays, vacations, an investiture ceremony, an induction ceremony, camp meeting, and summer camp.
4. Surprises, variety, action, achievements, and fun.
5. Constant and steady advancement of Adventurers in the classes.
6. The local conference Adventurer program. (Maintain contact with your local conference Adventurer director.)
7. A specific theme for a focus for yearly or quarterly planning. Whatever the theme, try to create happy, Christian Adventurers.
8. An Adventurer program balanced in character education, service projects, that develops skills in camping, nature, crafts, and health and safety.
9. A program designed to fit the particular conditions and needs of that club.

UNDERSTANDING ADVENTURER-AGE CHILDREN

How They Behave

- They enjoy strenuous activity.
- They love to create.
- They possess active imaginations and a growing ability to memorize.
- They have variable attention spans.
- They delight in stories.
- They are readily disciplined.
- They crave experiences that satisfy.

Why They Behave That Way

At this age, growth slows. Anything involving activity will capture their interest. If there is room to run, they won't walk. They work hard and play hard, but their energy is not limitless. They often overdo it and become exhausted and cranky. They like work that they can turn into play.

They enjoy putting things together and making useful stuff. Because their muscular coordination is still developing, they need practice with their smaller muscles. They think it is fun to convey an idea or feeling by drawing a picture or telling a story. They don't have patience for details.

They are developing increasing sensory perception. They are more aware of details. They find it easier to visualize objects that are not present. They find it easier to imagine what could happen in a certain situation. They are able to put themselves in someone else's shoes. Memorization comes easily.

Their average attention span is one or two minutes, with their attention shifting rapidly from place to place. However, when they are interested in a specific activity, they may stick with it for ten minutes to an hour.

They are attracted to stories with a satisfying plot. Boys find outdoor activities and wild animal stories especially appealing. Girls like stories about children and family experiences. Girls also enjoy stories that employ conversation and repetition.

Experts say this may be the best age for cooperation with adults - when conditions are favorable. They need to feel they have some freedom of choice. When basic needs are not met, they revolt. They are confused by inconsistency.

They are frustrated when they are not able to carry out a natural tendency, for example, the need to move after sitting for too long. They are irritated by failure in any project. They desperately seek approval from people they respect. They resent interference when they are involved in something interesting.

How to Handle Them

Provide plenty of opportunity for physical activity. Be patient when they run instead of walk. Be sure that pre-session activities involve lots of action, such as sand table projects or performances of Bible stories. Get them involved in arranging the chairs and passing out materials. Include activity within the regular Adventurer program.

It is difficult for Adventurers to use their small muscles for a long period. The best projects are easy for them and can be finished quickly. Don't ask them to provide details. They enjoy paper projects and modeling clay.

Make your stories vivid with details that will stimulate their imaginations and help them internalize sights or sound. Mention the swish of the fishing nets, the type of slingshot, the color of clothing. Memory verses are very important, and now is a good time to memorize the books of the Bible.

They need at least three different changes in activity during club time: Bible stories, discussion, physical activity, suggested action, worship, learning. They are unable to give sustained concentration to non-action tasks.

Keep the story moving. Don't let the action get bogged down by non-essential details. Try to make the

people and their situation real to the children. Be sure to include conversation.

Whenever possible, let them choose an activity. Make it obvious that you like them and respect their ideas. Provide plenty of personal attention. Supply "jobs" that will interest them and make them feel important. Try to award good behavior rather than punish wrong behavior.

Allow them to complete projects they are eager to do. Always keep in mind their physical needs. Be lavish in your approval for actions, answers, or work. Simplify your requirements so every child can succeed. Provide opportunities to earn rewards for good work.

How to Teach Them

Show them how to use their energy for God. Teach them to help others. Suggest simple tasks they can complete, such as inviting friends to Adventurer Club and Sabbath School or mailing get-well cards.

Their projects should have a purpose and be of some practical use. They want to make objects they can keep or give as gifts. The activities should be associated with the program goals.

Present stories in such a way that the Adventurers are able to put themselves in the place of the character. Ask them to imagine what they would do in that situation. Their imaginations are useful in helping them work out such problems. Don't let memory work become too important. It is easier for them to memorize words than to think through an idea.

Give your programs variety: tell stories, use visual aids, ask questions. Use action verbs in your story-telling. Make sure the activities will also teach. Provide an opportunity for movement by letting them stand to answer questions, etc.

Make abstract ideas understandable through the use of stories. Bring Bible and story characters to life so the children will follow their right example. Relate truth to their everyday life by making it personal. They are able to accept ideas, but need help in applying them to their own lives and actions.

Help the Adventurers feel confident in God's love. Explain the reasons behind the rules for behavior or the use of project materials - and the reasons behind God's rules found in the Bible.

Teach the children that God is pleased by their obedience. Instill in them a desire to please Him in all areas of their lives. Above all, help them to learn to love God.

ADVENTURER CLASSES

Adventurer Class Work

The children are to be trained to become missionaries: they must be helped to understand distinctly what they must do to be saved" (*Counsels to Parents, Teachers, and Students*, p. 168). And the best preparation "is the harmonious development of the physical, the mental, and the spiritual powers. It prepares the student for the joy of service in this world and for the joy of wider service in the world to come" (*Education*, p. 13).

"Since both men and women have a part in homemaking, boys as well as girls should gain a knowledge of household duties. To make a bed and put a room in order, to wash dishes, to prepare a meal, to wash and prepare his own clothing, is a training that need not make any boy less manly; it will make him happier and more useful. And if girls, in turn, could learn. . . to use the saw and hammer, as well as the rake and the hoe, they would be better fitted to meet the emergencies of life" (*Education*, pages 215-217).

It was from the study of these and other similar passages that the Adventurer classes--Busy Bee, Sunbeam, Builder, and Helping Hand--were developed, and all the requirements for these classes are based on this instruction. They include Bible and nature study, the learning of useful and helpful things to do about the home, outdoor activities, first aid, personal and home hygiene, physical fitness, and service to others.

The Adventurer Club, the church, the school, and the home work closely together to help the Adventurers complete their class requirements. The club is responsible for teaching the class work but should work closely with other bodies working for this age group and cooperate and coordinate their efforts. Parents should be directly involved to ensure that requirements are completed at home when required.

THE FAMILY AND THE ADVENTURER CLUB

The Adventurer Club exists for the purpose of supporting parents in the task of raising children for Jesus Christ. It does not seek to take over this responsibility for the parents or to exclude the parents from the activities of the children. For this reason, parents are an integral part of the Adventurer program from the MY FAMILY track in the children's class work to the FAMILY track designed especially for parents.

Parents are welcomed and urged to take part in the life of the club. Besides regular parent meetings, they are welcome and valued at club meetings for their companionship, influence, and assistance. Many clubs ask parents to commit themselves to attending and assisting with at least one club meeting per quarter, in addition to the regular parent nights.

The Family and the Adventurer Class Work

The world of the Adventurer-age child is centered around the family. In order to direct children's lives to God, the cooperation of the parents and family must be enlisted wherever possible.

Where the Adventurer class work is taught outside of the home, parents should be made aware of the Adventurer program and its goals from the very beginning. A special parents meeting may be held, or

letters sent home, to explain the goals and methods of the Adventurer curriculum.

The MY FAMILY track, in particular, provides parents with an opportunity to take part in helping their children reach the Adventurer goals. Several letters are provided in the Instructor's Manual to introduce parents to specific parts of the Adventurer curriculum.

HOW TO TEACH AN ADVENTURER CLASS

1. **Begin with good overall planning.** Set up a yearly timetable. Know how much time is available to complete each requirement.
2. **Know your requirements.** Understand the requirement you are working on, and how it fits into the overall goal of the Adventurer program.
3. **Consider the children.** Find out what information and experiences the children will need in order to complete the requirement. What will they be interested in?
4. **Invite the parents.** Let parents know and be familiar with the requirements and how they may assist.
5. **Schedule your class work.** As you prepare to help the children meet the Adventurer requirements for their level, it will be helpful to draw up an overall timetable. This will help you decide how much time may be spent on each requirement in order to complete all of the level requirements within the year.
Review how much time is available to complete the requirement. Plan what information and skills to present during each period. (Adventurer class time is usually about 30 minutes, with a few minutes for information-giving and the rest of the time spent in active learning.)
6. **Plan the class period.**
 - a. *Catch their interest. Get the children interested in the information by Presenting an interesting object, demonstration, or problem to solve. Show how it will have meaning for their lives. (2 minutes)*
 - b. *Present information. Present the necessary information in an interesting way. Use a variety of methods such as visual aids, pictures, films, stories, special objects or visitors, discussions, demonstrations, etc. (5 minutes)*
 - c. *Practice. Use a variety of active, dramatic, and artistic experiences to make the learning successful and fun for the children. (20 minutes)*
 - d. *Apply to life. Help children to apply what they have learned to the things they do each day. (3 minutes)*
 - e. *Evaluate. Check to see if each child has completed the requirement and reached your objectives. Stress participation and improvement rather than perfection.*
7. **Collect resources.** Gather the information, supplies, books and audiovisual materials you need to make the activities exciting and practical. Use this manual as your resource library.
8. **Teach the class.** Your enthusiasm for the subject and for Jesus Christ is what will make the greatest difference in the children's lives. "He taught in a way that made them feel the completeness of His identification with their interests and happiness. His instruction was so direct, His illustrations were so appropriate, His words so sympathetic and cheerful, that His hearers were charmed" (*Ministry of Healing*, p. 24).
9. **Evaluate the class.** After the class, ask yourself, "Did this class period help the children to love and live for Jesus? What things worked well? What could have made it better?" Let the children tell you how they liked the activity.

OVERVIEW OF THE ADVENTURER CLASSWORK

The Adventurer curriculum focuses upon the four different aspects of the child's world which are listed below. Each of these five tracks is further divided into three separate components. The goals and concepts to be covered are also listed on this page.

TRACKS	THE GOAL OF EACH TRACK	MAJOR COMPONENTS OF EACH TRACK	CONCEPTS INCLUDED IN EACH COMPONENT
BASIC	To ensure that the children have the background necessary to receive maximum benefit from the Adventurer program.	I. Responsibility II. Reinforcement	I. Commitment to the common goals of the group II. Introduction and review of the Adventurer concepts through reading
MY GOD	To facilitate the development of a growing and fruitful relationship between the child and Jesus Christ.	I. His Plan To Save Me II. His Message To Me III. His Power In My Life	I. God's love, sin and forgiveness, conversion, obedience II. Memory verses, Bible books, using and trusting the Bible III. Prayer, Bible study, witness, living for Christ
MYSELF	To enhance the children's care and appreciation for the individuals God created them to be.	I. I Am Special II. I Can Make Wise Choices III. I Can Care For My Body	I. Uniqueness and value of each person, responsibility for service, talents II. Feelings, values, decision-making, media III. Health, fitness, anatomy, temperance, sexuality
MY FAMILY	To empower the children to be happy and productive members of the families God gave them.	I. I Have A Family II. Families Care For Each Other III. My Family Helps Me Care For Myself	I. Uniqueness of families, family changes, roles and responsibilities II. Authority and respect, appreciation, family activities III. Safety, stewardship, indoor skills, outdoor skills
MY WORLD	To enable the children to encounter God's world with confidence and compassion.	I. The World Of Friends II. The World Of Other People III. The World Of Nature	I. Social skills, courtesy, prejudice, peer pressure II. Serving the church, community, country, world III. God and nature, nature study, nature recreation, concern for the environment

BASIC—REQUIREMENTS

BUSY BEE—6 years	SUNBEAM—7 years	BUILDER—8 years	HELPING HAND—9 years
I. RESPONSIBILITY			
Repeat from memory and accept the Adventurer Pledge.	Repeat from memory and accept the Adventurer Law.	A. Repeat from memory the Adventurer Pledge and Law. B. Explain the Pledge.	A. Repeat from memory the Adventurer Pledge and Law. B. Explain the Law.
II. REINFORCEMENT			
Earn the Busy Bee Reading Certificate.	Earn the Sunbeam Reading Certificate	Earn the Builder Reading Certificate.	Earn the Helping Hand Reading Certificate.

BASIC REQUIREMENTS

Objectives

Responsibility

Upon completion of the Adventurer requirements the children will:

Know: the meaning and purpose of the Adventurer pledge and law;

Feel: a sense of determination to make the Pledge and Law a part of their lives; and

Act: to live by these principles.

Reinforcement

Upon completion of the Adventurer requirements the children will:

Know: and understand more about their God, themselves, their families, and their world;

Feel: the value and joy of reading; and

Act: by continuing to use books for knowledge and pleasure.

MY GOD—REQUIREMENTS

BUSY BEE	SUNBEAM	BUILDER	HELPING HAND
I. HIS PLAN TO SAVE ME			
<p>A. Create a story chart showing the order in which these events took place:</p> <ul style="list-style-type: none"> ◆ Creation ◆ Sin and sadness begin ◆ Jesus cares for me today ◆ Jesus comes again ◆ Heaven <p>OR the Bible stories you are studying in your classroom or Sabbath School.</p> <p>B. Draw a picture or tell about one of the stories above to show someone how much Jesus cares for you.</p>	<p>A. Create a story chart showing Jesus':</p> <ul style="list-style-type: none"> ◆ Birth ◆ Life ◆ Death ◆ Resurrection <p>OR the Bible stories you are studying in your classroom or Sabbath School.</p> <p>B. Make a mural or tell about one of the stories above to show someone the joy of being saved by Jesus.</p>	<p>A. Create a story chart showing the order in which these stories took place:</p> <ul style="list-style-type: none"> ◆ Paul ◆ Martin Luther ◆ Ellen White ◆ Yourself <p>OR the Bible stories you are studying in your classroom or Sabbath School.</p> <p>B. Plan a skit or newspaper story about one of the stories above to show someone how to give one's life to Jesus.</p>	<p>A. Create a story chart showing the order in which these stories took place:</p> <ul style="list-style-type: none"> ◆ Noah ◆ Abraham ◆ Moses ◆ David ◆ Daniel <p>OR the Bible stories you are studying in your classroom or Sabbath School.</p> <p>B. Make a diorama, poem, or song about one of the stories above to show someone how to live for God.</p>
II. HIS MESSAGE TO ME			
Earn the Bible I Adventurer Award	<p>A. Memorize and explain two Bible verses about being saved by Jesus.</p> <ul style="list-style-type: none"> ◆ Matthew 22:37-39 ◆ 1 John 1:9 ◆ Isaiah 1:18 ◆ Romans 6:23 <p>B. Name the two major parts of the Bible and the four gospels.</p> <p>C. Earn the Friend of Jesus Adventurer Award.</p>	Earn the Bible II Adventurer Award	<p>A. Find, memorize, and explain three Bible verses about living for Jesus.</p> <ul style="list-style-type: none"> ◆ Exodus 20:11-17 ◆ Philippians 2:13 ◆ Philippians 4:13 ◆ 1 John 2:1,2 ◆ Jude 24 <p>B. Name the books of the Old Testament.</p>
BUSY BEE	SUNBEAM	BUILDER	HELPING HAND
III. HIS POWER IN MY LIFE			
<p>A. Spend a regular quiet time with Jesus to talk with Him and learn about Him.</p> <p>B. Ask three people why they pray.</p>	<p>A. Spend a regular quiet time with Jesus to talk with Him and learn about Him.</p> <p>B. Ask three people why they study the Bible.</p>	<p>A. Spend a regular quiet time with Jesus to talk with Him and learn about Him.</p> <p>B. Ask three people why they are glad to belong to Jesus.</p>	<p>A. Spend a regular quiet time with Jesus to talk with Him and learn about Him.</p> <p>B. Work with an adult to choose one thing in your life which you would like to improve. With Jesus' help, pray, plan, and work together to reach your goal.</p>

MY GOD

Objectives

His Plan To Save Us

Upon completion of the Adventurer requirements the children will:

Know: the broad outlines of God's plan of salvation and how to experience this gift personally;

Feel: the assurance of God's love and salvation which produces joyful praise and a strong determination to live for Him;

Act: by accepting Jesus Christ's gift of forgiveness and new life.

His Message To Us

Upon completion of the Adventurer requirements the children will:

Know: how to learn of God's love and His plan for us through history and the Bible;

Feel: the desire and confidence to come closer to God through studying the Bible;

Act: by studying the Bible regularly, easily and with understanding.

His Power In Our Lives

Upon completion of the Adventurer requirements the children will:

Know: how to build a growing relationship with God;

Feel: the joy which comes from living for Him, and a determination to persevere; and

Act: by spending quiet time with God and growing more like Him everyday.

MY SELF—REQUIREMENTS			
BUSY BEE	SUNBEAM	BUILDER	HELPING HAND
I. I AM SPECIAL			
Make a booklet showing different people who care for you as Jesus would.	Make a tracing of yourself. Decorate it with pictures and words which tell good things about you.	Put together a scrapbook, poster, or collage showing some things you can do to serve God and others.	A. List some special interests and abilities God has given you. B. Demonstrate and share your talent by earning one of the Adventurer awards that allow expressions of personal talent.
II. I CAN MAKE WISE CHOICES			
Name at least four different feelings. Play the Feelings Game.	Play the What-If? Game.	Earn the Media Critic Adventurer Award.	A. Learn the steps of good decision-making. B. Use them to solve two real-life problems.
III. I CAN CARE FOR MY BODY			
Earn the Health Specialist Adventurer Award.	Earn the Fitness Fun Adventurer Award.	Earn the Temperance Adventurer Award.	Earn the Hygiene Adventurer Award.

I Am Special

Upon completion of the Adventurer requirements the children will:

- Know:** that God created each person in a special way for a special purpose;
- Feel:** the assurance of their own unique value as children and co-workers of God;
- Act:** by discovering some of their own special strengths striving to improve them; by recognizing their weaknesses and striving to effect change.

I Can Make Wise Choices

Upon completion of the Adventurer requirements the children will:

- Know:** the basic principles of wise decision-making;
- Feel:** the value of determining their own happiness and success by making wise choices in Christ;
- Act:** by using decision-making skills to make choices in everyday life.

I Can Care For My Body

Upon completion of the Adventurer requirements the children will:

- Know:** God's guidelines for a happy healthy body, and why they're necessary;
- Feel:** the importance and value of good health;
- Act:** by choosing to follow the basic principles of health so that they become life long habits.

MY FAMILY—REQUIREMENTS

BUSY BEE	SUNBEAM	BUILDER	HELPING HAND
I. I HAVE A FAMILY			
Paint or draw a picture showing something you like about each member of your family.	Ask each member of your family to tell some of their favorite memories.	A. Share one way your family has changed. Tell how you felt and what you did. B. Find a story in the Bible about a family like yours.	Make a family flag or banner, OR collect stories or photographs about your family history.
II. FAMILIES CARE FOR EACH OTHER			
A. Discover what the fifth commandment (Exodus 20:12) tells you about families. B. Act out three ways you can honor your family.	Show how Jesus can help you deal with disagreements. Use: ◆ Puppets ◆ Role playing ◆ Other	Play the Love Game.	Help plan a special family worship, family night, or family outing.
III. MY FAMILY HELPS ME CARE FOR MYSELF			
Earn the Safety Specialist Adventurer Award.	Earn the Road Safety Adventurer Award.	Complete the Wise Steward Adventurer Award.	Earn an Adventurer Award , not previously earned, in one of the following areas: ◆ Craft ◆ Indoor Skills ◆ Outdoor Skills

MY FAMILY

Objectives

I Have A Family

Upon completion of the Adventurer requirements the children will:

- Know:** that God made each family for a special reason and that each member has a part to play;
- Feel:** appreciative of their own families and comfortable with their role in them;
- Act:** by responsibly performing their own roles in the family.

Family Members Care For Each Other

Upon completion of the Adventurer requirements the children will:

- Know:** what family members must do in order to live, work, and play together happily for God's glory;

Feel: a growing love for family members and ease in communicating with them;

Act: by working to enhance positive relationships with each member of the family.

Family Helps Me Care For Myself

Upon completion of the Adventurer requirements the children will:

Know: the skills needed for the independence appropriate to their age level;

Feel: confidence and fulfillment in their growing ability to manage their own lives with Jesus' help;

Act: by regularly practicing their growing independence skills.

MY WORLD—REQUIREMENTS			
BUSY BEE	SUNBEAM	BUILDER	HELPING HAND
I. THE WORLD OF FRIENDS			
Tell how you can be a good friend. Use: ◆ Puppets ◆ Role-playing ◆ Other	Complete the Courtesy Adventurer Award.	A. Make friends with a person who has a handicap or a person of another culture, or generation. B. Invite that person to a family or church event.	Earn the Caring Friend Adventurer Award.
II. THE WORLD OF OTHER PEOPLE			
Tell about the work people do in your church. Find a way to help.	A. Explore your neighborhood. List things that are good and things you could help make better. B. From your list, choose ways and spend time making your neighborhood better.	A. Know and explain your national anthem and flag. B. Name your country's capital and the leader of your country.	Choose a world culture to study. Find a way to share Jesus' love with some of the people of that culture.
III. THE WORLD OF NATURE			
Earn the Friend of Animals Adventurer Award.	Earn the Friend of Nature Adventurer Award.	Earn an Adventurer Award for nature, not previously earned.	Earn the Environmentalist Adventurer Award.

MY WORLD

Objectives

World Of Friends

Upon completion of the Adventurer requirements the children will:

- Know:** how to develop and participate in friendships in a positive way;
- Feel:** a confidence in dealing with social situations which will enable them to act with compassion and courage; and
- Act:** to enjoy fulfilling friendships by applying Christian social skills.

World Of Other People

Upon completion of the Adventurer requirements the children will:

- Know:** that they are a part of the wide variety of people and groups in God's world;
- Feel:** a respect and compassion for individuals and groups; and
- Act:** wisely to become a model of God's love and plan for His people.

The World Of Nature

Upon completion of the Adventurer requirements the children will:

- Know:** some of the special things which God's creation has to offer;
- Feel:** an appreciation and concern for the natural world; and
- Act:** wisely to enjoy and care for nature.