

ADVENTURER CLUB

DIRECTOR'S

GUIDE



ADVENTURERS
THIS WAY



ADVENTURER CLUB DIRECTOR'S GUIDE

The Adventurer Club Director's Guide was developed with oversight by the Adventurer Committee of the North American Division.

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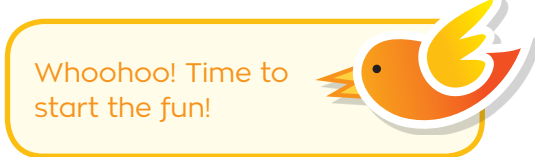
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Introduction

TO THE ADVENTURER CLUB MINISTRY



Jesus said, “Let the little children come to me, and do not hinder them, for the kingdom of heaven belongs to such as these” **(Matthew 19:14, NIV)**.

Welcome to the exciting world of Adventurer Club leadership! Every year volunteers like you help thousands of pre-kindergarten through fourth grade children experience Jesus’ love while exploring their world through fun, age-appropriate activities. And the Adventurer Club isn’t just for kids! The Adventurer Club is designed to include parents and guardians in all aspects of the program, and you’ll find the more involved parents and guardians are, the more successful your club will be.

Whether you’re an old pro or just starting out as an Adventurer Club director, this guide will help you organize and manage your Adventurer Club. Throughout this book, you’ll find information about Adventurer-age children, organizing your year, safety tips, and much more.

Adventurer meetings should be fun and kid-centered. Remember that children look to adults to set the pace of the meetings and model how they should act. So . . . take a deep breath, say a prayer, and keep your sense of humor. Your adventure is about to begin!

Section 1

Adventurer Club Basics

In this overview of the Adventurer Club we'll take a quick look at the mission, curriculum, Pledge, Law, song, and all the patches your kids can earn as part of the club.





Adventurer Mission

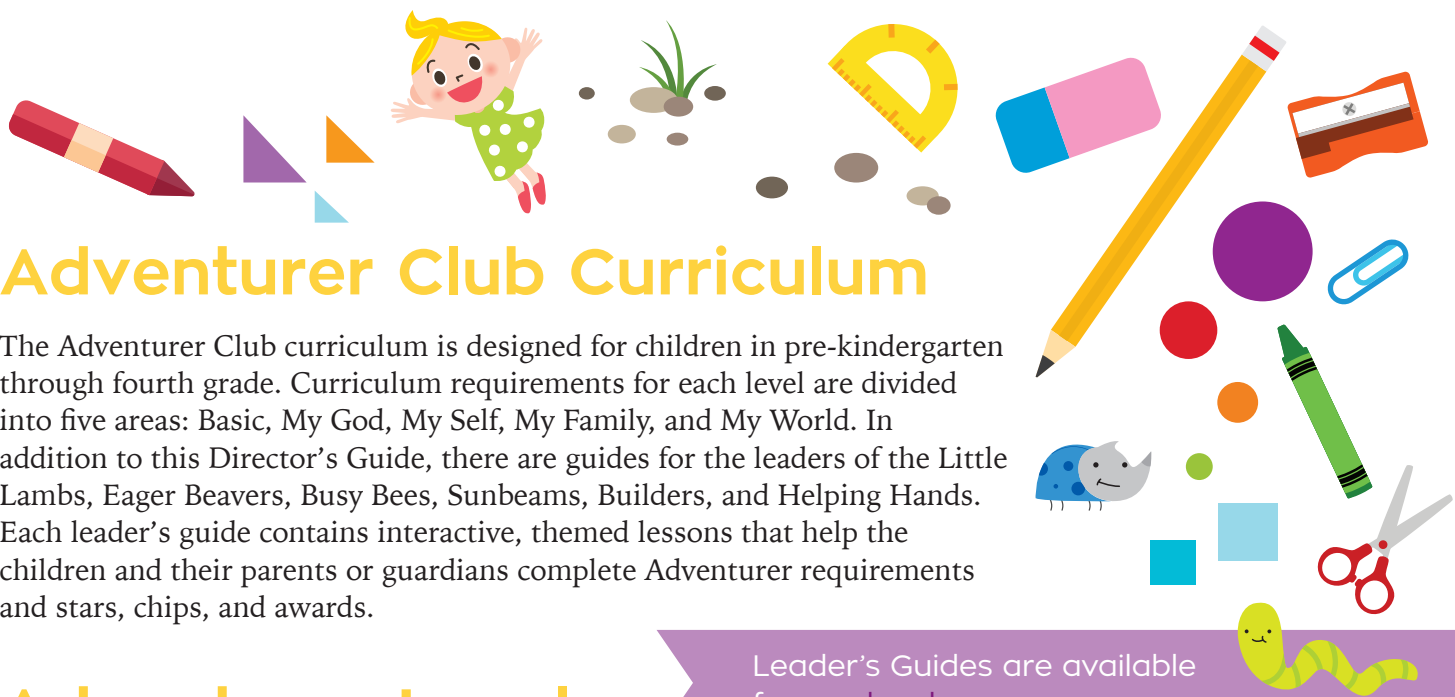
The mission of the Adventurer Club ministry is to serve an intercultural community of children from pre-kindergarten through fourth grade and their parents or guardians and assist Adventurer families in growing as followers of Jesus.



Family Network

An important part of the Adventurer Club ministry is providing parents and guardians in your church, as well as your community, with a support network. The Family Network is an intentional way for the Adventurer Club and the church family to provide support and training on parenting topics to parents and guardians.





Adventurer Club Curriculum

The Adventurer Club curriculum is designed for children in pre-kindergarten through fourth grade. Curriculum requirements for each level are divided into five areas: Basic, My God, My Self, My Family, and My World. In addition to this Director's Guide, there are guides for the leaders of the Little Lambs, Eager Beavers, Busy Bees, Sunbeams, Builders, and Helping Hands. Each leader's guide contains interactive, themed lessons that help the children and their parents or guardians complete Adventurer requirements and stars, chips, and awards.

Leader's Guides are available from adventsource.org

Adventurer Levels

Little Lamb
Color:
LIGHT BLUE



Pre-kindergarten

Eager Beaver
Color:
GREEN



Kindergarten

Busy Bee
Color:
YELLOW



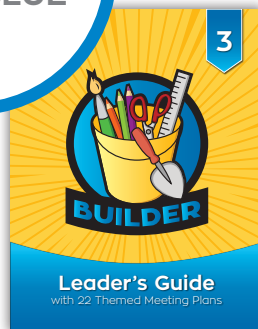
First Grade

Sunbeam
Color:
ORANGE



Second Grade

Builder
Color:
DARK BLUE



Third Grade

Helping Hand
Color:
BURGUNDY



Fourth Grade

A collection of colorful stars and squares in various sizes and colors (purple, blue, green, yellow, red, orange) scattered across the top left and middle left of the page.

Adventurer Stars, Chips, and Awards

Stars, chips, and awards are fun ways for Adventurers to explore their world, learn skills, and be creative. When the requirements are completed, the Adventurer receives a patch that is proudly worn on his or her sash. Patches for Little Lambs are called stars, for Eager Beavers they are called chips, and for Busy Bees through Helping Hands they are called awards. In addition to patches that Adventurers earn during club meetings, there are many additional patches that parents and guardians can help their children earn at home. The requirements for all current Adventurer stars, chips, and awards are included on the Resource USB Flash Drive available from adventsource.org. However, there are new stars, chips, and awards being developed all the time. Check out Adventurer-Club.org for new options and suggestions for teaching the requirements.

A collection of colorful triangles in various sizes and colors (blue, red, yellow, green, orange) scattered across the middle right of the page. A blue butterfly is also present.

Adventurer Club poster available from adventsource.org



Adventurer Club Logo

The logo is a visual reminder of what the Adventurer Club is all about. The Adventurer Club is a ministry for families that is supported by a strong biblical foundation. All club activities are focused on connecting children and their parents/caregivers to Jesus.

Focused on Jesus

Family-centered

Bible-based



ADVENTURER PLEDGE

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

ADVENTURER LAW

Jesus can help me to:

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

Adventurer Club flags and banners are available from adventsource.org

ADVENTURER PLEDGE

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- Be helpful
- Be cheerful
- Be thoughtful
- Be reverent



A vibrant purple background with a sunburst pattern. In the center, a yellow banner contains the title. Surrounding the banner are several cartoon children: a girl in a red dress playing a pink spoon, a boy in a yellow shirt sitting on a blue chair, a boy in a green shirt playing a purple flag, a girl in a blue shirt sitting on a green chair, and a boy in a tan shirt holding a red ribbon. There are also musical notes, a treble clef, and a small blue bird.

ADVENTURER SONG

We are Adventurers
At home, at school, at play
We are Adventurers
We're learning every day
To be honest, kind, and true
To be like Jesus through and through
We are Adventurers!



A CD with the Adventurer Song may be purchased from adventsource.org. Sheet music available on p. 105.

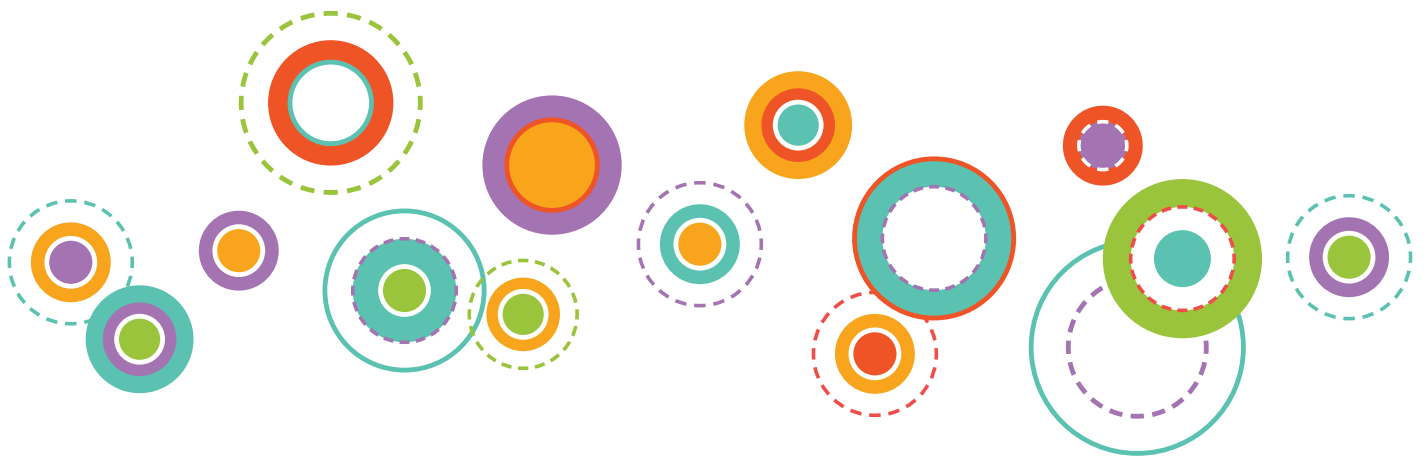


The Adventurer Story gives a more complete history of the Adventurer Club. It's available at adventsource.org.

Section 2

Starting and Running an Adventurer Club

So you're excited about starting an Adventurer Club, but you're not sure where to begin? Read on for the steps you'll need to take to get started. Already a club director? This section also contains important information on abuse prevention and club safety.





How to Start an Adventurer Club



The following steps don't necessarily have to be done in the order listed; however, some of them will need to be done first, such as meeting with the pastor and getting approval to start the club.

Do you want to have an Adventurer Club that is focused on the community?

That's a great idea! You could invite neighborhood kids to come to your church-based club or you could take your Adventurer Club to where the kids are by having club meetings in a community center or YMCA.

Even if your club meets outside of the church building your club still needs to be sponsored by your local church. That means that the director will be appointed by the church board, calendar approved by the board, and club reported to the conference, just like a church-based club.

WHERE TO BEGIN

TALK TO YOUR PASTOR

Make an appointment with the pastor to talk about starting the Adventurer Club. You may want to invite parents who are planning to be involved, so the pastor sees that families are also interested. Having pastoral support is important to the success of your ministry. Make sure to clearly communicate the goals of the club; many pastors have never been involved in Adventurer ministry and may think it is just Pathfinders for younger children.

CONNECT WITH YOUR CONFERENCE LEADER

Talk to the conference Adventurer/youth director, conference coordinator, or the area Adventurer Club coordinator. These people are responsible for guiding all clubs in the conference and can give you some good advice.

ELECT A DIRECTOR AND ASSOCIATE DIRECTOR(S)

The nominating committee/church board will recommend the Adventurer Club director and, in some cases, the associate directors to the church for approval. If you have a small club you may not need associate directors.

FORM AN ADVENTURER CLUB EXECUTIVE COMMITTEE

If you are in a large church, an Adventurer Club executive committee may be helpful. Included in this group might be the Adventurer Club leadership, a pastor, kindergarten and primary Sabbath School leaders, church school teacher(s) of Adventurer-age children, and Adventurer parent(s). The Adventurer director is chairperson. This group sets major policies for the operation, goals, and objectives, and coordinates the club calendar with the church calendar. This committee may also give direction on the selection of additional staff.



GET CHURCH BOARD AUTHORIZATION

Once your staff has met and outlined a basic schedule, submit these plans to the church board for authorization to organize an Adventurer Club. This is very important because this vote allows for you to let the conference know your club is official.

FORMALLY INFORM THE CONFERENCE

Make sure that the conference Adventurer/youth department knows that your church is starting an Adventurer Club. There may be an application or other paperwork that must be completed prior to your first meeting. Don't forget to do this—if you don't register your club, activities will not be insured.

GATHER SUPPORT OF PARENTS

It is important that the parents and guardians of Adventurer-age children support the plan to organize an Adventurer Club. This is a family club and parents and guardians are expected to attend Adventurer Club meetings and activities. You may want to hold an initial meeting with a small group of parents and guardians that you believe will be part of your core leadership team and have them help you spread the word!

CALL AN ORGANIZATIONAL MEETING

A special meeting should be scheduled to bring together those who would be interested in being part of the Adventurer Club ministry. Invite Master Guides, parents and guardians of Adventurer-age children, teachers in the appropriate Sabbath School divisions, and others interested in working with children. During this meeting, explain the goals of the Adventurer ministry. An appeal should be made for volunteers to help in the Adventurer Club, and an informational questionnaire should be circulated.

INFORM THE CONGREGATION

It is important that all church members know about the Adventurer Club and how it is going to minister to families in your church and community. This can be done by the local director and staff, or you can invite a conference/area Adventurer leader to speak to the entire church, preferably during the worship hour on Sabbath. Having a few Adventurers visiting from a neighboring club demonstrate some of their accomplishments and display their uniforms is a great way to show your church what other churches are doing for families.





RECRUIT VOLUNTEER LEADERS AND STAFF

You'll need to identify adults who love kids and are willing to commit to your club. Leaders and staff will be actively involved in teaching level and patch requirements to the Adventurers, so members of the Adventurer team need to be excited about kids!

PARTICIPATE IN ADVENTURER CLUB MINISTRY TRAINING

Most conferences offer the Adventurer Basic Staff Training course as part of their Adventurer Leadership convention held each year. Get that date on your club calendar and strongly encourage all of your staff to attend. Not only will they learn from the seminars, but they will meet others who have been involved with Adventurers and have great ideas to share. For your staff who cannot attend the convention, you will want to schedule some time to share the basics so you are all on the same page.

PRAY


Pray for leaders, pray for families, and pray that God will send the right people to join your Adventurer Club team.

Adventurer Club Team

The Adventurer Club team is responsible for planning the program of the club. For the best results, the team should include some parents of Adventurers in planning the club's program. The local Adventurer leadership team consists of a director, one or more associate directors, and instructors. The director is selected by the nominating committee and voted into office by the church body. The associate director(s) and additional staff may be selected through the nominating committee process or selected by the executive committee or director. Check with your conference leaders to see what the standard practice is in your conference.

All members of the Adventurer Club team must work well with children, as well as being committed Seventh-day Adventists who demonstrate a growing friendship with Jesus.

Each Adventurer team member must complete the Staff and Parent Volunteer Form. This form provides the team leadership with information about the skills and abilities of each team member. Completed forms must



be kept on file as directed by your conference policy. (See p. 106 for a sample form.) Each team member must comply with the local conference and union's background screening and training requirements. This provides background screening and awareness training for those who work with children. See the child abuse prevention section on p. 98 for further information.

The Adventurer Staff & Parent/Volunteer Form

The form will provide you with a wealth of information including:

1. Contact information
2. Church family
3. Health history as it would affect Adventurer activities
4. Education, experience, and instructional abilities to assist the club director in planning for levels, activities and events

Sample form on p. 106.

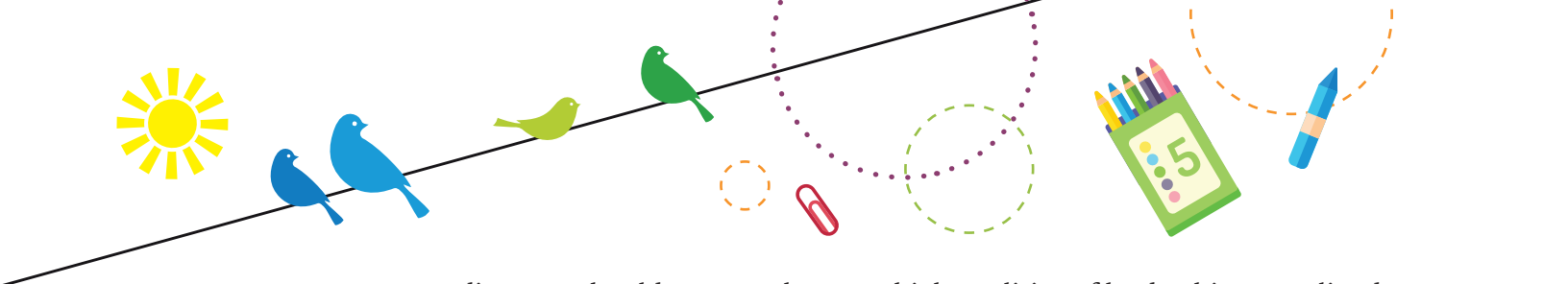
DIRECTOR

The Adventurer Club director is responsible for providing leadership to the Adventurer team, parents, and children. The director is the team leader and should welcome suggestions from all sources. The director meets with associate director(s) to determine whom to ask to fill other positions. The director should check with the pastor to see if the church board needs to approve each person selected to serve on the leadership team. If so, follow the church's policy for fulfilling positions.

The director leads team meetings, submits required reports to the area coordinator and/or conference Adventurer/youth director, provides team training, and often leads each Adventurer Club meeting. The director should be a person who understands and enjoys children, works well with a team, is responsible, 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.

ASSOCIATE DIRECTOR(S)

Associate directors accept assignments from the director and share in the leadership responsibilities of the club. A designated associate director takes charge of the club meetings in the absence of the director. He or she may also be asked by the director to lead out at team meetings. Associate



directors should possess the same high qualities of leadership as outlined for the director. The associate directors may be responsible for keeping records or sending regular reports to the conference, or they may assume the responsibilities of club treasurer. In larger clubs, an associate can be added to plan activities and nature projects, supervise crafts, and plan special events.

LEADERS FOR EACH LEVEL OF THE CURRICULUM

Usually called instructors, these staff members spend a lot of time in close interaction with your Adventurers. They should reflect Seventh-day Adventist Christian ideals while leading the Adventurers through each of the activities they will do to complete the requirements. Each instructor is responsible for teaching one of the following Adventurer levels: Little Lambs, Eager Beavers, Busy Bees, Sunbeams, Builders, or Helping Hands. These instructors may have other staff who lead out in the requirements for specific activities done for stars, chips, or awards and other program requirements. They may also be responsible for taking attendance and recording the completion of requirements by Adventurers.

INSTRUCTORS

Clubs usually have staff who are willing to lead out in specific activities for completing level or patch requirements. These staff may be parents or other adults who are willing to be part of your Adventurer Club.

FAMILY NETWORK COORDINATOR

The coordinator is a part of the Adventurer team that is responsible for planning parent and guardian learning experiences. See p. 93 for more information and program ideas.

ADVENTURER TEAM TRAINING AND IMPROVEMENT

The members of the Adventurer team should commit themselves to the continued study of child development and Adventurer programming methods. As a team or individually, team members can read books on child development, subscribe to children’s ministries newsletters or blogs, and attend conference or union Adventurer seminars and/or conventions.

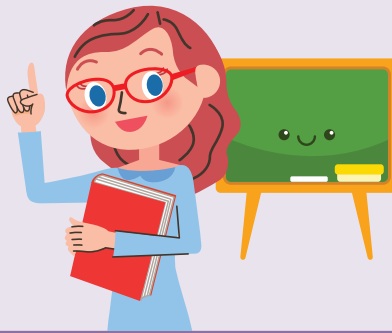




Adventurer Team Training

Every Adventurer team member is strongly encouraged to attend the Adventurer Basic Staff Training course that is taught by the local conference each year. Besides learning more about running an Adventurer Club, these events are a great time to connect with other Adventurer team members and share ideas. Topics usually include:

- Club leadership
- Club organization
- Club programming
- Understanding the Adventurer
- Adventurer curriculum
- Adventurer stars, chips, and awards
- Adventurer safety



Planning the Yearly Calendar and Budget

As early as possible you will want to gather your team to plan the upcoming year. If you have a club that was active last year, you may just need to review and make some adjustments. But if your club is new, you need to start your calendar from scratch. Here are some questions you will want to answer as you get started:

- When can we schedule registration?
- How often do we want the club to meet?
- When will we have staff meetings?
- What is already scheduled for our church, school, and conference for Adventurer-age kids?
- When do we want to schedule Induction and Investiture?
- Do we want to do special events for Mother's Day, Thanksgiving, Christmas, or camp meeting?
- Are there any local events where our Adventurer Club could participate?
- What day can we have Adventurer Sabbath? (Make sure to check with your pastor!)





CREATING A BUDGET

Creating the budget and presenting it to the church treasurer, finance committee, and/or church board (depending on your church) is the responsibility of the Adventurer director. When creating the budget it is best for the director to get input from the Adventurer team. Begin by meeting with the church treasurer to find out how he or she wants you to report, track, and request funds. If you are a new director, ask the church treasurer for the budget from a previous year. It is important to note that all money collected and spent for Adventurers must go through the church treasurer so there is an audit trail. This process protects the club and the leaders.

Adventurer Club Fees

All Adventurers pay an annual membership fee. Some clubs collect this at the beginning of the Adventurer Club year and others collect the fees monthly. Fees are used to help cover the costs of activities, awards, and supplies for the club. Occasionally, additional fees may be collected for special events or activities. The fees should not cause any prospective member not to join the club. If possible, set aside funds in the budget each year to pay for Adventurers whose families can't afford the fees. You can also see if there are people in your church who are willing to sponsor a child.

Typical income for most Adventurer Clubs:

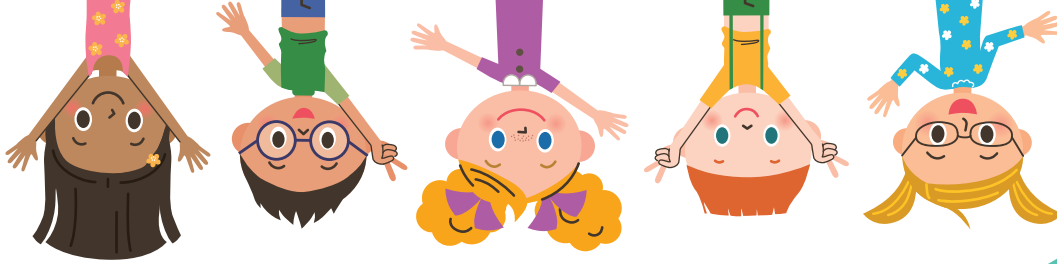
- Club membership fees
- Subsidy from the church
- Fundraising
- Donations



Typical expenses for most Adventurer Clubs:

- Uniform insignia (club crest and conference patch could be included)
- Adventurer stars, chips, and awards
- Certificates
- Refreshments
- Craft supplies
- Equipment
- Outreach projects
- Activity supplies
- Field trip costs
- Family Network costs
- Insurance/liability coverage
- Fee payment for families that can't pay for a membership
- Cost for promotional activities
- Shipping and mailing costs
- Office supplies
- Printing





Adventurer Club Safety

Each Adventurer team member must be responsible for the safety of the Adventurers and their families. This responsibility is reinforced by legal liability. The church and conference may be held legally liable for injuries resulting from the actions or omissions of the Adventurer director or staff members. What standard of care is required of Adventurer team members? The goal must always be to operate an injury-free program. Adventurer team members must educate themselves to observe and recognize potential hazards. As the director, you are in a position of trust for those under your care, and you cannot delegate your legal or moral duty of care to anyone else. Accidents will happen. Injuries will occur. But don't let them happen through your negligence in allowing the use of dangerous premises, faulty equipment, or inadequate or unskilled supervision.



Accident/Incident Report

If any of your Adventurer children or staff have an accident during club time it is important to complete an accident/incident report. If there is an incident between Adventurers, staff, or a staff member and child, fill out the accident/incident form and send a copy to your pastor and conference youth ministry director. For a sample accident/incident form go to p. 110.

When planning for the safety of Adventurers and team members, consider the following:

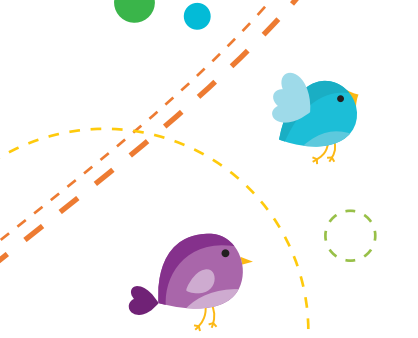
Facility. The facility should be safe, clean, well ventilated, heated/cooled, free of hazards, and have at least two exits. It should be large enough for planned activities. The facility should have toilets and be accessible for people with disabilities. All emergency exits must be functioning, as well as marked and easily accessible. The premises must be free of physical hazards.

Equipment. Make sure all equipment is in good repair, properly sized for the child, and safe.

Medical Equipment. First aid equipment should be available and all team members must know where it is located.

Supervision. The required degree of supervision will vary according to the grades of those being supervised. Naturally a pre-kindergarten child will require closer supervision than a fourth grader, but adult supervision must always be provided. (For younger kids you will probably want to require a parent/guardian to be with their child.)





Adventist Risk Management has church self-inspection checklists to help you evaluate the safety of your facility. An activity planning checklist is also available to assist in preparing for off-site activities. Go to adventistrisk.org and click on prevention resources.

Types of activity. High-risk activities should be avoided and consideration should be given to:

- A. Suitability of the activity to the grade group involved.
- B. The personal ability and experience of supervisors, e.g., gymnastic type program should be operated only if there is a skilled, qualified gymnast available to supervise.
- C. The provision of appropriate safety equipment.

Finally, you should check with your conference to make sure liability insurance is extended for directors, team members, and parents. Remember that insurance coverage must never result in relaxation of the duty of care owed to the Adventurers. No level of insurance can satisfactorily compensate for death or injury.

Child Abuse Prevention and Reporting

As an Adventurer Club director, you can, with God’s grace, help abused children by listening to their grief, encouraging them, and defending them. Many people don’t think that child abuse happens to any of the families they know. However, in 2007 an estimated 5.8 million children in the United States were reported as abused (childhelp.org). This is an enormous number, a number that increases the likelihood that someone you know, a family member, a coworker, a neighbor, or church member, has experienced some form of child abuse. Childhelp National Child Abuse Hotline (childhelp.org/pages/statistics), an organization committed to preventing child abuse, provides the following statistics.





5

the average number of children who die each day as a result of child abuse

10

the number of seconds a report of child abuse is made

30

the percentage of abused children who will grow up to abuse their own children

68

the percentage of abused children abused by family members

80

the percentage of abused children that will meet the criteria of at least one psychological disorder by their 21st birthday

90

the percentage of children who know their abuser in some way

100

the percentage of socioeconomic levels, ethnicities, cultures, religions, and educational levels that experience child abuse

Statistics are from the United States.

TYPES OF ABUSE

Physical

Any deliberate physical injury to a child, neglect through not providing necessary food, clothing, shelter, medical care, education, or supervision.

Sexual

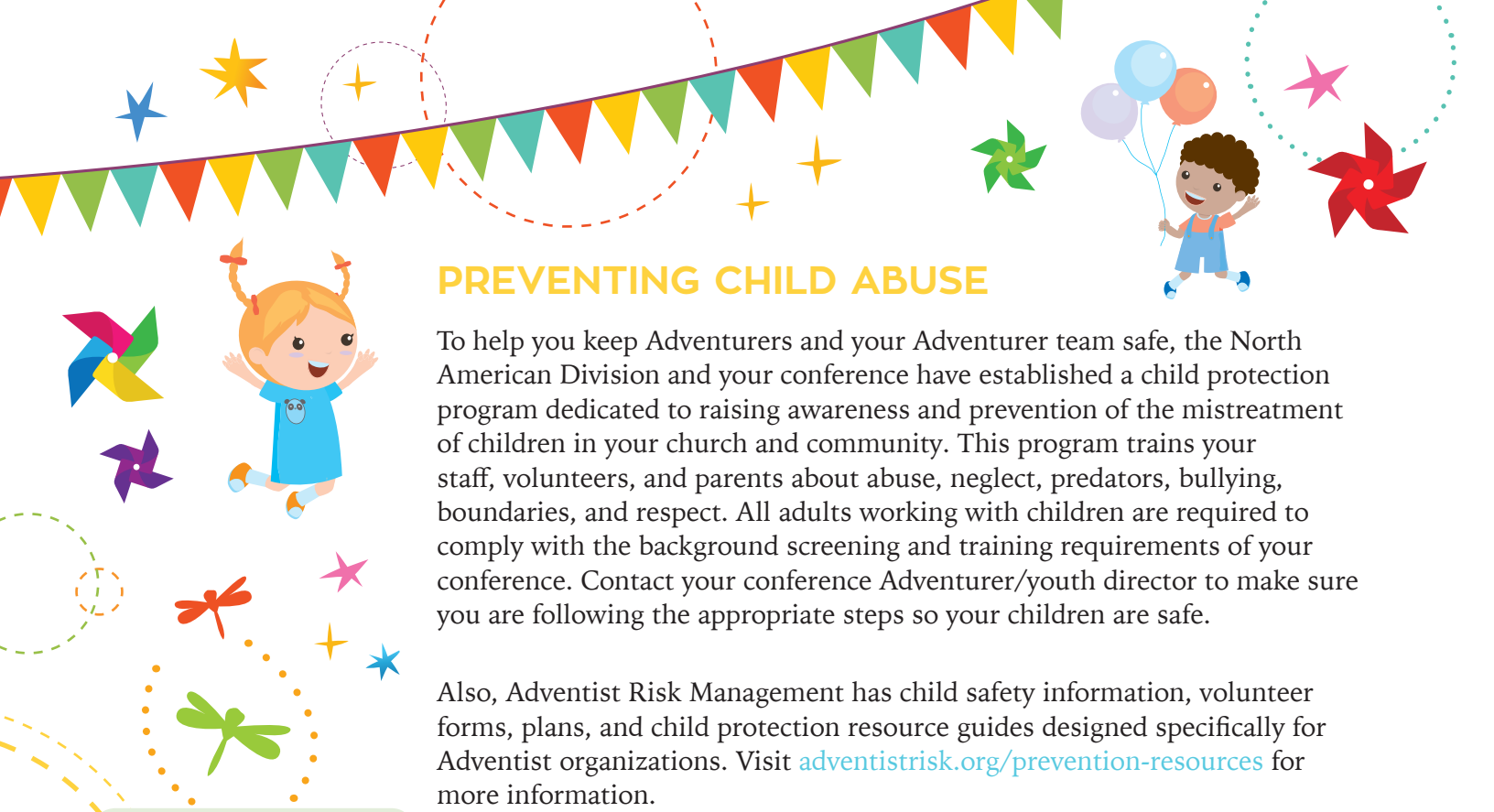
Any time an older person (adult or child) engages a child in a sexual situation.

Emotional

Injury to the psychological capacity or emotional stability of a child as evidenced by an observable or substantial change in behavior, emotional response, or cognition.

For a list of signs of abuse, go to p. 98. You can copy these pages and share them with your staff.





PREVENTING CHILD ABUSE

To help you keep Adventurers and your Adventurer team safe, the North American Division and your conference have established a child protection program dedicated to raising awareness and prevention of the mistreatment of children in your church and community. This program trains your staff, volunteers, and parents about abuse, neglect, predators, bullying, boundaries, and respect. All adults working with children are required to comply with the background screening and training requirements of your conference. Contact your conference Adventurer/youth director to make sure you are following the appropriate steps so your children are safe.

Also, Adventist Risk Management has child safety information, volunteer forms, plans, and child protection resource guides designed specifically for Adventist organizations. Visit adventistrisk.org/prevention-resources for more information.

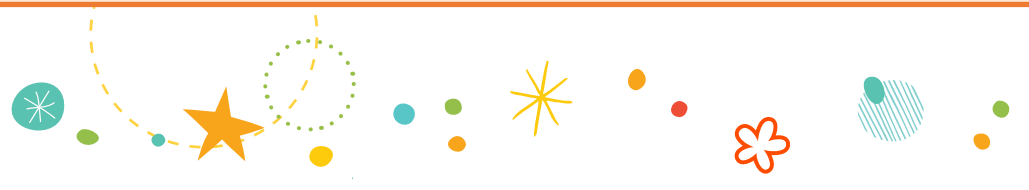
Staff Screening

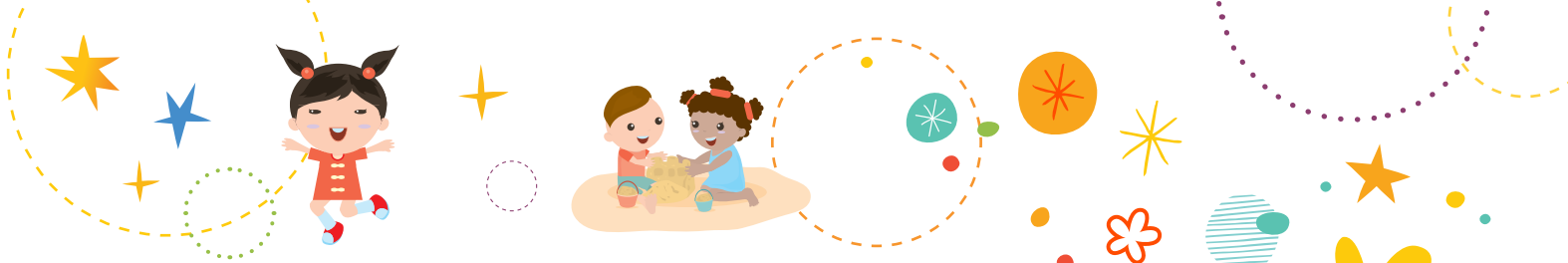
Every adult who works in your Adventure Club is required to complete Verified Volunteer or a related program as designated by your conference. Make sure all your staff know this is mandatory. Visit <http://adventistyouthministries.org/safety-guidelines> for more information on screening and to connect to the Verified Volunteers training. **(Note:** If your conference is not using Verified Volunteers let your staff know what they are required to complete.)

In addition to screening everyone who works with Adventurers, you need to check with your church board and conference Adventurer/youth director to find out what guidelines and policies are in place for interactions between individuals, monitoring behavior, ensuring a safe environment, responding to inappropriate behavior, breaches in policy, and allegations and suspicions of child abuse and neglect. If there are no policies, you and your Adventurer team will need to work with the church board to create them.

Mandatory Reporters

A mandatory reporter of child abuse and neglect is a person designated by state, territory, provincial, or federal laws who must report suspected child abuse and neglect. Mandatory reporters vary by state and federal law. Examples of mandatory reporters include social workers, teachers, school personnel, physicians, childcare providers, law enforcement officers, pastors, and youth club leaders. In addition, many statutes now state that all persons must report child abuse. If a mandatory reporter fails to report suspected child abuse or neglect, the consequences range from arrest for misdemeanors or felonies, fines, jail time, or liability for damages caused to the child.





PRACTICES TO PROTECT ADVENTURERS

Set guidelines for interactions between individuals

- Limit one-on-one interactions between adults and children by having at least two adults present at all times.
- Designate who is responsible for Adventurers before and after club meetings.

Monitoring behavior

- Give each adult volunteer a job description that clearly states that everyone is responsible for monitoring the Adventurers and that they are to report any interaction about which they have questions or concerns.
- Regularly evaluate volunteers working with Adventurers and make observations regarding their behavior with the Adventurers.

Ensuring a safe environment

- Meet in an open space visible to multiple people.
- Have vision panels in doors or windows into classroom areas where Adventurer activities are taking place.
- Lock areas of the building not in use to prevent Adventurers from being isolated.
- Have a no tolerance policy against bullying as part of the Adventurer code of conduct.

Responding to inappropriate behavior, breaches in policy, and allegations of child abuse and neglect

- Check with your church and conference leaders to find out the abuse reporting policy for your club.
- Establish clear guidelines about what to report, when to report, and who should receive the report.



Two Adult Rule

Adequate supervision requires two adults to be present to supervise Adventurers at all times. Adult staff members should avoid situations where they are alone with a child to minimize the potential for allegations of inappropriate conduct. This is a safeguard for both children and Adventurer adult staff members.





CHILD WELFARE LAWS

Depending on where you live there are different requirements for reporting abuse and neglect. It is your responsibility to be familiar with the laws and procedures that apply to you and your staff. These contacts can help you find this information:

State Statutes Database for the United States

You can locate state and territorial child abuse statutes and find out who are mandatory reporters of child abuse and neglect by doing a State Statutes Search at childwelfare.gov. You can also contact your local or state Social Services office.

Canadian Child Welfare Laws

For information about Canadian child welfare laws, visit the Canadian Department of Justice at justice.gc.ca. In the search box, type “fact sheets.” Then click on child abuse. The Department of Justice can also be contacted by email at webadmin@justice.gc.ca; by mail at 284 Wellington Street, Ottawa, Ontario, Canada, K1A 0H8; or by phone at 613.957.4222 and TDD/TTY at 613.992.4556.

Coalition for the Protection of Children for Bermuda

The purpose of this coalition is to meet the needs of children and their families. You can go to their website at coalition.bm, email them at cpc@ibl.bm, or call them at 441.295.1150.

REPORTING SUSPECTED CHILD ABUSE

Here are some telephone numbers and websites where you can report suspected child abuse or neglect.

United States

Go to childwelfare.gov. In the search box, type “state telephone numbers for reporting child abuse.”

United States, U.S. Territories, and Canada

Childhelp National Child Abuse 24 Hour Hotline
800.422.4453

Bermuda

Coalition for the Protection of Children
Hotline for reporting child abuse and neglect at coalition.bm
441.295.1150

Section 3

Getting to Know Your Adventurers

Your club may include children from pre-kindergarten to grade 4. What does that mean for you as a leader? In this section you'll learn about characteristics for children of these ages, ideas for discipline, and how to include children with disabilities.





Characteristics of Adventurers

Adventurers are children in pre-kindergarten through fourth grade. When leading Adventurers, it's important to remember that they develop at their own speed, depending on genetics, environment, and social situations. Some Adventurers seem to mature quite rapidly while others appear to take their time. This is to be expected. While each child is unique, here are some typical Adventurer characteristics:

They have boundless energy.

They are developing coordination.

They like a variety of activities.

They are learning social skills.

They learn by doing.

They are curious about everything.

They have short attention spans.

They need to be successful.


They are learning to be independent.

They crave approval.





THESE CHARACTERISTICS MEAN THAT ADVENTURER-AGE CHILDREN



Don't like to sit still for long. They want to do things.

Learn best from demonstrations rather than long explanations.


Thrive on adult approval.

Benefit from games and creative activities that improve coordination.



Like stories and inventing things.

Like to learn through active involvement.



Need structure and guidance to control impulses and activities.

Appreciate a variety of stories, songs, games, and activities.

Love to play and talk with friends.

Want to explore their world in interesting and fun ways.

Need a strong foundation of biblical understanding.


Need lots of chances to relate to others in their peer group.

Are ready to accept Jesus Christ as their Savior.

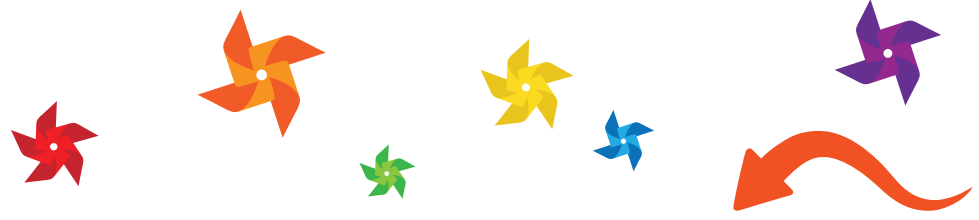
Need help finding things they can do well.

Need help understanding fairness and why rules are important.

Need help making decisions based on love and sensitivity to others.



Can learn to pray and to make decisions based on the Bible.



Behavior Management

Discipline can be tricky for a lot of people, especially if children are tired after a long day, hungry, or restless. Remember that your Adventurer Club is a place for kids to have fun and learn about Jesus' love. So focus on these things rather than a quiet room of kids. The following tips can help you successfully manage your Adventurers.

DO

- **Have a few positively stated rules.**
- **Use signals to get the children's attention.** Ahead of time, explain and practice your attention-getting signal with the children. Signals can be an upheld hand, turning a light on and off, turning on a flashlight and moving it about, clap patterns (with response), or using a clicker. The children should practice what they are to do when you use the signal.
- **Use silence.** When you are trying to get a child's attention focused back on you, stop what you are doing, keep eye contact with the child and remain silent. Most children will realize this is a sign that they need to focus on you.
- **Use eye contact.** Often getting a child to look at you, especially if you are quietly waiting for everyone's attention, is a good way to get him or her to stop a behavior.
- **Use names.** If you say an Adventurer's name followed by a question or directions, you can often get her or him back on task.
- **Use proximity.** Try standing near an Adventurer to get him or her to get back on task. You don't need to stop what you're doing, just casually walk over and stand near the Adventurer.
- **Use adult interaction.** Adults should model appropriate behavior to the children and be engaged in the children's activities.
- **Give choices.** If an Adventurer is misbehaving, you can ask him or her to make a choice. You might say, "You can either stop flicking paint or you can go sit next to Mrs. Sanchez for the remainder of the craft." The child may argue, but you should just continue to repeat the choices, gently yet firmly.

SAMPLE RULES

Be kind to others.
Use good manners.
Listen quietly to others.
Follow directions.
Be positive.





- **Redirect.** If an Adventurer is starting to misbehave, try quickly redirecting him or her. Sometimes the simple act of involving the child in another activity is all that is needed.
- **Avoid confrontation.** When possible, talk to the Adventurer in private about a behavioral problem. You can simply speak to the child quietly so no one else can hear. If the matter is more serious, talk to the Adventurer and his or her parents/guardians after the meeting.
- **Be fair.** If you've been letting a behavior go unchallenged for the first part of the meeting, don't discipline a child who does the same behavior later. Make sure that you keep your responses to misbehavior in perspective. Don't overreact. Make sure the consequences are equal to the actions. Sitting by an adult for a few minutes is usually punishment enough for most Adventurers.
- **Be assertive.** Tell your Adventurers what they will be doing. Don't ask, "Who would like to play a game?" Some children will say they don't want to. Instead, state, "Now we are going to play a game."
- **Over plan.** It's better to have too many activities planned for your meeting than not enough. When Adventurers' time isn't structured, they have opportunities to misbehave. You should always have a back-up game or activity planned for the entire group in case things don't go as planned or an individual activity for a child who finishes quickly or needs another option.



DON'T

- Embarrass or shame a child in front of others or privately
- Overreact
- Lose your temper—no screaming, using threats or nagging
- Hit or spank
- Insult a child by saying "you're stupid," "you're useless," "you're a klutz"
- Use sarcasm
- Compare children
- Label children
- Demand respect—respect is earned
- Expect children to behave as adults





Consequences of Behavior

Adventurers need to have consequences for misbehavior. Just as it is important that they know the rules during an Adventurer meeting, it is also important that they know ahead of time what the consequences of breaking the rules are. Consequences, just like rules, should be few and simple.

SUGGESTED CONSEQUENCES

Warnings

Let the Adventurer know specifically why they are receiving a warning.

Example

“Sam, I asked you to stop pushing Abbey out of her chair. This is your warning. If you don’t stop pushing Abbey, you will have to sit with Mr. Wong for the rest of the story.”

Removal

After you have warned an Adventurer about a specific behavior, the next consequence is to relocate the child. Depending on the situation and the child, you can have him or her sit next to an adult and continue doing an activity or go and sit next to an adult and not participate in the remainder of the activity.

SERIOUS BEHAVIORAL PROBLEMS

If you have an Adventurer with serious behavioral problems, such as bullying, using inappropriate language, or continually being deviant, you and a member of your Adventurer team should meet with the parents/guardians. Before talking to the parents/guardians you may want to alert your pastor to the situation. When you talk to the parents/guardians, be prepared for them to deny the behavior or for them to be defensive. No one wants to hear that his or her child is causing problems or hurting other children. To help defuse the situation, make sure the parents/guardians know that you like the child and want him or her to stay involved in Adventurers. You should provide the parents/guardians with specific documentation of the behavior—what occurred and when it occurred. Ask for suggestions from the parents/guardians about what may have caused the behavior and how to prevent it in the future. If your Adventurer Club doesn’t require parents/guardians to attend the Adventurer meetings, you may need to make this a requirement for the parents/guardians of the child with a serious behavioral problem.






Adventurers With Disabilities

When you learn that a child with a disability will be a member of your club, you might initially feel overwhelmed. Don't worry. Often simple changes to an activity or requirement are all that is needed. Kids this age with disabilities can generally tell you when they require assistance, and if they can't, their parents/guardians can. Remember that parents/guardians are not looking to you to discredit a diagnosis or to offer a "cure" for a condition; instead they are looking to you to welcome and include their child. Additionally, the other children and adults look to you to see how to act, so make sure you treat the child with a disability with the same openness and ease that you show all of the children.

DO'S

- Speak directly to the child, not to the adult.
 - Recognize that a child's physical disabilities don't indicate mental disabilities.
 - Find out medical or special equipment needs of the child.
 - Explain special equipment to all children to alleviate fears.
 - Take extra care in planning for the safety of the child with a disability.
 - Ensure the meeting facility is accessible.
 - Ask the child the best way for her to do something.
 - Permit children to ask the child about his disability.
 - Foster independence.
 - Focus on all children's strengths.
 - Expect reasonable behavior from all children.
 - Be flexible.
- 





Planning Inclusive Activities

At times you will need to substitute or change program requirements in order for children with disabilities to participate. However, this may mean some creative thinking on your part. Remember that the point is for the activity to be fun and meaningful for the child. Here are some ideas to get you started.

- Instead of requiring the child with a learning disability to memorize Bible verses, let her draw pictures of the themes of verses: Jesus cares for me today, Jesus comes again, and Jesus will take me to heaven.
- For the autistic child overstimulated by others and noise, let him sort colored buttons instead of playing a button game with a group of children.
- If a child has a balance problem, substitute riding a scooter for riding a bike at a bike rodeo.
- Instead of making a creation story chart, a blind child can make a creation collage, using small plastic animals and other tactile objects.
- A child with poor fine motor skills may not enjoy coloring. Try enlarging the coloring sheet and taping it to the table so it won't slip. Large crayons or magic markers might be easier for her to use than small crayons.
- Teach all children to use sign language to say the Adventurer Pledge. This will allow a deaf child or a child with a speech impairment to participate.
- A child with Down syndrome with delayed speech can act out feelings and have an adult take a picture. Then the child can glue the picture onto construction paper.



Resources

Check out these websites or search the Internet to find information about specific disabilities:

- disabilityresources.org
- canchild.ca

ADDITIONAL IDEAS

- Invite a special education teacher to talk to the Adventurer staff.
- Visit your local library for books about children with disabilities.



Section 4

The Adventurer Parent

The Adventurer Club is not a kids' club; it is a family club! One of your responsibilities as a leader is to provide opportunities for parents/guardians to interact with their children as they all grow in their relationship with Jesus.





The Adventurer Parent

One of the primary purposes of the Adventurer Club is to support parents and guardians in leading and encouraging their children in growing a joyful and loving relationship with Jesus. Additionally, the club is there to aid parents/guardians in becoming more confident and effective parents. These goals are accomplished in two ways. The first is by encouraging parents and guardians to fully participate in each Adventurer club meeting—some clubs make this a requirement. The second is by providing support to parents/guardians through the Family Network.

PARENTAL PARTICIPATION

It's important to respect families' time and needs. As you know, parents/guardians are extremely busy and want to feel that they are making good use of their time. If you want people to be involved, you need to make sure they understand the club's needs. Don't just say "we need help." Be specific and positive about the club's needs and how individuals can participate. Parents/guardians make great instructors because they know what their kids like and how active kids can be at this age. Review the Volunteer Form that you had parents/guardians fill out during registration to see if there are specific areas where they may be willing to assist. See p. 106 for this form.

Not all parents or guardians want to be involved in the same ways. In Romans 12:6, Paul writes, "We have different gifts, according to the grace given to each of us" (NIV). This is an important concept to keep in mind when encouraging parents and guardians to participate. Matching parents and guardians to their interests and strengths will increase their enthusiasm and willingness to be a part of the Adventurer Club.





THE FAMILY NETWORK

The Family Network provides a way for Adventurer Clubs and the church family to intentionally support parents/guardians. To make sure the needs of parents/guardians are met, each club is encouraged to appoint a Family Network coordinator. The coordinator is responsible for working with other church ministry leaders to plan parent's/guardian's learning experiences. There are a variety of ways your club can meet the needs of families by providing educational, emotional, spiritual, or social support. By identifying the needs of families in your club, you can reach out to parents/guardians, make them feel supported and valued, and let them know that they are not alone as they raise their children.

You can design ways to support parents/guardians directly through your regular club activities. Support might be as simple as adding a monthly parenting book review in your club newsletter or handing out parenting tips at club meetings. However, if you want to put some extra time and effort into supporting parents and guardians, the possibilities are endless! Often the Family Network is a regular event which is held monthly at a convenient time for families. It may consist of special speakers, DVDs, book clubs, or support groups. It is an opportunity for parents/guardians of Adventurers to share inspiration, support, and information which will help to make their families happy, healthy places for kids to grow in Jesus. You may want to have parents/guardians choose topics and activities for the Family Network.



Need some help getting started?



On pp. 93-97 you will find program ideas, possible presenters, and ideas for activities.



Starting a Family Network is simple. To begin, the Adventurer Club director or designated Family Network coordinator should talk with other ministry leaders who have an interest in supporting families. You could include Family Ministries, the Pathfinder Club, Children's Ministries, and Women's Ministries, to name a few. You may want to visit with your Community Services leader to see if she or he is working with the families in the area around your church or school. Of course, if you can, getting the pastor on board is always a good idea! Remember, although the Adventurer Club leaders may have initiated the conversation about supporting parents and guardians, the Family Network should not be seen as solely an Adventurer Club function. These meetings should be open to all parents and guardians. Of course it is also a great place for you to promote your Adventurer Club!



Steps for Launching the Family Network

1. Talk to your pastor about calling a meeting of the ministry leaders who work with parents. Discuss how you can work together to support the families in your church and community.
2. Get information from parents and guardians about what they are interested in—this could be accomplished by talking with them or you can do a survey.
3. Work with the Family Network leadership team to identify subjects and dates for the meetings. You may want to start by doing one program every 2-3 months and then increase the frequency as you gain momentum.
4. Include announcements in your church bulletin, website, and newsletters. You should also distribute flyers to all parents in your church and surrounding community. This is a great community outreach opportunity.



In addition to being an educational time, the Family Network can also include fun social activities for parents and guardians. For more tips for Family Network meeting topics and meeting structure, go to p. 93.



Section 5

Registration and Membership

Getting started right is important! At registration you need to make sure that everyone understands what it means to be a member of the club. You will also need to collect information from parents/guardians. In this section you will find what you need to have a successful registration process.





Adventurer Club Registration

For maximum impact, have all of your staff in full Class A uniform. If you are not ready to be in full uniform, you can wear Adventurer polos or t-shirts. Have the Adventurer flag, Pledge and Law banners, posters, and any other Adventurer visuals displayed at registration. You may want to add balloons or have activities that will make registration a festive event. Talk with your staff and list some creative activities that will make registration a fun experience.



Medical Consent Form

In these days of lawsuits, medical consent forms are a necessity to have on file and to take on all outings. The basic idea of the form is that it gives parental authorization for a doctor to treat a minor. It also provides information on where the parents and family doctor can be located. The consent form provides protection for the doctor, the child, and the club director. See p. 109 for a sample form. **(Note:** Because laws are different in each state/province you must use the Medical Consent Form provided by your conference.)

Here is a suggestion for what you should include at registration:

- Start with a get-acquainted time for parents and Adventurers.
- A short meeting with a welcome by the Club Director where she/he explains the Adventurer Club program and curriculum.
- Provide a handout with the club calendar and other important information about your club.

You will want to have several stations where you can collect information and answer questions that parents/guardians may have regarding club activities. If you are a small club these can be combined into a couple of stations.

1. Fill out the Adventurer Membership Application. See p. 108 for a sample application.
2. Explain the insurance coverage provided by the conference. Have parents/guardians sign and date the medical consent form. It is important to note that some states/provinces require this document to be notarized. If that is the case have a notary present at registration. Check with your conference Adventurer/youth director. See p. 109 for sample form.
3. Explain and collect club fees. Make sure you have a receipt book to record funds received.
4. Have parents complete the Staff and Parent Volunteer Form. See p. 106 for sample form.
5. Provide uniform information and measure for uniforms.



Requirements for Club Membership

1. Families of children preschool through grade 4 are eligible for Adventurer Club membership.
2. Club activities include Adventurer Club meetings, field trips, community projects, and activities that complete the patch requirements. The Adventurers and their parents/guardians will participate in these activities as full participants of the Adventurer Club.
3. The parents/guardians of Adventurers will participate in the Family Network meetings as outlined in the calendar.
4. Club members will pay dues as set by the Adventurer Club Director and staff.
5. Adventurers will wear an Adventurer uniform to designated meetings and club-sponsored events (may be full dress or field uniform).
6. Adventurers will obey all regulations of the Adventurer Club and instructions from the staff.
7. Adventurers will learn and live by the principles of the Adventurer Pledge and Law.



The club membership card should be presented to all members at the Induction service. Available on the Resource USB Flash Drive from adventsource.org





See you at the club!



Section 6

Club Meetings and Activities

The club schedule will include meetings and activities. In this section there is a suggested calendar, sample meeting, and ideas for activities including a family campout! The meetings and activities are the heart of your club so you'll want to spend some time in this section.





Adventurer Club Meetings

Adventurer Club meetings are where all the action happens. Kids play games; make crafts; perform skits; sing songs; learn about nature, health, and their world . . . and lots of other fun and interesting activities. Before you and your team begin planning each meeting, here are a few things to keep in mind:



- Know your Adventurer staff, parents/guardians, and children’s expectations for the coming year.
- Identify the patches that you want to teach and program requirements you want the kids to complete.
- Decide if you want to include any field trips or outreach projects.
- Contact the conference Adventurer/youth director for dates of conference Adventurer activities.
- The Adventurer Club year usually consists of a minimum of nine months, but some clubs meet each month of the year. Most clubs meet once or twice a month and meetings are generally 90 minutes long.



Meeting Guidelines

- Club programming should be fun.
- Children shouldn’t be forced to participate or complete an activity.
- Activities should be family oriented.
- Adventurers don’t need to drill and march. If you do, keep it brief and fun!
- All activities should be appropriate for the children’s ages and abilities.
- Activities and requirements should be modified to meet the needs of a child with a disability.



Do you have a small club?

You can choose not to teach all six levels each year but alternate between levels every other year. The schedule would be:

Odd Years

Little Lamb, Busy Bee, and Builder

Even Years

Eager Beaver, Sunbeam, and Helping Hand





Sample 90-Minute Meeting

OPENING PROGRAM

Welcome the Little Lambs, Eager Beavers, Busy Bees, Sunbeams, Builders, and Helping Hands to Adventurer Club.

10
MINUTES

All children recite the Adventurer Pledge, the Adventurer Law, the Pledge of Allegiance (if applicable), and sing the Adventurer Song. You can include the pledge to the Bible and Christian flag during this time.

Have a short devotional (make sure it is age appropriate).

BREAKOUT BY LEVEL

After the opening program the Little Lambs and Eager Beavers separate to begin their own activities. The Little Lamb and Eager Beaver Leader's Guides have detailed plans for leaders of these two levels.

75
MINUTES

Busy Bee, Sunbeam, Builder, and Helping Hand levels work on an award or Adventurer Club requirement. See the Leader Guides for activities for 22 meetings.

45
MINUTES

Group Activity for Busy Bees, Sunbeams, Builders, and Helping Hands. This could be starting a new award, completing an award, or playing a fun game.

30
MINUTES

This is a great time to get the kids moving. Play a game, do an activity, or complete an award that kids of all ages and skill levels can play. (**Note:** You can have all levels break for their time and then have group activities for the older kids if that works best.)

CLOSING

Gather all the children, make announcements, and close with prayer.

5
MINUTES

Find lots of activity ideas & resources for leaders of all Adventurer levels at Pinterest.com/AdventSource.

Here's a sample activity

Group Game Resources

- Pinterest is a great resource for group games for kids.
- A general Internet search for either “group kids games for children’s ministry” or “group games for kids” is another good place to start.

Adventurer Fun Day

Adventurer Fun Day is a giant kids' fair and is usually a conference-wide event full of fun for Adventurers and their families. During the day, Adventurers might earn stars, chips, and awards, participate in parades, compete in games, experience educational activities, make crafts, learn lessons about Jesus, and just have fun!



Is your church doing an evangelistic series this year?

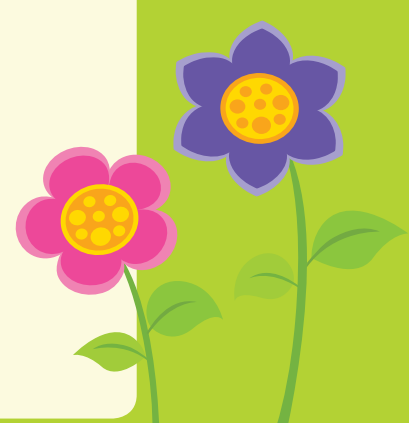
Your Adventurers can earn the Adventurer Evangelism patch by participating. See p. 101 for the requirements.



Suggested 9-Month Calendar

This suggested calendar includes 20 club meetings and six Family Network meetings. Your club's calendar may vary from this example.

SEPTEMBER	Registration Club meeting Club meeting
OCTOBER	Club meeting Family Network meeting Club meeting Induction Service/Family Blessing
NOVEMBER	Club meeting Family Network meeting Club meeting
DECEMBER	Club meeting Club meeting
JANUARY	Registration (new members) Club meeting Family Network meeting Club meeting
FEBRUARY	Club meeting Family Network meeting Club meeting
MARCH	Club meeting Family Network meeting Club meeting Club meeting
APRIL	Club meeting Family Network meeting Club meeting
MAY	Club meeting Club meeting Investiture Service





Picnics and Parties

Your club may also want to have club picnics or parties. These events allow for social interaction that is less structured; however, you and your team will want to organize and plan the event.

Fun picnic and party activities:

- Sack races
- Obstacle course
- Backward races
- Jump rope
- Frisbee toss
- Stilt walking
- Bunny hop
- Softball throw
- Soccer (football)
- Hopscotch
- Inflatables
- Hula hoops
- Parachute games (you can use a large sheet in place of a parachute)
- Egg in a spoon
- Three-legged races
- Balloon toss
- For more ideas, check out “kids outdoor games” on Pinterest



Field Trips

Your club can get out into the community, meet new people, and even complete requirements for a star, chip, or award patch. Visit a fire station, nature center, bakery, children’s museum, library, animal shelter, or any local spot that connects to Adventurer stars, chips, or award requirements. You can also plan field trips that are just fun for kids and families!



Medical Consent Form

Even if parents/ guardians are accompanying the club on a field trip the director should have copies of the child’s medical consent form that was completed during registration. Since these sheets contain private information, the best practice is to seal all these sheets in an envelope and only open the envelope if there is a medical emergency. See p. 109 for a sample form.



Family Camping

Whether the Adventurer Club goes camping for a night or weekend, families are expected to attend. There are no exceptions (see guideline below). In addition to just being fun, family camping may be done to meet the requirements for the Adventurer Camping award or as part of an area or conference campout. If you are going camping, it is imperative that you and the Adventurer Club team communicate and follow the North American Division Guidelines listed below. For best results, have all adult participants sign, date, and return the signed copy of the Adventurer Family Camping Guidelines. See p. 104 for a reproducible form.

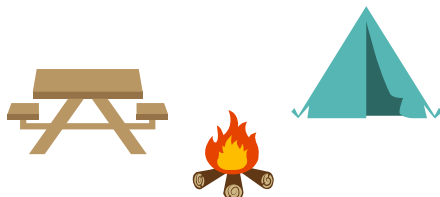


North American Division Guidelines for Adventurer Family Camping

VOTED MARCH 2013



1. In the event of an Adventurer family camping experience, a parent or legal guardian **MUST** accompany their own child(ren) at all times. No exceptions.
2. Parents or legal guardians are not permitted to grant permission to Adventurer staff to take their minor children overnight camping without a parent or legal guardian under any circumstances. No exceptions.
3. Adventurer staff are not permitted to accept permission or release forms from a parent or legal guardian to take their minor child(ren) camping overnight without the parent or legal guardian present on the camping trip. No exceptions.
4. Adventurer staff are prohibited from sharing a tent or cabin with children who are not their own. No exceptions.
5. Adventurers are not permitted to sleep in tents or cabins unsupervised. Neither are they permitted to share a tent or cabin with another child unless they are siblings and the parents/guardians are present. No exceptions.



Section 7

Special Services

Every year the Adventurer Club has special services where members are recognized and affirmed. Induction is at the beginning of the year and Investiture is at the end. You can also include the Family Blessing and Adventurer Sabbath in your calendar.





Induction

Plan your Investiture date early and invite your coordinator or conference director to be your special guest speaker.

Induction is a special service where Adventurers and their parents/guardians are formally dedicated to the Lord. The Induction service is held after the first Adventurer Club meeting of the year, usually within two months. If you are part of an established club, then only the new Adventurers and their families are inducted. For suggestions on organizing and conducting an Induction service, go to p. 80.

Anchoring in Christ Parent Pin

A series of small pins are available for the purpose of recognizing parents/guardians who have regularly participated in the Adventurer Club during the past year. These pins can be presented at Investiture as recognition of their commitment to anchoring their child in Jesus.



Little Lamb



Eager Beaver



Busy Bee



Sunbeam



Builder



Helping Hand

Family Blessing

The Adventurer Family Blessing service is a special ceremony which gives parents/guardians the opportunity to bless their children by affirming their value to their parents/guardians and to God. During this service, parents/guardians recommit themselves to supporting and loving their children and to modeling God's love. The Family Blessing service is designed especially to encourage and affirm the families in your club. It can take the place of or be combined with the Induction service or Adventurer Sabbath. For a suggested Family Blessing service, go to p. 86.

Adventurer Sabbath

The Adventurer Sabbath has the dual function of raising the church members' awareness of what Adventurer ministry is all about and publicly recognizing and supporting parents and guardians as they "train up a child in the way he/she should go" (Proverbs 22:6), and teaching children to love God "with all your heart and with all your soul and with all your strength" (Deuteronomy 6:5). For a suggested Adventurer Sabbath service, go to p. 91.

Investiture

The Investiture service is a ceremony where the children are given the stars, chips, and awards they have completed and Adventurer pins for their level. Since it's hard for young children to wait you may want to give Little Lambs, Eager Beavers, and Busy Bees their stars, chips, and awards as soon as they complete the requirements. If you do that you should still acknowledge the requirements that the younger children have completed. For a suggested Investiture service program, go to p. 92.

Section 8

Adventurer Curriculum

At the heart of your club meetings are the curriculum levels. You'll get a quick overview of the levels and how they are organized. You will also find the complete requirements for each level and suggested helps for the leader of each level.



Does everyone start at Little Lamb?

An Adventurer child should start with the curriculum based on their grade. If they join Adventurers when they are in grade 2, they would start with Sunbeam. They are not required to complete Little Lamb, Eager Beaver, and Busy Bee before starting Sunbeam.

Introduction to the Curriculum Levels

The Adventurer curriculum takes the goals of the Adventurer program—that children will commit their hearts and lives to Jesus Christ and that they will acquire the habits, skills, and knowledge to live for Jesus today—and turns them into fun and practical activities that Adventurers will enjoy.

At each level, the curriculum encourages an age-appropriate, active learning approach. Instead of asking children to learn a great deal of factual information, it introduces them to general concepts. The children learn to apply these concepts to their own lives by participating in a wide variety of experiences.

The Adventurer curriculum is divided into six levels: Little Lamb is for pre-kindergarten; Eager Beaver is for kindergarten; Busy Bee is for first graders; Sunbeam is for second graders; Builder is for third graders; and Helping Hand is for fourth graders. Each level builds on the previous levels and is especially designed to interest, challenge, and provide successful experiences for children of that grade level.



Pre-kindergarten



Kindergarten



First Grade



Second Grade



Third Grade



Fourth Grade





The Adventurer curriculum is organized around four basic relationships in a child's life: My God, My Self, My Family, and My World. Here is a quick look at what your Adventurer children will experience in each area:

MY GOD

Adventurers will learn about God's love for each one of us. Trusting the Bible is an important part of the curriculum so the club spend time learning about the Bible and how it is Jesus' message to us. Memorization, prayer, study, and sharing what we have learned are all part of the activities Adventurers will experience in My God.

MY SELF

Adventurers will discover and appreciate the uniqueness and value of each person. Activities will encourage learning Christian values, making good choices, and serving others. Kids will learn God's guidelines for fitness, temperance, hygiene, and much more. Each Adventurer will be asked to commit to lifelong healthy choices.

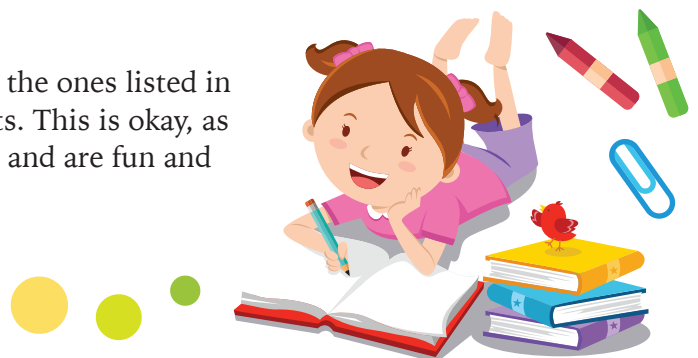
MY FAMILY

Adventurers will participate in activities where they will discover the uniqueness of the family and learn about responsibilities, respect, and appreciation. Safety, stewardship, and new skills are also included.

MY WORLD

Adventurers will learn how to be good friends and to value people who are different from them. Activities will allow for Adventurers to experience nature and develop an appreciation for the environment. They will also learn about courtesy, prejudice, peer pressure, and how serving other people is an important part of being a Christian.

As director you may want to use different activities than the ones listed in the Leader's Guides to meet the curriculum requirements. This is okay, as long as the activities fulfill the intent of the requirement and are fun and age-appropriate.



Adventurer Curriculum Scope and Sequence

	REQUIRED FOR INVESTITURE	REQUIRED FOR INVESTITURE	REQUIRED FOR INVESTITURE	REQUIRED FOR INVESTITURE
	MEETING 1 My God	MEETING 2 My God	MEETING 3 My World	MEETING 4 My Self
	Loveable Lambs (Wooly Lamb) 	Lost and Found (My God) 	God's World Rocks! (My World) 	Hooray for Me (My Self) 
	Beaver Play (Beavers) 	Bible Friends 	Scavenger Hunt 	Alphabet Fun 
	God's Plan to Save Me	God's Message to Me (Bible I) * 	The World of Nature (Friend of Animals) * 	I Am Special
	God's Plan to Save Me	God's Message to Me (Friend of Jesus) * 	The World of Nature (Friend of Nature) * 	I Am Special
	God's Plan to Save Me	God's Message to Me	Lizards * 	I Am Special
	God's Plan to Save Me	God's Message to Me (Bible II) * 	The World of Nature (Environmentalist) * 	I Am Special

* Check the requirements for each patch and add additional activities as needed.

REQUIRED FOR
INVESTITURE

REQUIRED FOR
INVESTITURE

REQUIRED FOR
INVESTITURE

MEETING 5
My God

MEETING 6
My World

MEETING 7
My Self

MEETING 8
My Self

Little Boy Jesus



Zoo-rific
(Zoo Animals)



Sharing



Let's Eat
(Healthy Foods)



God's World



Gadgets & Sand



Manners Fun



Know Your Body



God's Power
in My Life

Butterflies



I Can Make
Wise Choices

I Can Care
for My Body
(Health Specialist)



God's Power
in My Life

Ladybugs



I Can Make
Wise Choices

I Can Care
for My Body
(Fitness Fun)



God's Power
in My Life
(Prayer)



The World
of Nature
(Magnet Fun I)



I Can Make
Wise Choices
(Media Critic)



I Can Care
for My Body
(Temperance)



God's Power
in My Life

Honeybees
(Honeybee)



I Can Make
Wise Choices

I Can Care
for My Body
(Hygiene)



* Check the requirements for each patch and add additional activities as needed.

REQUIRED FOR
INVESTITURE

REQUIRED FOR
INVESTITURE

MEETING 9
My World

MEETING 10
My Family

MEETING 11
My Family

MEETING 12
My World



Goin' Buggy
(Insects)



Family Fun
(My Family)



Helping Hands
(Special Helper)



Starry Night
(Stars)



Crayons & Markers



Pets



Helping at Home



Birds



Buttons



I Have a Family

Family Members
Care for Each Other

Fish



Collecting
(Collector)



I Have a Family

Family Members
Care for Each Other

Whales
(Whale)



Postcards



I Have a Family

Family Members
Care for Each Other

Saving Animals



Geology
(Geologist)



I Have a Family

Family Members
Care for Each Other

Habitats
(Habitat)



*Check the requirements for each patch and add additional activities as needed.

REQUIRED FOR
INVESTITURE

REQUIRED FOR
INVESTITURE

REQUIRED FOR
INVESTITURE

MEETING 13
My Family

MEETING 14
My World

MEETING 15
My World

MEETING 16
My Self

Head to Toe
(Healthy Me)



My Friend Jesus



Helpers in My
Neighborhood
(Community
Helpers)



Trains, Trucks,
and Tots
(Trains & Trucks)



Fire Safety



Playing with
Friends



My Community
Friends



Shapes & Sizes



My Family Helps
Me Care for Myself
(Safety Specialist)



The World
of Friends

The World of
Other People

Helping at Home
(Home Helper)



My Family Helps
Me Care for Myself
(Road Safety)



The World
of Friends
(Courtesy)



The World of
Other People

Cooking Fun



My Family Helps
Me Care for Myself
(Wise Steward)



The World
of Friends

The World of
Other People

Sewing
(Sewing Fun)



My Family Helps
Me Care for Myself
(Technology)



The World
of Friends
(Caring Friend)



The World of
Other People
(Country Fun)



Carpentry
(Carpenter)



*Check the requirements for each patch and add additional activities as needed.

MEETING 17
My World

MEETING 18
My Self

MEETING 19
My World

MEETING 20
My World



Musical Me
(Music)



Finger Fun
(Finger Play)



Fun with Friends
(Bible Friends)



Weather or Not
(Weather)



Sponge Art



Stamping Fun



Animals



Animal Homes



Making Music
(Music Maker)



I'm an Artist
(Artist)



Flowers



Mapping
(Guide)



Country Fun



Handicrafts
(Handicraft)



Trees



Camping
(Camper)



Entertainer
(Troubadour)



Bead Crafts
(Bead Craft)



Honey



Astronomy
(Astronomer)



Sign Language



Basket Making
(Basket Maker)



Weather



Hiking
(Outdoor Explorer)



*Check the requirements for each patch and add additional activities as needed.

MEETING 21
My World

MEETING 22
My World

MEETING 23
My World

Christmas Star

Bike Rodeo
(Trikes & Bikes)

International
Celebrations



Jesus' Star

Bike Rodeo
(Beginning Biking)

International
Celebrations



Christmas

Bike Rodeo

Christmas

Bike Rodeo

Christmas

Bike Rodeo

Christmas

Bike Rodeo

*Check the requirements for each patch and add additional activities as needed.



Little Lamb Investiture Requirements

BASIC

- I. Recite the Adventurer Pledge.
- II. Sing “Jesus Is My Shepherd.”

MY GOD

- I. Complete three or more of the following:
 - A. Sing a song about Jesus.
 - B. Listen to a story about Jesus.
 - C. Say three things you’ve learned about Jesus.
 - D. Make a craft about Jesus.
 - E. Complete an activity about Jesus.
- II. Complete the Wooly Lamb star.
- III. Complete the Little Boy Jesus star.

MY SELF

- I. Complete three or more of the following:
 - A. Sing a song about the body.
 - B. Listen to a story about the body.
 - C. Say three things you’ve learned about bodies.
 - D. Make a craft about bodies.
 - E. Complete an activity about bodies.
- II. Complete the Sharing star.
- III. Complete the Healthy Foods star.





MY FAMILY

- I. Complete three or more of the following:
 - A. Sing a song about families.
 - B. Listen to a story about families.
 - C. Say three things you've learned about families.
 - D. Make a craft about families.
 - E. Complete an activity about families.
- II. Complete the Special Helper star.
- III. Complete the Healthy Me star.

MY WORLD

- I. Complete three or more of the following:
 - A. Sing a song about creation.
 - B. Listen to a story about creation.
 - C. Say three things you've learned about creation.
 - D. Make a craft about creation.
 - E. Complete an activity about creation.
- II. Complete the My Friend Jesus star.
- III. Complete the Community Helpers star.

Additional Stars

- ABCs
- Bible Friends
- Bodies of Water
- Colors
- Finger Play
- Insects
- Music
- Numbers
- Stars
- Trains & Trucks
- Trikes & Bikes
- Weather
- Zoo Animals



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K

Eager Beaver Investiture Requirements

BASIC

- I. Recite the Adventurer Pledge.
- II. Recite your country's Pledge of Allegiance or national anthem.
- III. Pray independently.

MY GOD

- I. Say the fourth commandment: "Remember the Sabbath day, to keep it holy" (Exodus 20:8).
- II. Complete the Beavers chip.
- III. Complete the Bible Friends chip.
- IV. Complete the God's World chip.

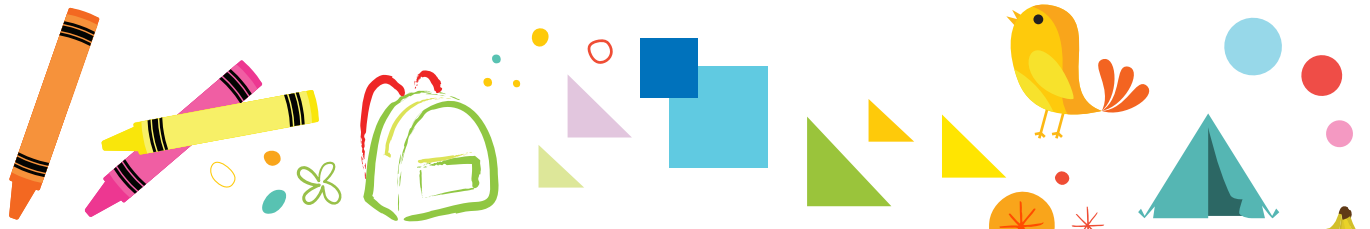
MY SELF

- I. Complete the Alphabet Fun chip.
- II. Complete the Manners Fun chip.
- III. Complete the Know Your Body chip.

MY FAMILY

- I. Say the fifth commandment: "Honor your father and your mother" (Exodus 20:12).
- II. Complete the Fire Safety chip.
- III. Complete the Helping at Home chip.
- IV. Complete the Pets or Toys chip.





MY WORLD

- I. Complete the My Community Friends chip.
- II. Complete the Playing with Friends chip.
- III. Complete the Scavenger Hunt chip.

Additional Chips

- Animal Homes
- Animals
- Beginning Biking
- Beginning Swimming
- Birds
- Crayons & Markers
- Gadgets & Sand
- Jesus' Star
- Jigsaw Puzzle
- Left & Right
- Shapes & Sizes
- Sponge Art
- Stamping Fun



Leader's Guide

Activity Book

Record Chart

Record Card

EAGER BEAVER

Leader's Guide
with 25 Themed Meeting Plans

Eager Beaver
Activity Book

Name _____

1. Read the Adventure Page.
2. Read the Scripture Page of Lessons.
3. Read the Bible Verse.
4. Read the Lesson.
5. Complete the Record Card.

Eager Beaver
Record Card

This book belongs to _____

Available from adventsource.org

1



Busy Bee Investiture Requirements

BASIC

- I. Recite and accept the Adventurer Pledge.
- II. Complete the Busy Bee Reading award.



MY GOD

I. God's Plan to Save Me

- A. Create a story chart or lapbook showing the order in which these events took place:
 - Creation
 - The first sin
 - Jesus cares for me today
 - Jesus comes again
 - Heaven

OR the Bible stories you are studying in school or Sabbath School.

- B. Use your story chart or lapbook to show someone how much Jesus cares for you.

II. God's Message to Me

Complete the Bible I award.

III. God's Power in My Life

- A. Spend regular quiet time with Jesus to talk with Him and learn about Him.
- B. Ask three people why they pray.

MY SELF

I. I Am Special

Participate in an activity or make a craft showing different people who care for you.

II. I Can Make Wise Choices

Name at least four different feelings. Participate in an activity or make a craft showing different feelings.

III. I Can Care for My Body

Complete the Health Specialist award.





MY FAMILY

- I. **I Have a Family**
Show or explain what you like about each family member.
- II. **Family Members 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.
- III. **My Family Helps Me Care for Myself**
Complete the Safety Specialist award.

MY WORLD

- I. **The World of Friends**
Tell how you can be a good friend. Use:
 - Puppets
 - Role playing
 - Your choice
- II. **The World of Other People**
 - A. Discuss the work people do for your church.
 - B. Learn about one job by helping the person do it.
- III. **The World of Nature**
Complete the Friend of Animals award.



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2

Sunbeam Investiture Requirements

BASIC

- I. Recite and accept the Adventurer Law.
- II. Complete the Sunbeam Reading award.

MY GOD

I. God's Plan to Save Me

A. Create a story chart or lapbook showing Jesus':

- Birth
- Life
- Death
- Resurrection

OR the Bible stories you are studying in school or Sabbath School.

B. Use your story chart or lapbook to show someone the joy of being saved by Jesus.

II. God's Message to Me

A. Memorize and explain two Bible verses about being saved by Jesus:

- Matthew 22:37-39
- 1 John 1:9
- Isaiah 1:18
- Romans 6:23
- Your choice

B. Name the two major parts of the Bible and the four gospels.

C. Complete the Friend of Jesus award.

III. God's Power in My Life

A. Spend regular quiet time with Jesus to talk with Him and learn about Him.

B. Ask three people why they study the Bible.





MY SELF

I. I Am Special

Make a tracing of yourself. Decorate it with pictures and words which tell good things about yourself.

II. I Can Make Wise Choices

Participate in an activity about choices.

III. I Can Care for My Body

Complete the Fitness Fun award.

MY FAMILY

I. I Have a Family

Create a family collage, scrapbook, crest, or coat of arms.

II. Family Members Care for Each Other

Show how Jesus can help you deal with disagreements. Use:

- Puppets
- Role playing
- Your choice

III. My Family Helps Me Care for Myself

Complete the Road Safety award.



MY WORLD

I. The World of Friends

Complete the Courtesy award.

II. The World of Other People

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.

III. The World of Nature

Complete the Friend of Nature award.



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3



Builder Investiture Requirements

BASIC

- I. Recite the Adventurer Pledge and Law.
- II. Explain the Pledge.
- II. Complete the Builder Reading award.



MY GOD

I. God's Plan to Save Me

A. Create a story chart or lapbook showing the order in which these stories took place:

- Paul—The disciples share Jesus' love
- Martin Luther—God's church disobeys
- Ellen White—God's church prepares for His coming
- Yourself—I get ready to meet Jesus

OR the Bible stories you are studying in school or Sabbath School.

B. Use your story chart or lapbook to show someone how to give their life to Jesus.

II. God's Message to Me

A. Find, memorize, and explain three Bible verses about giving your life to Jesus:

- Acts 16:31
- John 1:12
- Galatians 3:26
- 2 Corinthians 5:17
- Psalm 51:10
- Your choice

B. Name the books of the New Testament.

III. God's Power in My Life

A. Spend regular quiet time with Jesus to talk with Him and learn about Him.

B. Complete the Prayer award.





MY SELF

I. I Am Special

Put together a scrapbook, poster, or collage showing some things you can do to serve God and others.

II. I Can Make Wise Choices

A. Complete the Media Critic award.

B. Participate in an activity that shows the results of good and bad decisions.

III. I Can Care for My Body

Complete the Temperance award.

MY FAMILY

I. I Have a Family

A. Create a family flag or banner or make a collage of stories and/or photographs about your family.

B. Find a story in the Bible about a family that changed.

II. Family Members Care for Each Other

Play a game by having each family member show appreciation to each of the other members of the family.

III. My Family Helps Me Care for Myself

Complete the Wise Steward award.

MY WORLD

I. The World of Friends

A. Make friends with a person of another culture or generation, or someone who has a disability.

B. Invite that person to a family or church event.

II. The World of Other People

A. Know and explain your national anthem and flag.

B. Name your country's capital and the leader of your country.

III. The World of Nature

Complete an award for nature not previously earned.



Available from adventsource.org

4



Helping Hand Investiture Requirements

BASIC

- I. Recite the Adventurer Pledge and Law.
- II. Explain the Law.
- III. Complete the Helping Hand Reading award.



MY GOD

I. God's Plan to Save Me

A. Create a story chart or lapbook showing the order in which these stories took place:

- Noah—Water cleans the earth
- Abraham—God calls a people
- Moses—A promised land for God's people
- David—God works with His people
- Daniel—God's people disobey

OR the Bible stories you are studying in school or Sabbath School.

B. Use your story chart or lapbook to show someone how to live for God.

II. God's Message to Me

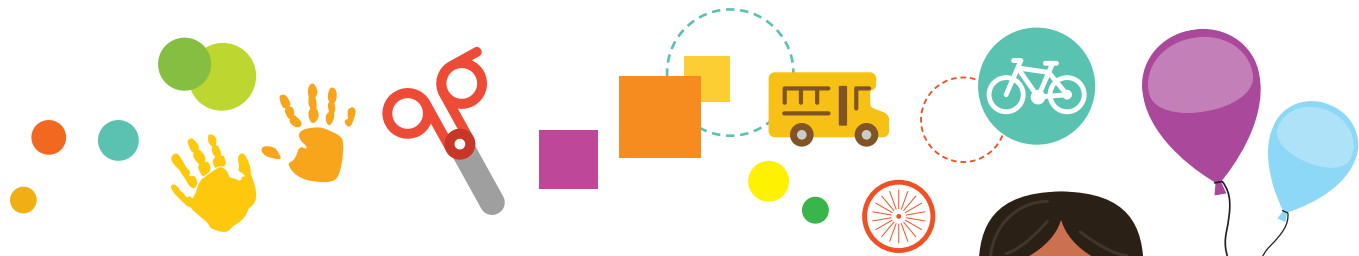
Complete the Bible II award.

III. God's Power in My Life

A. Spend regular quiet time with Jesus to talk with Him and learn about Him. Journal your time by writing, drawing, or recording a video.

B. With an adult, choose one thing in your life which Jesus has promised to help you improve. With His help, pray, plan, and work together to reach your goal.





MY SELF

- I. **I Am Special**
 - A. List some special interests and abilities God has given you.
 - B. Share your talents using one of the following:
 - Talent show
 - Show and tell
- II. **I Can Make Wise Choices**
 - A. Learn the steps of good decision-making.
 - B. Use them to solve two real-life problems.
- III. **I Can Care for My Body**
Complete the Hygiene award.



MY FAMILY

- I. **I Have a Family**
Make a scrapbook or picture book about your family history.
- II. **Family Members Care for Each Other**
Help plan a special family worship, family night, or family outing.
- III. **My Family Helps Me Care for Myself**
Complete a level 3 or 4 award not previously earned.

MY WORLD

- I. **The World of Friends**
Complete the Caring Friend award.
- II. **The World of Other People**
Complete the Country Fun award.
- III. **The World of Nature**
Complete the Environmentalist award.



Available from adventsource.org



Adventurer
Club is...

FUN!

Yay! I love this club!

Section 9

Adventurer Stars, Chips, and Awards

Learn about all the patches that your Adventurers can earn! Younger kids get stars and chips while older kids get awards. Let the fun begin!



Can older Adventurers receive the star and chip patches?

The stars and chips are developed specifically for pre-k and kindergarten children and should not be earned by the older children. Remember, the goal is not to have a lot of patches; the goal is to give your Adventurers age-appropriate learning activities and reward them for completing the requirements with a patch. There are lots of award patches if you are looking for more activities choose an age-appropriate award for your older Adventurers.



Adventurer Stars, Chips, and Awards

Stars, chips, and awards are all patches that are part of the Adventurer Club curriculum. Little Lambs receive stars, Eager Beavers receive chips, and Busy Bees, Sunbeams, Builders, and Helping Hands receive awards. Depending on your club Little Lambs, Eager Beavers, and Busy Bees may receive their patches as soon as they have completed the requirements. Normally Sunbeams, Builders, and Helping Hands receive their awards at the Investiture ceremony.

The leader's guides for each of the levels include activities that you can use during meetings to help fulfill the requirements of a variety of patches. Children can earn additional patches outside of the club with help from their parents or guardians. It is important when you select a patch to make sure that it is age appropriate. To help you with this, next to each patch is the Adventurer level for which the award was designed.

As director you may want to use activities other than those listed to meet the patch requirements. This is okay as long as the activities fulfill the intent of the requirement and are fun and age appropriate! It is up to you to adapt the requirements to the club and children's needs. For example, an award may require the child to play an action game using a community helper's skills. Instead, you might choose to watch a video or visit a community helper. It is also up to you to decide when a child has met the intent of the requirement. Remember that not all children will be capable of completing all requirements as written. It is more important that the children try new things and have fun rather than compete with each other to receive the most patches or become frustrated by requirements that are beyond their abilities. Flexibility on your part will make the experience more enjoyable and positive for both children and parents!



Adventurer Club poster available from adventsource.org





WHERE DO I FIND THE PATCH REQUIREMENTS?

The Resource USB Flash Drive available from adventsource.org includes requirements for all Adventurer stars, chips, and awards as of publication date. New patches are being created every year so check Adventurer-Club.org for all the new patch requirements and helps.



GIVING OUT STARS, CHIPS, AND AWARDS

If you give out patches to the Little Lambs, Eager Beavers, and Busy Bees as they complete patches, you will need to have something to give these children at the Investiture service. One idea is to cut a length of ribbon for each child and attach the child's name and class logo to the top. Throughout the year, add pictures of all the patches that the child received. Give the children their ribbons when they receive their level pin during the Investiture service.



Have an idea for a new patch?

The process for submitting a new patch can be found at Adventurer-Club.org. New stars, chips, and awards are added regularly so please submit your idea.





Section 10

Adventurer Club Uniform and Insignia

Kids love being part of a club and the uniform makes it real to your Adventurers. In this section you can learn about uniform requirements.





Adventurer Club Uniform

The uniform makes the Adventurer Club real to its members, especially the children. The uniform becomes an emblem of a standard, builds loyalty to the club, and brings members into a sense of community. The uniform should always be neat, clean, and worn with pride.

Full dress uniforms should be worn for the following occasions:

- Regular Adventurer meetings (as designed on the schedule)
- Special services (Induction, Adventurer Day, Investiture, etc.)
- At public gatherings when acting as:
 - Messengers
 - Ushers
 - Guards of honor
 - Color guards
- When the club participates in community service activities, such as Ingathering, distributing food baskets, delivering bouquets, passing out literature, and singing bands or sunshine bands.
- On occasions as specified by Adventurer staff

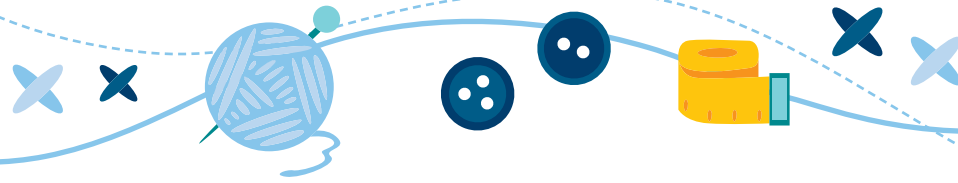
DO I HAVE TO BUY A NEW UNIFORM?

Clubs have lots of options when it comes to uniforms. One option is to have a staff member who is responsible for measuring each Adventurer and ordering uniforms for each. Another option is to have parents purchase uniforms for their child(ren) who are in the club. Here are some options that can reduce uniform expenses:

- Provide rental options
- Arrange a time for parents to trade uniforms
- Set up a system where the club loans out uniforms

The key to any of these options is to have a staff member who is responsible for implementing the plan your clubs adopts.





What color and style of uniform should I buy?

Check with your area coordinator or conference Adventurer/youth director to see what color of blouse or shirt and style of collar are used in your conference.



FULL DRESS UNIFORM FOR ADVENTURERS

Girls

- Navy blue pleated jumper
- Light blue or white blouse with Peter Pan or straight collar and short or long sleeves



Boys

- Navy blue pants
- Light blue or white shirt with straight collar and short or long sleeves



Girls and Boys

- Black shoes (uniform within club)
- Navy blue socks; if girls wear white blouses, white socks may be worn (uniform within club)
- Scarf and slide: Burgundy Adventurer scarf worn with an Adventurer slide
- Sash: Navy blue sash displays Adventurer stars, chips, awards, pins, event patches, pins, and other club-related items
- Beret: Navy blue beret is **optional** (uniform within club). The shield patch should be sewn on the beret.



Looking sharp, Adventurers!



Master Guide Insignia

Staff members who have been invested as Master Guides with a focus on Adventurer Club Ministry may wear their Adventurer Master Guide scarf, Master Guide slide, Master Guide level strip, Adventurer Master Guide star chevron patch, and Master Guide pin, and display the Master Guide crest patch on their sash. The navy blue Master Guide jacket is optional.

→ Master Guide Scarf



→ Master Guide Slide



→ Master Guide Crest Patch



→ Master Guide Pin



→ Master Guide Star Chevron Patch



→ Master Guide Level Strip



FULL DRESS UNIFORM FOR ADVENTURER STAFF

Women

- Navy blue skirt
- Light blue or white blouse with short or long sleeves
- Navy blue waterfall tie is **optional** (uniform within club)
- Women wearing hosiery should match it to their skin tone. Navy blue or black hosiery are **optional**. Check with your conference Adventurer coordinator or youth director to see what is standard in your conference.



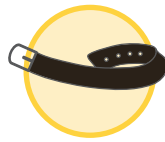
Men

- Navy blue slacks
- Light blue or white shirt with short or long sleeves
- Navy blue tie is **optional** (uniform within club)



Women and Men

- Black shoes or boots with fully closed toe and heels (Heels of no more than 2 inches. If shoes have laces, the laces should also be black.)
- Black belt
- Scarf and slide: Burgundy Adventurer scarf worn with an Adventurer slide
- Sash: Navy blue sash displays Adventurer stars, chips, awards, pins, event patches, pins, and other club-related items. (Pathfinder honors, patches, and pins should not be displayed on the Adventurer sash.)
- Beret: Navy blue beret is **optional** (uniform within club). The shield patch should be sewn on the beret. (If you are a Master Guide use the Master Guide beret patch.)

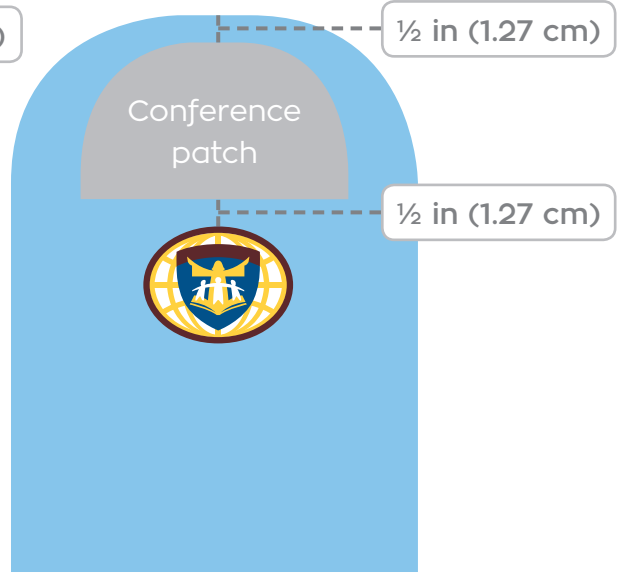


AdventSource is your supplier for official Adventurer uniform supplies.
adventsource.org | 402.486.8800

Uniform Insignia Placement



Left Sleeve for
ADVENTURERS



Left Sleeve for
**ADVENTURERS WITH
CONFERENCE PATCH**

Your club should buy these for club members. Order club crests from adventsource.org.

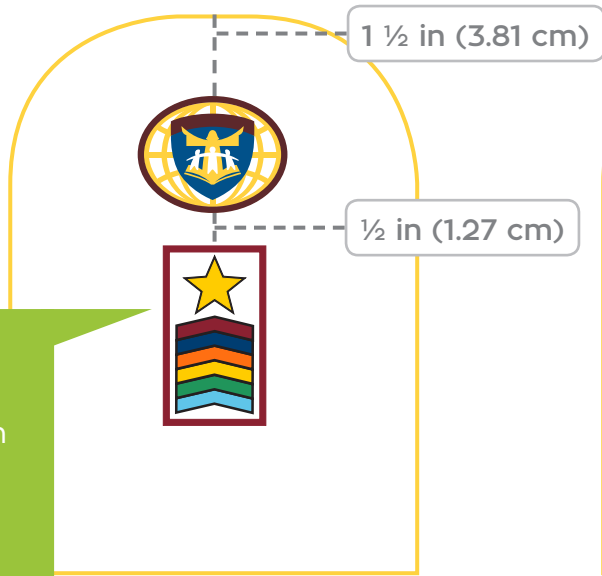


Right Sleeve for
ADVENTURERS

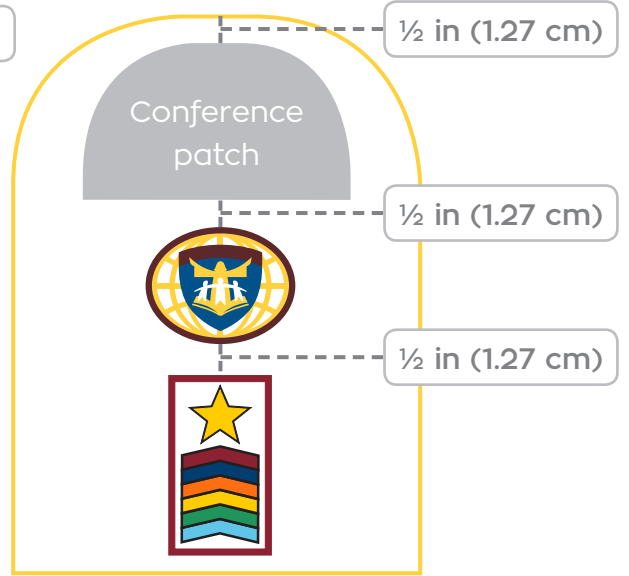




Master Guide star and chevron patch is worn once invested as a Master Guide.

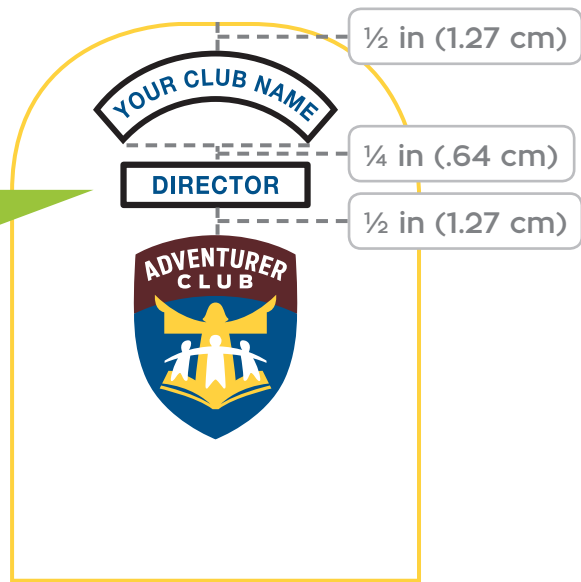


Left Sleeve for **STAFF**



Left Sleeve for **STAFF WITH CONFERENCE PATCH**

Director, associate director, instructor, or other staff designation goes here. Order staff name rectangle strips from adventsource.org.

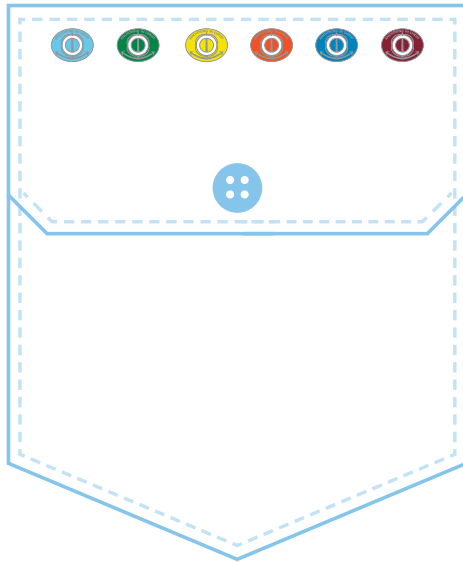


Right Sleeve for **STAFF**





Anchoring in Christ pins



Left Pocket for **PARENTS**

The only level strip to be worn is Master Guide.

MASTER GUIDE



Master Guide pin is worn above the level pins.

Left Pocket for **STAFF**

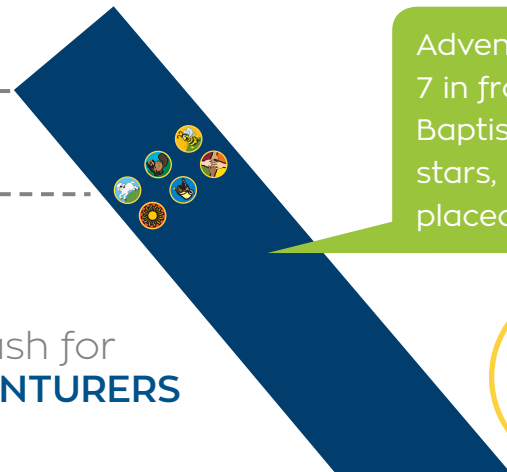


What about the baptismal pin?

Most children get baptized after their Adventurer Club years. But sometimes you will have an Adventurer child who is more mature and who wants to get baptized. When that happens make sure you celebrate their baptism! You may want to do a special presentation of the baptismal pin at your next club meeting where you affirm the child and place the baptismal pin on their sash. There is only one style of baptismal pin and it can be worn by Adventurers, Pathfinders, youth, and adults.

7 in (17.78 cm)

Sash for **ADVENTURERS**



Adventurers place their level pins 7 in from the shoulder seam. Baptismal pin, Adventurer pin, stars, chips, and awards are also placed on the sash.



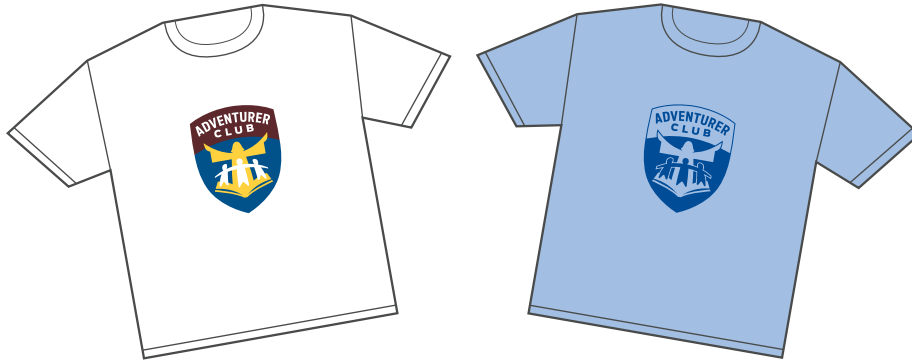
Adventurer Pin

The Adventurer pin is a great gift to give at Induction!



Field Uniform

The field uniform for Adventurers and staff is a t-shirt and slacks/skirt. There are t-shirt options available from AdventSource or your club can create its own design.



Order your field uniforms from adventsource.org.

Section 11

Resources

Program ideas, handouts, and forms are all included in this section. These have been created so you can easily copy and share.



Suggested Induction Service Program

Adventurers like pageantry, so make the Induction service as impressive as possible. The church sanctuary or club meeting room should display the Pledge and Law banners and be set up for the placement of flags. All Adventurers and staff should wear full dress uniform.

At this age, Adventurers have short attention spans and get restless quickly so keep the program short.

1. Play music while getting Adventurers and their parents/guardians together.
2. Adventurers bringing in the flags will place them in stands so the Adventurers can look at the flags while reciting the Pledge, etc.
3. Have Adventurers walk in with their parents/guardians. Parents/guardians will be seated in reserved seats in the front. Adventurers proceed to the front for the salute (if applicable), Pledge, and theme song.
4. Salute and recite Pledge Allegiance to your country's flag.
5. Say the Pledge to the Bible:
I pledge allegiance to the Bible, God's Holy Word,
I will make it a lamp unto my feet,
And a light unto my path,
And hide its words in my heart
That I may not sin against God.
6. Say the Pledge to the Christian flag:
I pledge allegiance to the Christian flag
and to the Savior for whose kingdom it stands.
One Savior, crucified, risen, and coming again
with life and liberty to all who believe.
7. Sing the Adventurer theme song.
8. Have opening prayer.
9. Welcome the parents/guardians, Adventurers, and guests to the program.
10. Either the Adventurer director or the pastor should give a short talk about the meaning of the altar. Tell how biblical figures such as Isaac, Moses, and Esther dedicated their lives to God, and explain how the Adventurers are going to dedicate themselves to God and the Adventurer Club. Show them that they are building an altar, just like the people in Bible times did. The foundation of the altar is built on the Adventurer Law. What does the Adventurer Law mean and how important is it in their lives? Ask designated people to come forward and read what each section of the Adventurer Law means. (The following is a suggested explanation of each part of the Law to be recited from memory if possible as the altar is built at Induction. It is recommended that the club members recite these pieces.



Instructions for building the altar can be found on page 83

What do I give the Adventurers at Induction?

As part of the Induction service you will give each new Adventurer Club member an Adventurer neckerchief, slide, and membership card. You may also want to give them an Adventurer Club pin to put on their sash.

Induction is best as part of the Sabbath morning service so talk to your pastor well in advance to see if that is possible. If you have the Induction service during your regular club time, it may not take the whole meeting time, so other activities should be planned that will include visitors, such as games and refreshments. If visitors are not expected to stay, the regular program could begin once Induction has been finished.

Suggested Induction Service Program (p. 2)

Jesus can help me to...

- Be obedient—I will obey God’s laws and cheerfully do what my parents and teachers ask me to do. I will obey the laws of my country.
- Be pure—My body is the temple of God, so I want to keep it clean. I will not swear, smoke, drink alcohol, do drugs, or do any other thing God says is not good.
- Be true—I will always tell the truth and never try to deceive—even if I may get in trouble for it.
- Be kind—I will look for ways to make other people happy. I will never hurt a person or animal intentionally. I will share my toys, too.
- Be respectful—I will be courteous to those whom God put in authority over me (like parents and teachers) and to those who are younger and weaker than me (like little brothers and sisters). I will take good care of other people’s property, even something as small as a borrowed pencil.
- Be attentive—I will listen when someone is talking to me at home, at school, and at church. I will especially listen for God to tell me what to do with my life.
- Be helpful—I will look for ways to help and not wait to be asked. I can help family at home, teachers and friends at school, and others in my community. I can even help God.
- Be cheerful—I will not grumble or complain when I don’t get my way or when I have work to do. I will remember that God made me; knowing that makes me happy.
- Be thoughtful—I will make courtesy a habit, both in words and actions. I will look for ways to be nice to people. I will not be rude or irritating.
- Be reverent—I will listen carefully to God, His word, and His messengers. I will take good care of my Bible and church property. I will never make fun of holy things.

The leader then states: “We hereby declare these candidates to be accepted into the _____ Adventurer Club.” At this time, each child and staff member places his or her name on one of the rocks of the altar (instructions for building the altar are on p. 83.)

11. Ask each Adventurer and his or her parent(s)/guardian(s) to come forward and face the audience. The Adventurer director will ask them to confirm their dedication to the principles of the Adventurer Club. They do so by repeating the Adventurer Pledge and Law. (Put on their Adventurer neckerchief and slide.)
12. The leader then asks each parent/guardian to come forward and stand behind their Adventurer. The leader reads the challenge to them: “The child that stands before you needs the warmth, security, and love of his/her parent(s)/guardian(s). The Adventurer Club is to encourage you in your care of this child but not to take your place. Do you pledge your participation in fulfilling your child’s pledge of commitment to the Adventurer Club?” (Parent(s)/guardian(s) say, “We do!”)
13. If a conference representative is attending they could welcome the new club members, and offer words of encouragement to parents and Adventurers.
14. Offer a dedication prayer.

Anchoring in Christ Commitment Certificate



Something you may want to add to the Induction is an Anchoring in Christ commitment certificate. The certificate would be signed by each parent/guardian at the end of the Induction service. You can find commitment certificates for each level on the Resource USB Flash Drive available from adventsource.org or create a custom certificate for your club.

Suggested Condensed Induction Service

This condensed service is a great option for Sabbath morning between Sabbath School and the church service. The Pledge and Law banners and Adventurer flag should be displayed and all Adventurers and staff should wear their full dress uniform.

The Induction service is a special time in the Adventurer year when in front of family and friends we welcome new members into the _____ Adventurer Club. At each step of the Adventurer's experience they learn new things that enhance their growth. Our curriculum is based on four areas:

1. My God
2. My Self
3. My Family
4. My World

During the Adventurer years they develop a better understanding of spiritual things, physical things, and the world of nature around them. It is into this program that the inductees today wish to become a member.

Many of the principles that the Adventurers strive to live by are illustrated by the words of our Pledge and Law. At this time we will lead the Adventurers in their Pledge and Law.

(An Adventurer leads the recitation of the Pledge and Law.)

We will now light the Spirit of Adventurer candles. (**Note:** Make sure the batteries are charged!)

This candle is working to light the room, but with the help of those joining, additional light will be spread. At this time we would like to induct the Adventurers that will be entering at the Little Lamb level, as well as those who are new to the _____ Adventurer Club. Please come up as your name is called and receive your candle, adding your light to the others busy working here in (name of town/city).

(Call up new Adventurer members and new staff by name. Put on their Adventurer neckerchief and slide.)

Now their lights are also burning brightly, helping to spread God's love wherever they may be.

As the director of the _____ Adventurer Club, we declare that by the lighting of your candles you have accepted the principles of Adventurer ministries and are accepted as full members of the _____ Adventurer Club.

We would ask that the families of the inductees come forward at this time as we have a prayer of dedication for our newest members.

(Prayer of dedication.)



Because of safety issues Adventist Risk Management does not allow for wax candles to be lit during the Induction, Investiture, or other Adventurer programs. You can use battery operated candles or copy a picture of a candle or lamp and cut it out for your program. You don't have to use a candle—think of other options that can convey the same important message of sharing God's love.

Instructions for Building the Altar

FOAM BOARD METHOD

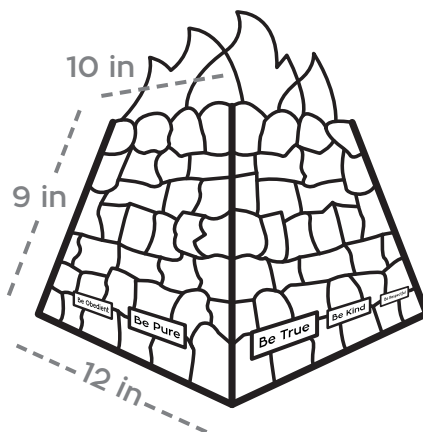
Foam Board—Use a utility knife and a straight edge to cut the foam board. You will need four pieces that are 12 in (30.48 cm) wide at the bottom, 10 in (25.4 cm) wide at the top, and 9 in (22.86 cm) high.

Use a felt pen to blacken the white edges because the edges will show through the tile. Use the leftover foam board to internally brace the corners. Insert small brad nails to hold the sides together while the hot glue is setting.

Tile—Break the tile into small pieces with pliers or wire cutters. The tile can be trimmed to fit the spaces to resemble stones. Start from a corner and use a hot glue gun to adhere the tile. Continue to fit and glue new pieces of different colored tile to give the altar a stone effect.

Letters—Print and attach the Adventurer Law on the bottom row of the altar. The words may need to be distributed on every other stone.

Induction—Print and attach the Adventurers' names on the stone tiles. One name per tile.

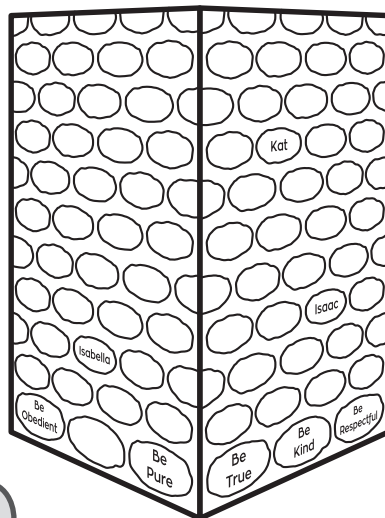


MATERIALS NEEDED

- Black foam board: Black background provides a stone mortar effect. Can be obtained at an office supply or building supply store.
- Floor tile: Armstrong Imperial Texture Standard Excelun Tile works well. You can get this tile in several shades at Home Depot or other building supply store.
- Utility knife
- Black felt pen
- Hot glue gun
- Glue

CARDBOARD METHOD

Use colored pencils or colored pastels to draw stones on butcher paper (enough to cover the cardboard box). (You could also cut stone shapes out of gray or tan construction paper instead and glue or tape them onto the butcher paper [see stone tile pattern on pp. 84-85]). Glue or tape butcher paper around cardboard box. Repeat the steps above for the letters and induction.



MATERIALS NEEDED

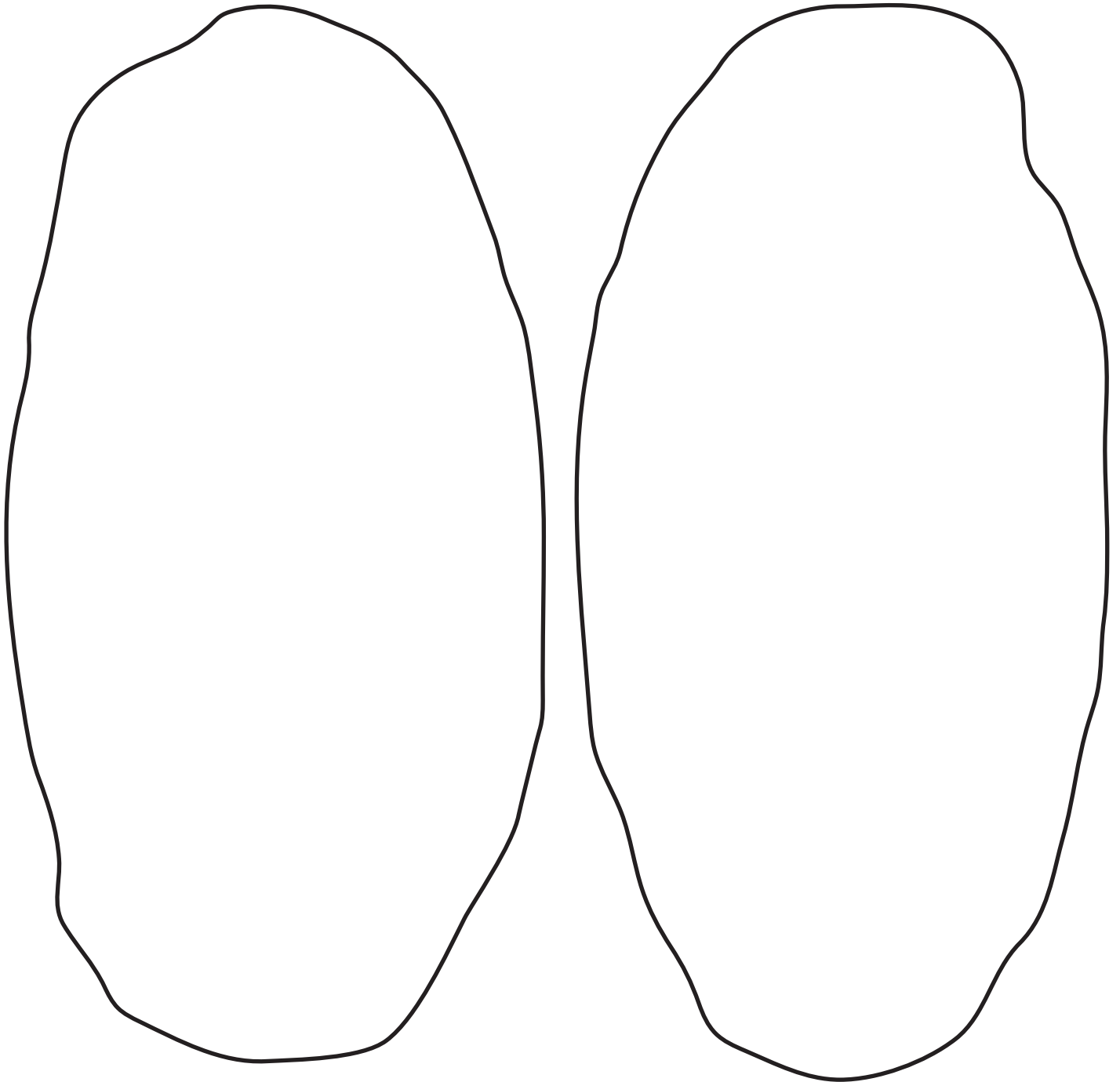
- Cardboard box
- Butcher paper (black)
- Colored pencils or colored pastels
- Construction paper (gray or tan)
- Scissors
- Glue or tape
- Stone Tile Patterns (see on pp. 84-85 or Pinterest)



Find the **Stone Tile Patterns** at [Pinterest.com/AdventSource](https://www.pinterest.com/AdventSource)

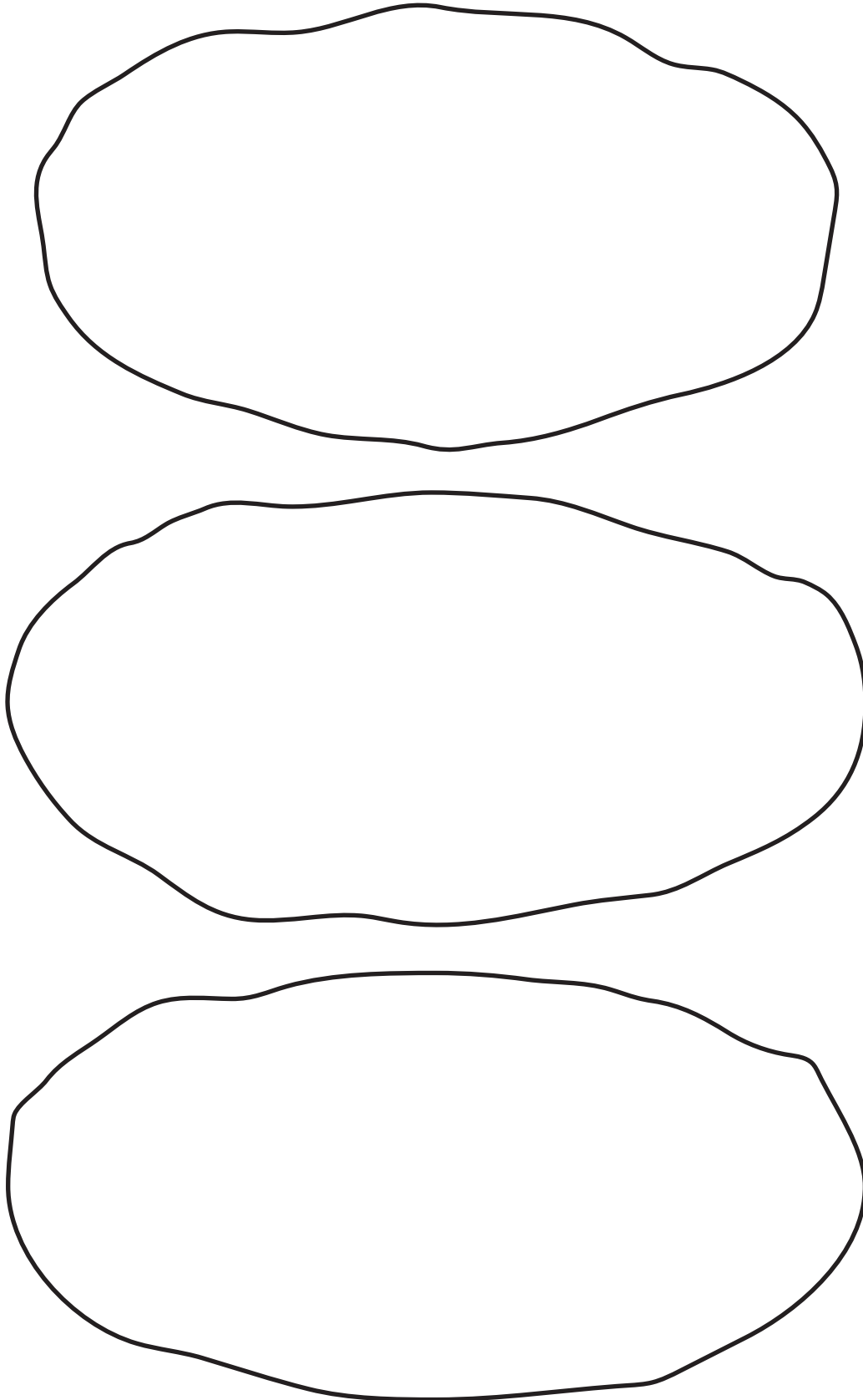
Instructions for Building the Altar (p. 2)

Adventurer Law Stone Tile Patterns



Instructions for Building the Altar (p. 3)

Adventurer Name Stone Tile Patterns



Suggested Family Blessing Service

ENTRANCE OF FAMILIES

Parents and children enter in an informal procession, each carrying their Bible. They may be seated at the front in the circle or reserved seats. Plan a special song or piece of music to play as the families enter. (This may be the same as the song used later for the Song of Blessing.)

THE TRADITION OF THE BLESSING

This section of the program is meant to inspire participants with the value of the family blessing as it was done in Scripture and in more recent orthodox Jewish families.

The Old Testament patriarchs often blessed each one of their children, in addition to a special birthright blessing for the firstborn. (See Genesis 27 and 49) These blessings show the high regard and hopes the father had for his children and were pronounced with the utmost solemnity.

Orthodox Jews have continued this tradition of blessing right up into modern times. From infancy, children are to be brought to their father and mother on the Sabbath and Holy Days to receive a blessing. A weekly Sabbath blessing, often coming after the lighting of the Sabbath candles on Friday night is a valued part of Jewish family life.

In order to hold the children's interest, keep it short and simple and involve their senses through the use of visual aids, drama, or some other non-lecture type of presentation. The talk should be directed to the Adventurers and their parents rather than to the audience.

READINGS FROM SCRIPTURE

Parents stand in a circle (or semi-circle if there is an audience) with their children directly in front of them.

Parents read in unison, Deuteronomy 6:6, 7.
Then Adventurers read Ephesians 6:1-3.

AFFIRMATION OF VALUE

Children turn toward their parents. Parents place one hand on the child's shoulder and read to their children a short (one to two page) letter of blessing which they have prepared beforehand and tucked into their Bibles. Use a microphone if necessary so parents can be easily heard.

The letter should include a description of three or four of the qualities the parent most appreciates in the child. At the end of the letter, parents should draw or glue a picture of an animal or object which represents, for them, the special qualities of their child. (For example, a parent may choose the sunshine because when their child is around, everyone feels bright and cheery.)

A sample parent letter, describing what is needed, is provided or you may introduce this concept to the parents at a parent meeting several weeks before the Family Blessing Service.

Suggested Family Blessing Service (p. 2)

If there are a large number of Adventurers, consider having several affirmations read at various times during the service in order to keep the Adventurers and audience from becoming restless and inattentive.

FAMILY PLEDGE

While still facing each other, families repeat the Family Pledge with assistance from the Adventurer leader. The Adventurer leader will read the part in bold type, and the parents (or children) will repeat the part in italics. (It might be helpful to have a parent or assistant use a microphone to lead the parents in their part of the pledge.)

Adventurers, you are growing to be such fine young boys and girls! Now that you are old enough to understand, your parents want you to know about the blessings they want to give you with God's help. Every person needs to know that they are loved. When God gave you to your parents, He gave them a very special person to love for the rest of their lives.

Parents: *(Child's name), I pledge to you the blessing of my love, always, no matter what.*

In order to grow, every person needs food and shelter. Every person needs to be taught how to live in a happy loving way.

Parents: *(Child's name), I pledge to you the blessing of my help, in every way I can give it, so you can grow strong in Jesus.*

Every child makes mistakes and needs to know that they are forgiven. Every parent makes mistakes too.

Parents: *(Child's name), I pledge to you the blessing of forgiveness when you make mistakes and apologies when I make mistakes.*

Adventurers, you are a very important part of your family. You have the power to help make your family a happy place or a sad place. Do you pledge to do your part to make your family a happy family?

Adventurers: *We do.*

At this point, invite any friend or family member who is willing to aid and support the Adventurer families in fulfilling their pledges to come forward and stand behind the families. Then invite all members of the church family who desire to support the pledges made during this service to stand.

We are not alone in our pledges. God has given us these members of our church family to support and stand behind us as we seek to bring a blessing for our families.

If there is no audience, invite the Adventurer parents and children to make one circle and hold hands during the song and prayer as symbol of mutual support.

Suggested Family Blessing Service (p. 3)

SONG OF BLESSING

Use one of the songs listed below or choose another song which the parents or families (and their supporters) can sing to affirm their blessing.

SDA Hymnal 653, “Lead Them My God to Thee”

He is Our Song 119, “Family”

DEDICATORY PRAYER

Ask the pastor to pray for God’s blessing on these Adventurer families as they strive, in His power, to fulfill the pledges they have made.

AFTERWARD

After the Family Blessing Service, the church may choose to celebrate and affirm the blessings which the Adventurer parents have chosen to bestow upon their children. Some ways of affirming the Adventurer families are to:

- Give each family a plant to symbolize the growth they can make together in Jesus;
- Give each family a certificate of recognition and support, signed by the pastor of the church; or
- Host a celebration dinner or potluck for the Adventurer families.

In advance prepare parents for the service by meeting with them and going over the parts of the service and their part in it. Ask all participants to bring New International Version Bibles or to copy the required texts on an index card to insert in their Bibles. Copy the program outline on nice paper the size of bulletin inserts so that it can be kept unobtrusively in the Bibles for use during the service and kept afterwards as a remembrance.

If the Family Blessing Service is to be done in front of an audience, reserve the front rows for the families involved. Otherwise, place chairs in a circle for the families. Mark a circle or semicircle on the floor to help families know where to stand during the blessing service. Use masking tape, or plastic tape that is a similar color to the floor covering so it will not be easily noticeable.

Letter to Parents

Dear Adventurer Parent,

On (day), (date) at (time) we will present a special ceremony of blessing for the families and children who are a part of our Adventurer Club. At the ceremony will have the opportunity to reaffirm to your Adventurer child(ren) your love and commitment to them, and to affirm them for the special contributions which they have brought to your family.

As you can see from the enclosed program, a short talk will be given about the meaning of the family blessing in Scripture, then parents and children will read some scripture verses aloud together. Next there will be a time for you, as parents, to tell your Adventurer child(ren) about the special attributes which you especially appreciate in them.

Please take some time to come prepared to this very special ceremony by:

Making a list of three or four things you especially appreciate in your child and writing them down in the form of a letter on special stationery, and

At the bottom of your letter draw or glue a picture of an object or animal which represents, for you, the special qualities of your child. (For example, you may choose a kitten to represent that your child is playful and curious and likes to learn.)

In addition to this special letter, bring your Bibles and have Adventurers in their dress uniforms. We will meet at (when) in the (where) to prepare for the ceremony. We look forward to being part of this blessing service with you.

Sincerely,

Your friend and club director,

(Name) (Phone Number)

Family Blessing Program

★ FAMILIES ENTER

★ PRESENTATION OF FAMILIES

★ THE TRADITION OF BLESSING

★ READING FROM SCRIPTURES

Parents: *And these words which I command you today shall be in your heart. You shall teach them diligently to your children, and shall talk of them when you sit in your house, when you walk by the way, when you lie down, and when you rise up (Deuteronomy 6:6-7).*

Adventurers: *Children, obey your parents in the Lord, for this is right. "Honor your father and mother," which is the first commandment with promise: "that it may be well with you and you may live long on the earth" Ephesians 6:1-3.*

★ AFFIRMATION OF VALUE

Parents read letter of blessing to their children.

★ FAMILY PLEDGE

Adventurers, you are growing to be such fine young boys and girls! Now that you are old enough to understand, your parents want you to know about the blessings they want to give you with God's help. Every person needs to know that they are loved. When God gave you to your parents, He gave them a very special person to love for the rest of their lives.

Parents: *(Child's name), I pledge to you the blessing of my love, always, no matter what.*

In order to grow, every person needs food and shelter. Every person needs to be taught how to live in a happy loving way.

Parents: *(Child's name), I pledge to you the blessing of my help, in every way I can give it, so you can grow strong in Jesus.*

Every child makes mistakes and needs to know that they are forgiven. Every parent makes mistakes too.

Parents: *(Child's name), I pledge to you the blessing of forgiveness when you make mistakes and apologies when I make mistakes.*

Adventurers, you are a very important part of your family. You have the power to help make your family a happy place or a sad place. Do you pledge to do your part to make your family a happy family?

Adventurers: *We do.*

★ SONG OF BLESSING - HE IS OUR SONG #119

FAMILY

Family, we are family,

Jesus, He is our God.

And I'm so glad He's brought us all together.

And I'm so glad that the Father is our God.

We share good times together,

We share the bad times, too.

And we all know our family always loves us.

That's because we were all first loved by You!

★ DEDICATORY PRAYER

Suggested Adventurer Sabbath Service

Adventurer Sabbath may include one or more of these activities: Adventurers ushering, greeting, reading the scripture, telling the children's story, giving special music, doing skits, and presenting the sermon. If the Adventurers don't give the sermon, make sure the sermon is geared to children or about positive parenting. The Adventurer Club could also sponsor the church bulletin, church flowers, etc. for that Sabbath.

PROGRAM OUTLINE

- Adventurers walk in with flags and banners.
- Repeat the Adventurer Pledge and Law.
- Adventurers offer opening prayer or have a parent/guardian and Adventurer offer prayer together.
- An Adventurer and his or her parent/guardian read scripture.
- Adventurers and their parents/guardians collect the offering or have the Adventurers collect it alone. (Optional: Have Adventurers stand by the doors after church to collect an offering for the club.)
- Adventurers have special music.
- An Adventurer tells the children's story or the parent/guardian tells the story with the Adventurers help.
- The best option is to have Adventurers give the message. You can select several kids to share short messages. If that is not an option, ask the pastor or a guest who relates well to this age group to give the message.

As part of Adventurer Sabbath, you may want to include a potluck for Adventurers and their parents. Another idea is to plan an afternoon activity like visiting a nursing home or doing another community service project.



Suggested Investiture Service Program

It is important that this service be conducted in a dignified manner and in a way that will encourage every person to do more for the encouragement and salvation of children. Check with your pastor at the beginning of the Adventurer year to see if you can schedule the Investiture service during the Sabbath morning schedule. Here is a sample program of 20-30 minutes:

- Opening
- Adventurer Pledge and Law
- Adventurer song
- Prayer
- Special music by Adventurers
- Practical demonstration or skits
- Year in review pictures, slide show, or video (optional)
- Charge/short talk
 - Presentation of Adventurer stars, chips, awards, and pins
 - Presentation of Anchoring in Christ pins (given to each parent/guardian whose child is invested)
- Closing
- Prayer

The Anchoring in Christ Pin

A series of small pins are available for the purpose of recognizing parents/guardians who have regularly participated in the Adventurer Club during the past year. These pins can be presented at Investiture service as recognition of their commitment during the past year.



Little Lamb



Eager Beaver



Busy Bee



Sunbeam



Builder



Helping Hand

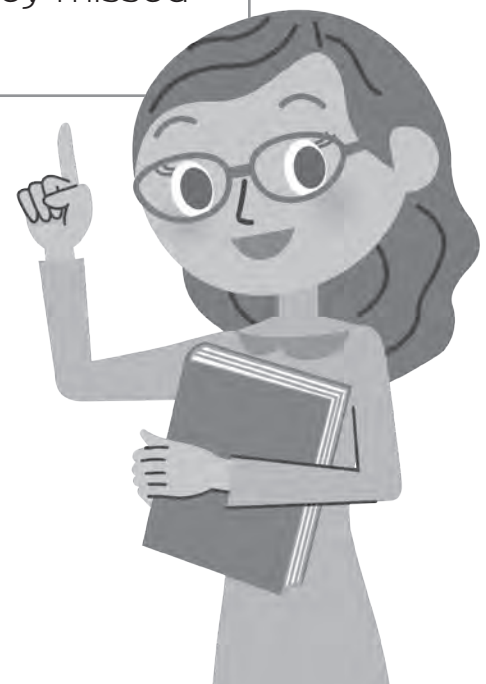


Family Network Tips and Program Ideas

The Family Network meetings should be in a setting where parents are relaxed and comfortable. With larger groups, nametags may be helpful. Your leadership group can decide what should be included in the program but here is a suggested program.

1. Have fruit juice, hot drinks, crackers and dip, or a healthy sweet (such as sliced fruit) available as parents enter.
2. Begin with prayer and a short devotional. (Discuss Deuteronomy 6:4-6 and how the Family Network can be helpful to parents and guardians in following these instructions.)
3. Take time for an icebreaker to help parents know and feel more comfortable with each other.
 - a. Ask parents to find someone in the group they do not know well.
 - b. Interview this person to learn about one reason why they are proud of their family.
 - c. Allow time for individuals to share with their group what they discovered.
4. Parenting presentation (see the next page for ideas).
5. Announce the next meeting time and topic.
6. Close with prayer.

Make the first meeting special. The first meeting needs to grab the attention of everyone who comes so they make it a priority to come to the next meeting. You also want for parents and guardians who didn't make it to the first meeting to hear about what they missed and plan to come to the next meeting.



Family Network Tips and Program Ideas

IDEAS FOR ACTIVE FAMILY NETWORK MEETINGS

Here are a few activities which may be used instead of, or in addition to, a lecture.

1. Invite a panel of experts (older parents who can share their parenting stories or experts in parenting fields) to discuss the topic. Begin with some questions that will launch a general discussion of the topic. Then allow parents and guardians to ask specific questions. (These may be written beforehand or asked spontaneously.)
2. Have a book study group. Choose a good book on the topic and assign one to three chapters to be read for each meeting. At the meeting, discuss what you have read and how it applies to the families.
3. Show a video and discuss it.
4. If you use a lecture format, provide illustrations (use PowerPoint, pictures, or objects), handouts, examples, etc. Try modeling or demonstrating the suggestions you present.
5. For parents who are comfortable with each other and discussion-oriented, try a support group format. This is less structured and focuses on sharing thoughts, feelings, and experiences. It may focus on a particular topic and use some of the follow-up activities suggested on the next page.
6. If you cannot find a knowledgeable individual to speak on a specified topic, you may choose to do it yourself. In this situation, read all you can find on the subject, then share what you have learned and tell how it worked for you. Finally, do a follow-up activity together.
7. Go together to a special parent event offered in the community.



Looking for a great program for your Family Network meetings?

Help! I'm a Parent is a series of 10 programs presented by experts in different areas of parenting. Each video segment is 30 minutes and a facilitator's guide is included to direct discussion. *Help! I'm a Parent* sets are available for parents of kids from birth through age seven and ages eight through twelve.



Learn more at HelpImAParent.org or order the complete kit at adventsource.org.

Family Network Tips and Program Ideas

ACTIVE LEARNING AND FOLLOW-UP ACTIVITIES

1. Use icebreakers to help the group feel comfortable with each other. Allow five minutes to learn everyone's name, OR have small groups invent a "group résumé," compiling résumé information, such as schools attended, years of professional experience, positions held, professional skills, hobbies, family, talents, etc., for all the parents/guardians in the group.
2. Give parents and guardians an opportunity to practice what they have learned by roleplaying. Assign parents or guardians to take the role of mother, father, child, etc., showing what they would do in various situations, based on what they have learned.
3. Provide a bibliography. Show some books and materials which parents might find helpful.
4. Brainstorm solutions together. Present a problem or question and write as many solutions as possible. (Don't critique the ideas when you're brainstorming, just write them down.) You might try asking the first person who gives an idea to call on someone else to give their idea, and so on.
5. Introduce an activity by doing a poll. Ask the group several short answer questions and keep a tally of the results. (Example: "How many of your families eat supper together every day?")
6. Provide a worksheet, such as an outline, for parents to fill in during the lecture or by looking in a Bible or other book.
7. Build a recipe book of ideas together, sharing different ways of addressing an aspect of family life.
8. Go on a field trip.
9. At the beginning of the meeting, divide everyone into small groups of six to eight. Have each person write on an index card a question about the topic and then pass the card to the right until each member of the group has seen each card. Have participants read the questions and put a checkmark by the ones that interest them most. The small groups then share their most popular questions with the rest of the group.
10. Try a "fishbowl." Place six to eight people in the center of a circle with the rest of the parents and guardians seated in a larger circle around them. The center circle discusses the topic while the rest look on. People may occasionally exchange places.
11. Assign thought or application questions to small groups. Then mix up the groups and have each person report to their new group what the small group came up with.
12. Ask individuals to summarize to a person sitting near them what they have learned.
13. Provide case studies (specific examples) for attendees to discuss.
14. Use a suggestion circle. Choose one person to briefly present a problem or question to the group. Go around the circle, allowing each parent/guardian to make a short suggestion or to pass. (Offer to have someone write down the suggestions.) After each suggestion, the focus person should simply thank the person for offering a suggestion. (No one else should comment.) When each person has had an opportunity to make a suggestion, give a second chance to those who passed.

Emphasize prayer at every meeting. It will make more of a difference than everything else put together. Pray in pairs, small groups, silently, in sentence prayers, etc.



Family Network Tips and Program Ideas

WHERE DO I FIND PRESENTERS?

Make sure to use the ministry leaders in your church. The Family Network, rather than competing, should enhance all of the church's ministries. Programs should be offered as a joint effort, and you will want to promote each other's activities. These leaders could be included as presenters:

- Home and school leader(s)
- Family ministry director
- Pastor
- Women's ministry director
- Stewardship director
- Church school staff

There are many places to find speakers. Start by looking within your local community: doctors and other health professionals, psychologists, psychiatrists, social workers, teachers, principals, experienced parents, nutritionists, college professors, and pastors. One important thing to note: If you decide to bring in presenters from the community make sure they understand that this is a Christian group and their presentation must be based on biblical principles.

As you are planning your topics, make sure to include subjects and materials for:

- Single parenting
- Blended families
- Children with disabilities

Even though these topics may not be chosen by a majority of parents, there will be parents who benefit from these topics. Other parents may have needs based on their cultural background, level of education, or knowledge of English. Be aware of these needs and structure topics, titles, and activities that will appeal to them.



Family Network Tips and Program Ideas

PROGRAM IDEAS

- Healthy Lunches
- Bullying
- Guiding Entertainment Choices
- Family Finance
- Social Media and Kids
- Teaching Kids About Sexuality
- Positive Parenting
- Time Management
- Respect is for Everyone
- Leading Your Child to Christ
- Raising Kids Who Really Care
- Teaching Kids About Prayer
- Making Christian Standards Make Sense
- Physical Development: Growing Healthy Kids
- How Children Differ: Temperament and Personality
- Setting Realistic Expectations
- Discipline as Discipling
- Single Parenting
- Safety Issues in Today's World
- Peer Pressure
- How Your Family of Origin Can Affect Your Family Today
- Enhancing Sibling Relationships
- Growing a Support Network
- Strengthening Family Communication
- Exploring Nature: God's Second Book
- Helping Kids Deal with Prejudice
- Teaching Kids How to Use the Bible
- Positive Sabbath Keeping
- Social Development: Helping Your Child be a Friend
- Teaching Kids About Money
- Play is for Real: Encouraging Healthy Play
- Constructive Discipline: Encouraging Positive Behavior
- How to Thrive as a Non-Traditional Family
- Raising Drug-Proof Kids
- Creative Conflict Resolution
- Styles of Parenting
- Latchkey Kids and Other Child Care Issues
- Keeping Marriage Fresh
- Family Meetings: A Way of Solving Problems and Making Plans
- Directing Your Child's Spiritual Growth
- Fostering a Mission Spirit
- Creative Family Worship
- Teaching About Work and Responsibility
- Preparing Kids for Adulthood in the 21st Century
- Dealing Positively with Negative Behavior
- Nurturing Children with Disabilities
- What You Need to Know About Child Abuse
- Stress and the Family
- Family Bonding: Growing Warm Relationships
- Changing Family Roles
- Taking Care of You
- Encouraging Statements: Words that Make a Difference
- Passing on Christian Values
- Teaching Christian Courtesy
- Growing a Spiritual Life: Involving Kids in Private Devotions
- Teaching Kids to be Faithful Stewards
- Intellectual Development: Learning In and Beyond School
- Nurturing Creativity
- Steps to Independence
- Toys and Things for Kids
- Anger Management for Parents and Kids
- Dealing with Grief
- Technology and Kids

Signs of Child Abuse

Matthew wrote that when Jesus saw the people, “He had compassion on them, because they were harassed and helpless, like sheep without a shepherd” (9:36, NIV). Just as Jesus shepherded those in need of justice, you and your Adventurer team can help children in need of protection in your club. As Adventurer staff, you are in a unique position that allows you to closely observe and get to know children and their families. Therefore, it’s important that you know the signs that may indicate child abuse.

Signs of abuse and neglect are from “Recognizing Child Abuse and Neglect: Signs and Symptoms” by the Child Welfare Information Gateway (childwelfare.gov). For free copies to reproduce and distribute, go to childwelfare.gov/pubs/factsheets/signs.cfm.

SIGNS THAT MAY SIGNAL CHILD ABUSE OR NEGLECT

The child:

- shows sudden changes in behavior or school performance.
- has not received help for physical or medical problems brought to the parents’ or guardians’ attention.
- has learning problems (or difficulty concentrating) that cannot be attributed to specific physical or psychological causes.
- is always watchful, as though preparing for something bad to happen.
- lacks adult supervision.
- is overly compliant, passive, or withdrawn.
- comes to school or other activities early, stays late, and does not want to go home.

The parent or guardian:

- shows little concern for the child.
- denies the existence of, or blames the child for, the child’s problems in school or at home.
- asks teachers or other caregivers to use harsh physical discipline if the child misbehaves.
- sees the child as entirely bad, worthless, or burdensome.
- demands a level of physical or academic performance the child cannot achieve.
- looks primarily to the child for care, attention, and satisfaction of emotional needs.

The child and parent or guardian:

- rarely touch or look at each other.
- consider their relationship entirely negative.
- state that they do not like each other.

Signs of Child Abuse

SIGNS OF PHYSICAL ABUSE

Consider that physical abuse is a possibility when the child:

- has unexplained burns, bites, bruises, broken bones, or black eyes.
- has fading bruises or other marks noticeable after an absence from school or Adventurer Club meetings or events.
- seems frightened of the parents/guardians and protests or cries when it is time to go home.
- shrinks at the approach of adults.
- reports injury by a parent or another adult caregiver.

Consider that physical abuse is a possibility when the parent or guardian:

- offers conflicting, unconvincing, or no explanation for the child's injury.
- describes the child as "evil" or in some other very negative way.
- uses harsh physical discipline with the child.
- has a history of abuse as a child.

SIGNS OF NEGLECT

Consider that neglect is a possibility when the child:

- is frequently absent from school.
- begs or steals food or money.
- lacks needed medical or dental care, immunizations, or glasses.
- is consistently dirty and has severe body odor.
- lacks sufficient clothing for the weather.
- abuses alcohol or other drugs.
- states that there is no one at home to provide care.

Consider that neglect is a possibility when a parent or caregiver:

- appears to be indifferent to the child.
- seems apathetic or depressed.
- behaves irrationally or in a bizarre manner.
- is abusing alcohol or other drugs.

Signs of Child Abuse

SIGNS OF SEXUAL ABUSE

Consider that sexual abuse is a possibility when the child:

- has difficulty walking or sitting.
- suddenly refuses to change for gym or to participate in physical activities.
- reports nightmares or bed wetting.
- experiences a sudden change in appetite.
- demonstrates bizarre, sophisticated, or unusual sexual knowledge or behavior.
- becomes pregnant or contracts a venereal disease, particularly if under age 14.
- runs away.
- reports sexual abuse by a parent or another adult caregiver.

Consider that sexual abuse is a possibility when a parent or guardian:

- is unduly protective of the child or severely limits the child's contact with other children, especially of the opposite sex.
- is secretive and isolated.
- is jealous or controlling with family members.

SIGNS OF EMOTIONAL ABUSE

Consider that emotional abuse is a possibility when the child:

- shows extremes in behavior, such as overly compliant or demanding behavior, extreme passivity, or aggression.
- is either inappropriately adult (parenting other children, for example) or inappropriately infantile (frequently rocking or head-banging, for example).
- is delayed in physical or emotional development.
- has attempted suicide.
- reports a lack of attachment to the parent.

Consider that emotional abuse is a possibility when the parent or guardian:

- constantly blames, belittles, or berates the child.
- is unconcerned about the child and refuses to consider offers of help for the child's problems.
- overtly rejects the child.

Adventurer Evangelism Patch

REQUIREMENTS

1. Be an Adventurer or an Adventurer staff member (recommended for Builder and Helping Hand levels).
2. Attend at least ten meetings (evangelistic meetings, Daniel or Revelation seminars, etc.). If less than ten are conducted, attend at least two-thirds of them.
3. Participate at each of the meetings attended.
4. Wear your Adventurer uniform (including scarf and sash) while participating.
5. Participate in at least four of the following:
 - a. Be an usher.
 - b. Pick up the offering.
 - c. Have Scripture or prayer.
 - d. Assist in the set-up/take-down of the meeting hall.
 - e. Hand out the evening programs, brochures, etc.
 - f. Give a testimony of what Jesus has done for you recently.
 - g. Be a greeter.
 - h. Help operate an Adventurer booth showing what the church has for its young people.
 - i. Invite a guest who is not a member of your church to attend the meetings and host them throughout the evenings.
 - j. Contact at least ten individuals by phone or in person, inviting them to attend the meetings.
 - k. Assist in the children's meetings, if available.

RECOGNITION

1. Patches will be presented to each Adventurer and staff member who completes the requirements. This should be done at an appropriate time, such as:
 - a. During the last evangelistic meeting
 - b. A follow-up baptism Sabbath
 - c. At Investiture
 - d. Another appropriate time
2. During this time, an invitation could be extended to all parents of children of Adventurer age to join the club.



Order from your local conference
or **adventsource.org**.



Excellence in Reading

REQUIREMENTS

This challenge project is designed to encourage families to spend quality time reading aloud together and encourage the child with more advanced reading skills who want to excel in reading. To receive the Excellence in Reading patch the Adventurer must read two books, not previously read, in each of the following categories:

1. Nature
2. Mission or biography
3. Bible
4. New books—family choice of subject (books published in the last two years)

Books may be checked out from your local library or purchased from the Adventist Book Center, *AdventSource*, or your local Christian bookstore. If the parent/guardian is reading the book aloud, it should be at or slightly above the child's listening level. (Typically, the listening level is 2-3 years above the child's reading level.) If the child is reading the book aloud, it should be at his or her reading level.



The Excellence in Reading patch is available for Busy Bee, Sunbeam, Builder, and Helping Hand level Adventurers. Order the patch from your local conference or adventsource.org.



Family of the Year

SAMPLE GUIDELINES

Some clubs recognize Adventurer Families of the Year during the Investiture service. You can recognize all families who meet the guidelines set by your club. Here are some sample guidelines:

1. The Adventurer and parent(s)/guardian(s) are to be present and on time at no less than 85 percent of all meetings and club activities.
2. The Adventurer wears a complete, clean, and pressed uniform when required and he/she knows the meaning of the insignia on the uniform.
3. The Adventurer and parent(s)/guardian(s) attend conference event(s).
4. The Adventurer parent(s)/guardian(s) take part in outreach projects with the club.
5. The Adventurer is courteous, kind, obedient, and an example to others at home, school, church, and Adventurer meetings.
6. The Adventurer and parent(s)/guardian(s) are active members for at least one Adventurer year before receiving the Adventurer Family of the Year award.
7. The Adventurer is invested in one level during the year.
8. The Adventurer parent(s)/guardian(s) demonstrates support by attending the Family Network meetings as scheduled.



Adventurer Family Camping

1. In the event of an Adventurer family camping experience, a parent or legal guardian **MUST** accompany their own child(ren) at all times. No exceptions.
2. Parents or legal guardians are not permitted to grant permission to Adventurer staff to take their minor children overnight camping without a parent or legal guardian under any circumstances. No exceptions.
3. Adventurer staff are not permitted to accept permission or release forms from a parent or legal guardian to take their minor child(ren) camping overnight without the parent or legal guardian present on the camping trip. No exceptions.
4. Adventurer staff are prohibited from sharing a tent or cabin with children who are not their own. No exceptions.
5. Adventurers are not permitted to sleep in tents or cabins unsupervised. Neither are they permitted to share a tent or cabin with another child unless they are siblings and the parents/guardians are present. No exceptions.

Voted by the North American Division, March, 2013

Name(s) of Parent(s)/Legal Guardian(s)

Club

I agree to adhere to the camping guidelines as stated above.

Parent/Legal Guardian Signature

Date



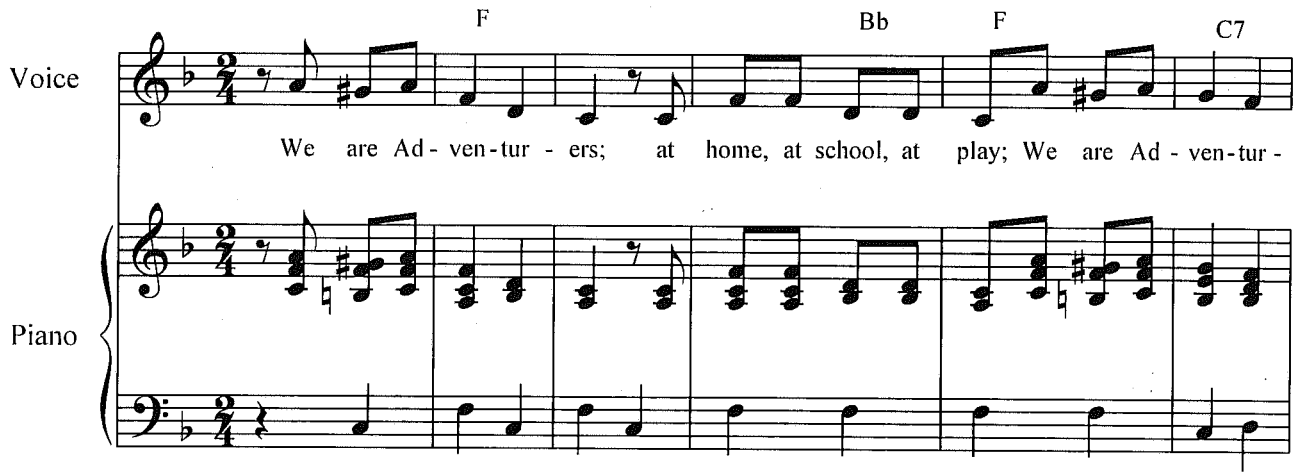
We are Adventurers!

Music and Words by Joann M. Herrington

Chords: F, Bb, F, C7

Voice: We are Ad-ven-tur-ers; at home, at school, at play; We are Ad-ven-tur-

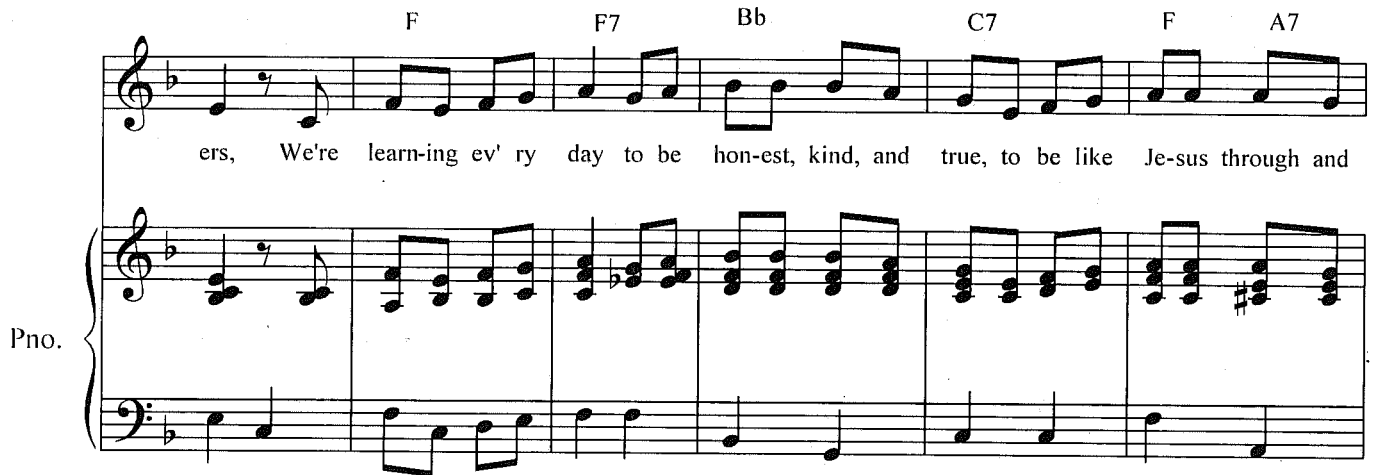
Piano



Chords: F, F7, Bb, C7, F, A7

Voice: ers, We're learn-ing ev'ry day to be hon-est, kind, and true, to be like Je-sus through and

Pno.



Chords: Dmin, Gmin, F, C7, F

Voice: through - - - We are Ad-ven-tur-ers!

Pno.



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Adventurer Club Staff and Parent Volunteer Information

Personal and Family Information

Name _____ Birth date _____

Address _____
Street City State/Prov. Zip/PC

Home phone _____ Cell phone _____

Email _____

Church _____ Adventurer Club _____

Name of spouse (if applicable) _____

Children: Name _____ Birth date: Month Day Year

1. _____
2. _____
3. _____

Health History

Do you have any injury/sickness that might limit your involvement in Adventurer Club activities?

Yes No If yes, how would it hinder? _____

Education Record

Highest degree/diploma held _____ Year degree/diploma received _____

School granting degree/diploma _____

College major/minor _____

Experience

List all experience working with children (Pathfinders, Scouts, Sabbath School, etc.)

Position/type of work	Church/organization	Date of service
1. _____	_____	_____
2. _____	_____	_____
3. _____	_____	_____

Instruction Ability

List the level, patch or craft you are interested in teaching.

Circle: T—capable of teaching. A—able to assist. I—interested in teaming to teach.

Level/patch/craft		Level/patch/craft	
_____	T A I	_____	T A I
_____	T A I	_____	T A I
_____	T A I	_____	T A I
_____	T A I	_____	T A I

Adventurer Club Staff and Parent Volunteer Information (p. 2)

Unlawful Conduct

Have you been accused, charged, or disciplined for any unlawful sexual conduct, child abuse, and/or child sexual abuse? Yes No If yes, please complete the information below.

Date/place _____

Type of conduct _____

Reference name, address, and phone _____

I will complete the background screening and training required by our conference.

References (for staff only)

List three individuals who know you well enough to recommend you as an Adventurer staff member.

	Name	Address	Phone
1. Pastor	_____	_____	_____
2. Local teacher	_____	_____	_____
3. Other	_____	_____	_____

Statement of Accuracy

The above information is accurate to the best of my recollection. I understand this is strictly a volunteer position, and I will receive no remuneration for services and time volunteered.

Signature _____ Date _____

Conference Use Only Date Received _____

Recommended Not recommended Recommended with conditions noted

Conf. Adventurer Director Signature _____

Adventurer Club Membership Application

Child's name _____ Birth date _____ Pre-k K 1 2 3 4
Circle one

Parent/guardian name(s) _____

Address _____
Street City State/Prov. Zip/PC

Home phone _____ Cell phone _____

Parent/guardian email _____

Church _____ School _____

Check level(s) the child has completed: Little Lamb Eager Beaver Busy Bee
 Sunbeam Builder Helping Hand

Pledge

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

Law

Jesus can help me to: Be obedient, Be pure, Be true, Be kind, Be respectful, Be attentive, Be helpful, Be cheerful, Be thoughtful, Be reverent.

Applicant Commitment

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

Parent/Guardian Commitment

As parent/guardian, I understand that the Adventurer Club is active and 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 in support of my Adventurer.
3. Assisting club leaders by serving as a helper when needed.
4. Not holding any individual club 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

Adventurer Club Medical Consent

Adventurer name _____ Birth date _____

Address _____
Street City State/Prov. Zip/PC

Phone _____

Date of last tetanus booster _____

Allergies to drugs or foods _____

Medications _____

List any restrictions _____

Contact Information for Parents/Guardians:

Parent/guardian _____
Name Phone Email

Parent/guardian _____
Name Phone Email

Emergency contact (friend or relative) _____
Name Phone

Family physician _____
Name Phone

Physician's address _____
Street City State/Prov. Zip/PC

Authorization to Treat a Minor

I (we), the undersigned parent or legal guardian of: _____
The above named Adventurer

In case of emergency, I hereby give permission to the physician selected by the club staff to hospitalize, secure proper treatment for, and to order injection, anesthesia, or surgery for my child.

As parent or legal guardian of the applicant, I am in favor of him/her attending club functions and accept the conditions named. The health history stated is correct so far as I know, and the person herein described has permission to engage in all prescribed club activities except as noted. In addition I have read and understand the Emergency Authorization Statement and give my full consent to the terms found therein. Permission for photocopying of this form is granted.

Signature of parent/guardian

Date

This section is for the notary to sign if your state/providence requires it.



Note: You must get this form from your Conference office.

Adventurer Club Accident/Incident Form

Child's name _____ Age _____

Parent/guardian name(s) _____

Date of accident/incident _____ Time of accident/incident _____

Describe what happened _____

Describe the injury (if any) _____

What first aid was given? _____

Additional comments _____

Person taken to hospital? Yes No If yes, name of hospital _____

Parent notified? Yes No If yes, by whom _____

Witness name(s) _____

Staff member completing this report _____

Signature of staff member _____ Date report completed _____

Signature of parent/guardian _____ Date _____

Contacts

YOUTH MINISTRIES DEPARTMENT NORTH AMERICAN DIVISION OF THE SEVENTH-DAY ADVENTIST CHURCH

Email: info@adventistyouthministries.org

Web: AdventistYouthMinistries.org

Local conference contact information can be obtained
from your pastor or the Adventurer Club director.

Adventist Book Center

(resources for children's ministries)

800.765.6955

Web: AdventistBookCenter.com

AdventSource

(for additional Adventurer Club resources and uniform supplies)

5120 Prescott Avenue

Lincoln, NE 68506

Toll-free in Canada and United States: 800.328.0525

Phone: 402.486.8800

Fax: 402.486.8819

Web: AdventSource.org

WELCOME TO THE EXCITING WORLD OF ADVENTURER CLUB LEADERSHIP!

Every year volunteers like you help thousands of pre-kindergarten through fourth grade children experience Jesus' love while exploring their world through fun, age-appropriate activities.

Whether you're an old pro or just starting out as an Adventurer Club director, this guide will help you organize and manage your Adventurer Club. Throughout this book, you'll find information about Adventurer-age children, organizing your year, safety tips, and much more.

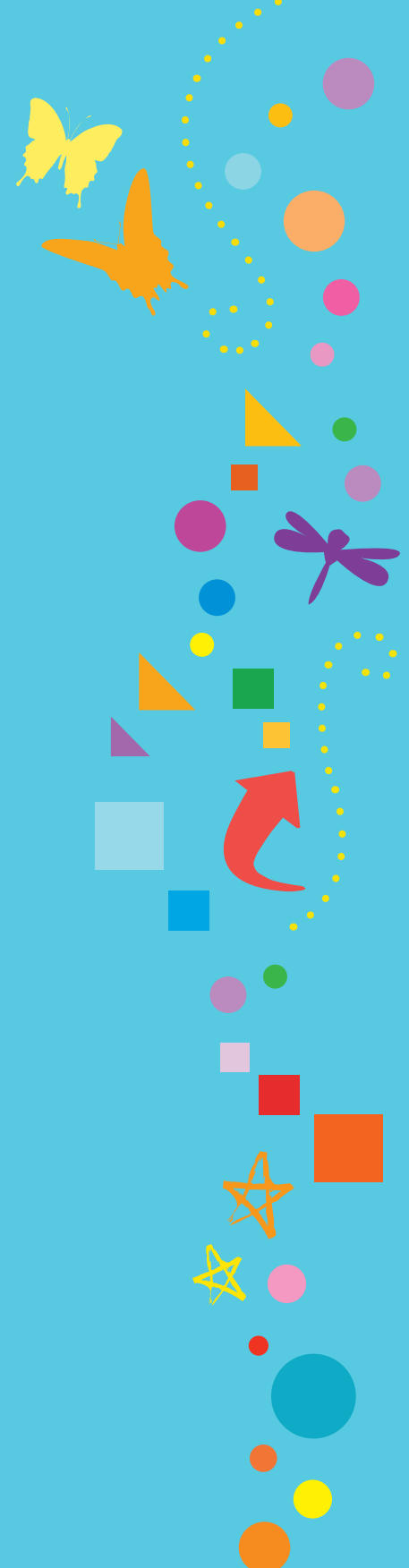
Read this director's guide to learn about:

- Starting and running an Adventurer Club
- Getting to know your Adventurers
- Discipline
- Including Adventurers with disabilities
- Abuse prevention
- Uniform requirements
- Involving parents
- Induction and Investiture programs
- Planning meetings and activities

This guide also includes a suggested calendar, Investiture requirements for all levels, sample registration forms, and much more.



AdventSource



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