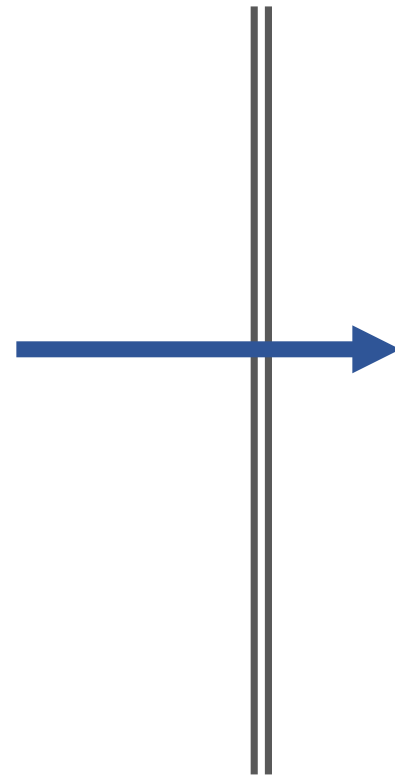


Adventurer Curriculum and Awards

Genevia Brown



Philosophy of the Adventurer Club

The Adventurer Club is a Seventh-day Adventist church-sponsored ministry open to all children, in which the church, home and school join together to help children grow joyfully in wisdom and stature and in favor with God and man. The Adventurer Club is to assist parents in making the development of their children a richer and more meaningful experience.



Objectives

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

1. to develop a Christ-like character,
2. to experience the joy and satisfaction of doing things well;
3. to express their love for Jesus in a natural way;
4. to learn good sportsmanship and strengthen their ability to get along with others;



Objectives

5. to discover their God-given abilities and to know how to use them to benefit self and serve others;
6. to discover God's world;
7. to improve their understanding of what makes families strong;
8. to develop parental support for the training of children.



Nondiscrimination Policy

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



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.





Adventurer Levels

Busy Bees-
6 years or
1st grade

Sunbeams-
7 years or
2nd grade

Builders-8
years or 3rd
grade

Helping
Hands-9
years or 4th
grade

Basic

Goal: To ensure that the children have the background necessary to receive maximum benefit from the Adventurer program.





Major Components

Responsibility

Reinforcement



Concepts

I. Commitment to the common goals of the group

II. Introduction and review of the Adventurer concepts through reading

My God

Goal: To facilitate the development of a growing and fruitful relationship between the child and Jesus Christ.





Major Components

His Plan To
Save Me

His Message
To Me

His Power In
My Life



Concepts

I. God's love, sin and forgiveness, conversion, obedience

II. Memory verses, Bible books, using and trusting the Bible

III. Prayer, Bible study, witness, living for Christ



MYSELF

Goal: To enhance the children's care and appreciation for the individuals God created them to be.

Major Components



I Am Special



I Can Make Wise
Choices



I Can Care For My
Body

Concepts



- I. Uniqueness and value of each person, responsibility for service, talents
- II. Feelings, values, decision-making, media
- III. Health, fitness, anatomy, temperance, sexuality



MY FAMILY

Goal: To empower the children to be happy and productive members of the families God gave them.



Major Components

I. Have A Family

II. Families Care For Each Other

III. My Family Helps Me Care For Myself

Components



Uniqueness of families, family changes, roles and responsibilities

Authority and respect, appreciation, family activities

Safety, stewardship, indoor skills, outdoor skills



My World

Goal: To enable the children to encounter God's world with confidence and compassion.



Major Components

I. The World Of Friends

II. The World Of Other People

III. The World Of Nature



Components

- I. Social skills, courtesy, prejudice, peer pressure
- II. Serving the church, community, country, world
- III. God and nature, nature study, nature recreation, concern for the environment

How to Teach an Adventurer Class

1. Begin with good overall planning. Set up a yearly timetable. Know how much time is available to complete each requirement.



How to Teach an Adventurer Class

2. Know your requirements. Understand the requirement you are working on, and how it fits into the overall goal of the Adventurer program.



How to Teach an Adventurer Class

3. Consider your children. Find out what information and experiences the children will need in order to complete the requirement. What will they be interested in?



How to Teach an Adventurer Class

4. Involve the parents. Let them know and be familiar with the requirements and how they can assist.



How to Teach an Adventurer Class

5. Schedule your class work. As you prepare to help the children meet the Adventurer requirements for their level, it will be helpful to draw up an overall timetable. This will help you decide how much time may be spent on each requirement in order to complete all of the level requirements within the year.



How to Teach an Adventurer Class

Review how much time is available to complete the requirement. Plan what information and skills to present during each period. (Adventurer class time is usually about **60 minutes**, with a few minutes for information-giving and the rest of the time spent in active learning.)



Plan the class period

- a. Catch their interest. Get the children interested in the information by presenting an interesting object, demonstration, or problem to solve. Show how it will have meaning for their lives (2 minutes)



Plan the class period

Present information. Present the necessary information in an interesting way. Use a variety of methods such as visual aids, pictures, films, stories special objects or visitors, discussion, demonstration, etc. (5 minutes)



Plan the class period

c. Practice. Use a variety of active, dramatic, and artistic experiences to make the learning fun and successful for the children. (20 minutes)

d. Apply to life. Help children to apply what they have learned to the things they do each day. (3 minutes)



Plan the class period

e. Evaluate. Check to see if each child has completed the requirement and reached your objectives. Stress participation and improvement rather than perfection.



Plan the class period

Collect resources. Gather the information, supplies, books and audiovisual materials you need to make the activities exciting and practical. Use this manual as your resource library.



Plan the class period

Teach the class. Your enthusiasm for the subject and for Jesus Christ is what will make the greatest difference in the children's lives. "He taught in a way that made them feel the completeness of His identification with their interest and happiness. His instruction was so direct, His illustrations were so appropriate, His words so sympathetic and cheerful, that His hearers were charmed" (The Ministry of Healing, page 24).



Plan the class period

Evaluate the class. After the class, ask yourself, “did this class period help the children to love and live for Jesus? What things worked well? What could have made it better?” Let the children tell you how they liked the activity.





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.



Adventurer Stars, Chips, and Awards

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.

Investiture Requirements

Busy Bees

Sunbeam

Builders

Helping Hands



Resources



Adventurer Club Director's Guide

Teacher's Resource Manual- General Conference Youth Ministries
Dept. 2004