Club Organization & Programming

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Introduction & Opening Prayer



How to Start an Adventurer Club

- Talk to your Pastor
- Connect with your Conference Leaders (Adventurer Area Coordinator)
- Elect a Director/ Associate Director

The nominating committee/church board will recommend the Adventurer Club Director /Associate Director



Form an Adventurer Club Executive Committee

In a large church, the committee may be helpful. Involve the Adventurer Club leadership, Pastor, Kindergarten/ Primary Sabbath School Leader, Church School Teacher(s) of Adventurer age children, Adventurer parents. The Adventurer Director is chairperson.

This group sets major policies for operation, goals, objectives, and coordinates the club calendar with church calendar. This committee can give direction on the selection of additional staff.

Church Board Authorization



- Submit your plans to the Church Board. This is very important because this vote allows for you to let the Conference know that your club is official.
- Fill out and send your Yearly Club Application to the Conference



How to Start an Adventurer Club cont'd

Gather

Gather Support of Parents

 Meet with parents of Adventurer age children and have them spread the word.

Call

Call an Organization meeting

 Schedule a meeting with those who would be interested in the Adventurer Ministry. Explain the goals of the ministry. Appeal for volunteers.

Inform the Congregation

Let the church know about the club and how it's going to minister to families in church and the community.



Recruit Volunteers

Identify adults who love children and are willing to commit to the club.

Members of the Adventurer Team need to excited about kids



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Participate in Adventurer Club Ministry Training



Adventurer Basic Staff training course



Put date on your club calendar



Encourage staff to attend



Learn from the seminars



Meet with others who are involved with Adventurers and share ideas



Those unable to attend, schedule time to share the basics, so you all can be on the same page

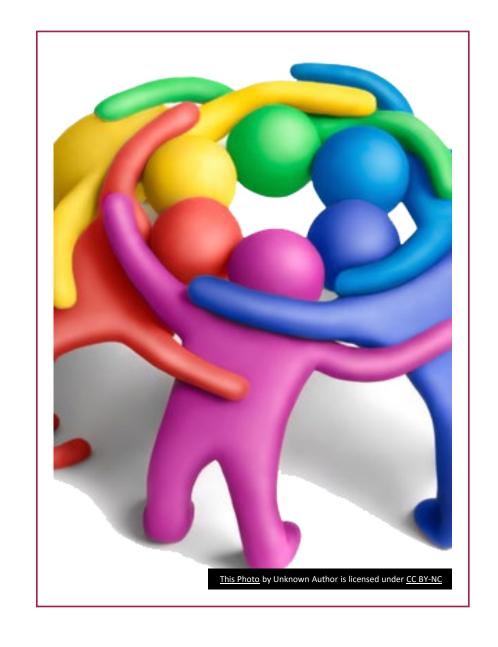
Pray

- Pray for leaders
- Pray for families
- Pray that God will send the right people to join your Adventurer Club Team

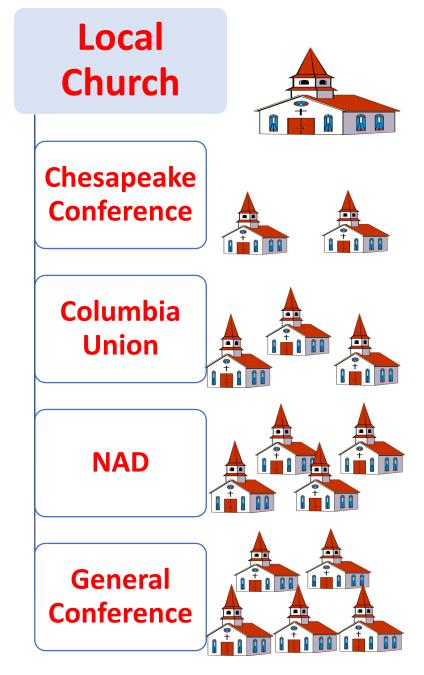


Adventurer Club Team

- Responsible for planning the program (include parents)
- The Director is selected by the nominating committee and voted into office by the church body.
- The Assoc. Director/additional staff is selected through the nominating committee or the Director chooses his/or her Team
- All members of the Team must work well with children, as well as being committed SDA members who demonstrate a growing friendship with Jesus.



- Local Church: is governed by elected officers and departmental leadership.
 The Adventurer Club Director is elected each year.
- Local Conference: is made up of all the local churches
- Union: is a combination of several local conferences
- NAD: is comprised of 9 North American Unions. Included countries are Bermuda, Canada, and USA. Headquarters is in Silver Spring, MD.
- General Conference: is comprised of 10 divisions, coordinating church work worldwide. Headquarters is in Silver Spring, MD.



Resources | youth-ministries (ccsdayouth.org)

Adventurer Forms

- Club Yearly Application
- Adventurer Registration Form
- Adventurer Club Health Record
- Induction Request Form
- Quarterly Report Form



Planning the Yearly Calendar and Budget





Programming (Each level needs a Counselor)

Discovery

- Baby Birds (1-2yrs)
- Little Lamb (3yrs)
- Curious Cubs (4yrs)
- Eager Beavers (5yrs)

Adventurers

- Busy Bee (1st Grade)
- Sunbeam (2nd Grade)
- Builder (3rd Grade)
- Helping Hand (4th Grade)
- Advanced Helping Hand(not quite ready for Pathfinders)



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FIRST CLUB MEETING

Full of FUN and EXCITEMENT!!!

Everyone should be involved in the Activities (Parents, Staff, and Children)



Club Meeting Outline

Opening Exercises

- Fall in by classes
- Pledges: American, Christian, & Bible
- Adventurer Pledge & Law, Song
- Prayer

Creative Worship

- Sing a song
- Story or object lesson or skit

Restroom Break

Classwork by level

Group Activity (Busy Bee to Helping Hand)

Choose one of the following:

- Start a new award
- Complete an award
- Play a fun game
- Craft

Clean up

Closing

- Announcements
- Prayer
- Dismissal



Adventurer 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 designated on the schedule)
- Special services (Induction, Adventurer Day, Investiture, etc.)
- Public gathering when any or all act as:
 - 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
- On occasions as specified by Adventurer staff officers

Adventurer Club Uniform | Club Ministries - North American Division



Do I have to buy a new uniform for my Adventurer?

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) that 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.

<u>Adventurer Club Uniform | Club Ministries - North American Division</u>



Chesapeake Class A Uniforms



Males

Light blue shirt, with shoulder epaulets, pockets

- Navy pleaded pants
- Black dress shoes (polished) with navy socks
- Navy honor sash
- Black belt, navy necktie
- Burgundy Adventurer scarf with Adventurer slide
- For Discovery club members: Light Blue scarf with discovery slide
- For Master Guides: There is a Burgundy Color Adventurer Master Guide Scarf with stripes
- Navy beret with Adventurer patch (as per club)



Adventurers | youth-ministries (ccsdayouth.org)

Chesapeake Conference Class A Uniform

Females

- Light blue shirt, with shoulder epaulets, pockets
- Navy pleaded jumper for girls and skirt for ladies
- Black dress shoes (polished) with navy tights or stockings for ladies
- Navy honor sash
- Navy necktie
- Burgundy Adventurer scarf with Adventurer slide
- For Discovery club members: Light Blue scarf with discovery slide
- For Master Guides: There is a Burgundy Color Adventurer
 Master Guide Scarf with a stripes
- Navy beret with Adventurer patch (as per club)



Adventurers | youth-ministries (ccsdayouth.org)

RESOURCES FOR SUPPLIES

- Advent Source –clothing, uniform patches, chips, awards, workbooks, etc.
- Pathfinder Shirts-uniform, club crests, custom t-shirts, patches (Old Adventurer logo), pins, etc.
- Chesapeake Conference- Conference patches for shirts



Class B Uniform

Club t-shirt with blue jeans, sneakers, and socks

Adventurers | youth-ministries (ccsdayouth.org)

QUESTIONS & COMMENTS



When we pray, God hears more than we say, answers more than we ask, gives more than we imagine... in HIS own time and HIS own way.

CLOSING PRAYER

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