Section 5: Misc.



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ADVENTURER LEVELS



Pre-kindergarten



Kindergarten



First Grade



Second Grade



Third Grade



Fourth Grade



LITTLE LAMB

Be enrolled in Pre-Kindergarten or be 4 years of age by September 1 of the year you begin the Little Lamb program.



BASIC REQUIREMENTS

- I. Recite the Adventurer Pledge.
- II. Sing "Jesus Is My Shepherd."
- III. Complete the Wooly Lamb Star.

MY GOD

- I. Complete three or more of the following:
 - 1. Sing a song about Jesus.
 - 2. Listen to a story about Jesus.
 - 3. Say three things you've learned about Jesus.
 - 4. Make a craft about Jesus.
 - 5. Complete an activity about Jesus.
- II. Complete the Bible Friends Star.

MY SELF

- I. Complete three or more of the following:
 - 1. Sing a song about the body.
 - 2. Listen to a story about the body.
 - 3. Say three things you've learned about bodies.
 - 4. Make a craft about bodes.
 - 5. Complete an activity about bodies.
- II. Complete the Healthy Me Star.
- III. Complete the Health Food Star.

MY FAMILY

- I. Complete three or more of the following:
 - 1. Sing a song about families.
 - 2. Listen to a story about families.
 - 3. Say three things you've learned about families.
 - 4. Make a craft about families.
 - 5. Complete an activity about families.
- II. Complete the Special Helper Star.

MY WORLD

Colors

- I. Complete three or more of the following:
 - 1. Sing a song about creation.
 - 2. Listen to a story about creation.
 - 3. Say three things you've learned about creation.
 - 4. Make a craft about creation.
 - 5. Complete an activity about creation.
- II. Complete the Community Helpers Star.
- III. Complete two or more of the following Stars:

ABC's Music Trains and Trucks
Bodies of Water My Friend Jesus Weather

Numbers

Finger Play Sharing Insects Stars

Zoo Animals

EAGER BEAVER

Be enrolled in Kindergarten or be 5 years of age by September 1 of the year you begin the Eager Beaver program.



BASIC REQUIREMENTS

- I. Recite the Adventurer Pledge.
- II. Recite the Pledge of Allegiance or National Anthem.
- III. Pray independently.
- IV. Listen to three books:

One Bible story

One nature story

One story of your choice

MY GOD

- I. Complete the Bible Friends Chip.
- II. Complete the God's World Chip.

MY SELF

- I. Complete the Alphabet Fun Chip.
 - II. Complete the Crayons and Markers Chip.
 - III. Complete the Know Your Body Chip.
 - IV. Complete one or more of the following Chips:

Beginning Biking

Beginning Swimming

Left and Right

Jigsaw Puzzle

Shapes and Sizes

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 Mommy Chip.
- IV. Complete the Manners Fun Chip.
- V. Complete one or more of the following Chips:

Pets

Toys

MY WORLD

- I. Say the fourth commandments: "Remember the Sabbath day, to keep it holy" (Exodus 20:8).
- II. Complete the My Community Friends Chip.
- III. Complete the Animals Chip.
- IV. Complete one of more of the following Chips:

Animal Homes

Birds

Gadgets and Sand

Scavenger Hunt

Sponge Art

BUSY BEE

Be enrolled in First grade or be 6 years of age by September 1 of the year you begin the Busy Bee program.



BASIC REQUIREMENTS

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

MY GOD

I. God's Plan to Save Me

Create a story chart or booklet showing the order in which these events took place:

- A. Creation
- Sin and sadness begin.
- Jesus cares for me today.
- Jesus comes again.
- Heaven.

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

- B. Use your story chart or booklet to show someone how much Jesus cares for you.
- II. God's Message to Me
 - A. Complete the Bible I Award.
- III. God's Power in My Life
 - A. Spend a regular quiet time with Jesus to talk with Him and learn about Him.
 - B. Ask three people what they pray about.

MY SELF

I. I Am Special

Make a booklet showing different people who care for you.

II. I Can Make Wise Choices

Name at least four different feelings. Play the "Feelings" game. (See Busy Bee Activity Book, page 15)

III. I Can Care for My Body

Complete the Health Specialist Award.

MY FAMILY

I. I Have a Family

Create paint/draw a picture showing something you like about each member of your family.

- II. Families Care for Each Other
 - A. Discover what the fifth commandment (Exodus 20:12) tells you about families.
 - B. Act out three ways you can honor your family.
- 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.

SUNBEAM

Be enrolled in Second grade or be 7 years of age by September 1 of the year you begin the Sunbeam program.

BASIC REQUIREMENTS

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

MY GOD

- I. God's Plan to Save Me
 - A. Create a story chart or booklet showing Jesus':
 - Birth
 - Life
 - Death
 - Resurrection

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

- B. Use your story chart or booklet 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 name the four gospels.
- III. God's Power in My Life
 - A. Spend a 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

Play the "What-if?" game.

III. I Can Care for My Body

Complete the Fitness Fun Award.

MY FAMILY

I. I Have a Family

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

II. Families 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.

BUILDER

Be enrolled in Third grade or be 8 years of age by September 1 of the year you begin the Builder program.

BASIC REQUIREMENTS

- I. Responsibility
 - A. Recite and accept the Adventurer Pledge and Law.
 - B. Explain the Pledge.
- II. Reinforcement

Complete the Builder Reading III Award.

MY GOD

- I. God's Plan to Save Me
 - A. Create a story chart or booklet showing the order in which these stories took place:
 - Paul
 - Martin Luther
 - Ellen White
 - Yourself

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

B. Use your story chart or booklet to show someone how to give one's 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
 - Psalms 51:10
 - Your choice
 - B. Name the books of the New Testament.
- III. God's Power in My Life
 - A. Spend a regular quiet time with Jesus to talk with Him and learn about Him.
 - B. Complete the Prayer Award.

MY SELF

- I. I Am Special
 - A. 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. Earn the Media Critic Award.
 - B. Role play or do a skit to show the results of a good decision and a bad decision.
- 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. Families Care for Each Other

Play 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, generation, or someone who is handicapped.
 - 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.



HELPING HAND

Be enrolled in Fourth grade or be 9 years of age by September 1 of the year you begin the Helping Hand program.



BASIC REQUIREMENTS

- I. Responsibility
 - A. Recite and accept the Adventurer Pledge and Law.
 - B. Explain the Law.
- II. Reinforcement

Complete the Helping Hand Reading IV Award.

MY GOD

- I. God's Plan to Save Me
 - A. Create a story chart or booklet showing the order in which these stories took place:
 - Noah
 - Abraham
 - Moses
 - David
 - Daniel

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

- B. Use your story chart or booklet to show someone how to live for God.
- II. God's Message to Me
 - A. Complete the Bible II Award.
- III. God's Power in My Life
 - A. Spend a 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. Sure your talents using one of the following:
 - Talent show
 - Show and tell
 - Complete an Adventurer Award
- 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 Adventurer Award.

MY FAMILY

I. I Have a Family

Make a story cart or picture book about your family history.

II. Families 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 Adventurer Award not previously earned.

MY WORLD

I. The World of Friends

Complete the Caring Friend Adventurer Award.

II. The World of Other People

Complete the Country Fun Award.

III. The World of Nature

Complete the Environmentalist Adventurer Award.

ADVANCED HELPING HAND

This class was designed for the over-achieving Adventurers who needs additional activities, or fifth-graders, age 10, who just aren't ready to move on to Pathfinders.



BASIC REQUIREMENTS

- I. Have completed the *Helping Hand* Level requirements.
- II. a. Earn the Home Helper Award.
 - b. Plan a meeting with the family to discuss a topic important to the child.

MYSELF

- I. a. By respecting your body, you should be aware of the food you eat by reading the first three ingredients of your favorite:
 - Cereals
 - Drinks
 - Snacks
 - Desserts
 - b. Keep a Food Diary of the food you eat in one week.
 - c. Sign a Health Pledge card.
- II. Work with a staff member in planning one of the following:
 - · Adventurer activity or outing
 - Club party
 - Club opening exercise
 - Assist in teaching an Award to either Busy Bees or Sunbeams

MY GOD

- I. Participate in a church worship service by doing one of the following:
 - Scripture reading
 - Prayer
 - Ushering/offering collection
 - Children's story

MY WORLD

- I. Use a compass to follow directions and reach a goal.
- II. Demonstrate how to stay safe in adverse weather conditions such as:
 - Frostbite
 - Sun stroke
 - · Black ice
 - Heat stroke
 - White-out (blizzard)
 - Hypothermia
- III. a. Help set up, serve, and/or clean up from a fellowship meal OR prepare sandwiches for a homeless shelter.
 - b. Prepare a care package for someone in need.
- IV. a. Use food coloring to color a carnation to give to a special person OR start a vegetable plant.
 - b. Find a creepy crawling creature of your choice **OR** draw and color pictures of the snakes in your area.
 - c. Show and tell one of the above or an option of your choice.

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Child Development Read or listen to the book Education and submit a one-page response focusing on the	Investiture Achievement, or teach a Sabbath School class for children ages 6-15, or its equivalent for at least one year (Candidates under 18 must have a supervising adult).	1ts equivalent (Instructor Required) 7. Supervise participants through either the	6. Hold a current First Aid & CPR certificate or
Initial			Initial
Date			Date

4.	in	12	<u>-</u>
ministry group. 4. Observe for a period of two (2) hours a group of Adventurers or Pathfinders and write a	page response focusing on the benefits of your reading. 3. Attend one seminar dealing with child development relating to the age of your primary.	submit a one-page response focusing on the benefits of your reading. Read or listen to either Child Guidance or Messages to Young People and submit a one-	under 18 must have a supervising adult). // Child Development 1. Read or listen to the book Education and
	4		Initial
1			Date

ership Development	ection on their interaction and a seminar on discipline.
Tritial	

Att

Date

Read a current book about "Leadership Skill a. Positive Church in a Negative World by John Development" such as:

VII. Documentation

The Master Guide curriculum must be

All Master Guide Candidates must and a maximum of three years. completed in a minimum of one year

document all work in a portfolio.

- b. Take the Risk by Ben Carson
- c. Ellen White on Leadership by Cindy Tutsh d. Help! I'm being Followed by Clinton Valleyn
- e. Another book that is approved by your c conference Youth, Pathfinder or Adventurer representative. Director, or their designated Master Guide

supervision of the conference Youth, Curriculum completion is under the

- Demonstrate your leadership skills by doing the following:
- Develop and conduct three creative worships for children and/or teenagers.
- b. Participate in a leadership role with your local church children's/youth group in a Conterence sponsored event.

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	der H	hree A
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1		urer A
•		Teach three Adventurer Awards or two
,		2
-		two

- d. Assist in planning and leading a field trip for a group of Adventurers, Pathfinders or Sabbath School class.
- e. Be an active Adventurer, Pathfinders, or one year and attend at least 75% of all Sabbath School staff member for at least statt meetings
- Write personal goals that you would like to accomplish in your munstry
- and list three goals or objects for each Identify three current goals in your life, at least one of which is spiritually oriented,

VI. Fitness Lifestyle Development

- Participate in a personal physical fitness plan by completing one of the following
- b. A school physical fitness program a. A personal physical fitness program of your choice and according to your abilities, for at least three months.
- The physical components of the AY Silver Award. If you already have the AY Silver award then complete the physical htness components of the AY Gold

Initial Date

Check one:

2014 Requirements

Name

Initial

Date



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or their designated Master Guide Pathfinder or Adventurer Director

catalog #001123

1. Per equisities 1. Be a baptized member of the Seventh-day Adventist Church 2. Have a written recommendation from your local church board, stating that the candidate is in regular standing 3. Be at least 16 years of age to start the Master Guide Leadership course and at least 18 years of age at completion 4. Have a completed Basic Staff Training Certification and been involved for a minimum of one year in one of the following ministries 4. Have a completed Basic Staff Training Certification and been involved for a minimum of one year in one of the following ministries 5. Pathfinders Ministries 6. Pathfinders Ministries 7. In the hiefful for a Maleir Guide in training to have exposure to both minimum, adventurers and Pathfinders. 8. Read or Listen to the book Steps to Christ or Steps to Christ Youth Edition and submit a one-page response focusing on the benefits of your reading. 9. Complete the devotional guide "Encounter Series I, Christ the Way", or complete another year long Bible reading plan that covers the four Gospels and read the Desire of the Ages or Humble Hero. 3. Do one of the following: a. Keep a devotional journal for at least four weeks, summarizing what you learned in your devotional journal for at least four weeks, summarizing what you learned in your devotional time and outlining how you are growing in your faith. b. Complete the Steps to Discipleship Personal Spirituality Curriculum 4. Earn the Pathfinder Evangelism Award 5. Prepare a two-paragraph summary on each of the 28 fundamental beliefs 6. Develop and present four of the following beliefs Use of creative media is encouraged.	Master Guide Requirements
Initial Date Check one:	
a. Creation b. The Experience of Salvation c. Growing in Christ d. The Remnant and Its Mission e. Baptism f. Sprittual Gifts and Ministries g. The Gift of Prophecy h. The Sabbath i. Christ's Ministry in the Heavenly Sanctuary j. The Second Coming of Christ k. Death and Resurrection 7. Enhance knowledge of Church Hentage by completing the following: a. Earn the Adventist Heritage Honor. b. Read a book about SDA youth ministry such as: i. The Pathfinder Story by Robert Holbrook. ii. We are the Pathfinders Strong: The First Fifty Years by Willie Oliver with Patricia Humphrey iii. Another book that is approved by your conference Youth, Pathfinder or Adventurer Director, or their designated Master Guide representative. 8. Read a book about church heritage such as: a. Anticipating the Advent by George Knight. b. Tell It to the World by Mervyn Maxwell c. Light Bearers to the Remnant by Rich- ard W. Schwarz and Floyd Greenleaf d. The Church Heritage Manual produced by the General Conference Youth Department e. Another book that is approved by your conference Youth, Pathfinder or Adventurer Director, or their designated Master Guide representative:	
000000000	Initial Date Check four:
(minimun) research paper about a standard temperament analysis program and complete the affiliated temperament inventory. III. Skills Development 1. Attend and complete a seminar in each of the following ten subjects: (Each seminar must be at least 75 minutes long). a. How to be a Christian Leader & Leadership Skills b. Vision, Mission and Motivation c. Communication Theory and Listening Skills d. Practical Communication Practices e. Understanding Teaching and Learning Skills d. Practical Communication Practices e. Understanding Teaching and Learning Skyles f. Creativity and Resources Development g. How to Prepare Effective Creative Worships h. Principles of Youth and Children's Evangelism i. How to Lead a Child to Christ j. Understanding your Spiritual Gifts Attend a Seminar on Risk Management that focus' on Adventurer and Pathfinder Activities 3. Attend a Seminar on Child Abuse Prevention 4. Have or earn the following honors a. Christian Storytelling b. Camping Skills I-IV c. Basic Drilling and Marching d. Knots 5. Earn two additional honors not previously earned one from the list below and a skill level 2 or 3 honor from a list provided by your local conference. a. Crisis Intervention b. Nutrition c. Flags	
Initial Date Check two:	Initial Date

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UPREACH too good to miss.

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"CHRIST THE WAY" The four Gospels Desire of Ages	SERIES 3 "CHRIST OUR REDEMPTION" First half of the Old Testament Patriarchs and Prophets
The four Gospels	First half of the Old Testament
Desire of Ages	Patriarchs and Prophets
SERIES 2	SERIES 4
"CHRIST THE CHURCH"	"CHRIST OUR HOPE"
Acts to Revelation	Last half of the
Acts of the Apostles	Old Testament
The Great Controversy	Prophets and Kings

"CHRICT AIR HAPF"	1 5 m	SERIES 3 "CURIST OUR REDEMPTION"		ur prayers become meaningful.	Christ becomes the pattern of your	The Way						-	1					C	oo good to miss. Frager
	Fist half of the Old Testament Patriorchs and Prophets CERTER A Mark 1:1-8		☐27. DA 80, 81 ☐28. DA 82, 83 ☐29. DA 84-86 ☐30. DA 87-89	DA 75, 76	123. DA 71, 72 124. DA 73, 74 175. Luke 2:41-52:	21. DA 65-67 22. DA 68-70	☐19. DA 59-62 ☐20. DA 63, 64	☐18. Matt. 2:1-23; Luke 2:39, 40	☐17. DA 56-58	DA 50,51	14. DA 47-49	DA 43, 44	☐11. DA 36-38 ☐12. Matt. 1:18-25;	DA 31,32	□ 8.Matt. 1:1-17	☐ 6.DA 27, 28 ☐ 7 DA 79 30	5.DA 25, 26	3.DA 19-21	☐ 2.john 1:1-14
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