

## Pathfinder Ministry



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## Objective

To develop an awareness of the purpose and uniqueness of Pathfinder ministry and to give an overview of the history of Pathfinding.


## We will look at;

- ❖ History in Brief
- ❖ Pathfinder Emblem meaning
- ❖ Pathfinder as a Discipleship Ministry
- ❖ Pathfinder Mission, Philosophy and Objective
- ❖ Adventurers, Pathfinders, TLT, Master Guide programs

## What is PATHFINDERING




- Pathfinding is the world-wide, coeducational, junior youth ministry of the Seventh-day Adventist Church, which was created and developed in Southern California between the summer of 1928 and the end of 1949 with the program adopted by the church (GC) for use around the world in 1950. It is similar to the scouts but has the religious aspect to it.



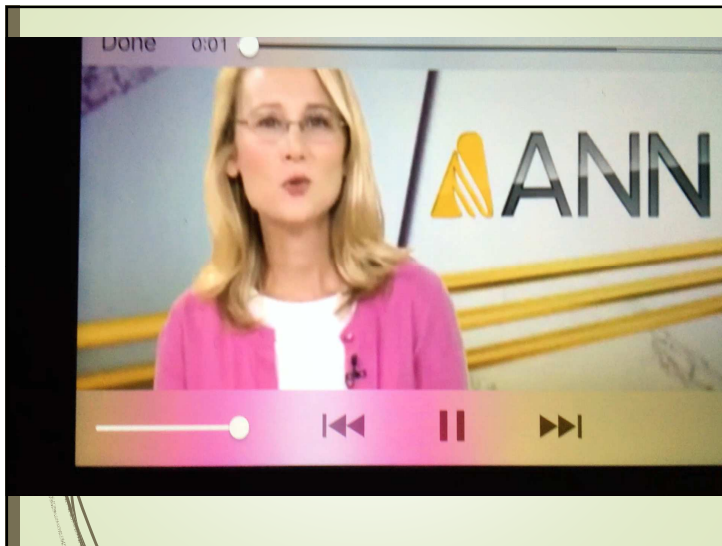
## What is PATHFINDERING

- For those who are familiar with it, “Pathfindingering” conjures up images of marching, camping, and curious hobbies.
- Enlarging their windows on the world and building a relationship with God are the dual objectives of Pathfindingering.
- With nearly 2 million members around the world, this Seventh-day Adventist Church-sponsored club accepts any youth who promises to abide by the Pathfinder Pledge and Law regardless of their church affiliation.



## A Brief History

Through generations the church has taken on the responsibility of sharing Jesus with our children



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Video player controls: play/pause, stop, next, previous, progress bar.

- 1879 – Luther Warren (17) and Harry Fenner (14) began the Youth Society in their local church
- 1901 – The General Conference took first steps in approving the forming of Youth Societies which were under the umbrella of the Sabbath School Department and led by Flora Plummer

- ▶ **1907** GC Session Youth Ministry formerly established - Missionary Volunteers  
First Morning watch
- ▶ **1909** The Junior Missionary Volunteer (JMV) movement was born
- ▶ **1919** Arthur Spalding developed Mission Scouts (for boys). Also introduced idea of a pledge and law
- ▶ **1922** JMV (now AJY) progressive classes introduced, Friends and Companions, also Comrade and Master Comrade

- ▶ **1928** Vocational Honours introduced
- ▶ **1929** Pathfinder name first used in a Summer Camp in Southeastern California
- ▶ **1929** Pathfinder Club was developed for boys and girls which included JMV classes and also arts and crafts and other activities. Local leaders did not agree re the activities component and felt that it reflected 'bringing the world into the church', the name 'Pathfinder Club' was dropped.
- ▶ **1930** Pre JMV/AJY classes developed

- ▶ **1931** First Master Comrade Investiture
- ▶ **1938** Pathfinder Club organized in California and the Master Comrade Manual was published
- ▶ **1946** John Hancock, began first Pathfinder club in California. GC had by this time accepted the name 'Pathfinder Club'
- ▶ John Hancock also designs the Pathfinder emblem.
- ▶ **1947** Henry Bergh wrote the Pathfinder Song, which was copyrighted in 1952
- ▶ **1948** Pathfinder flag was made by Helen Hobbs

- ▶ **1948** Area Coordinators introduced and used for the first time
- ▶ **1950** GC adopted Pathfinder Club. And first Pathfinder fair took place
- ▶ **1951** Master Comrade changed to Master Guide and Pathfinder Staff Manual published
- ▶ **1953** First Pathfinder Camporee took place in Massachusetts
- ▶ **1956** Explorer class added.
- ▶ **1957** Pathfinder day added to church calendar
- ▶ **1958-59** Advanced JMV classes added

13

- ▶ **1962** Basic Staff Training was introduced

It was a **60 hour** course

Now it's just 10 hours across 2 days



14

- ▶ **1962** Master Guide manual revised
- ▶ **1965** Eager Beaver program instituted
- ▶ **1966** Pioneer class added (changed to Ranger in 1970)
- ▶ **1974** Pathfinder Staff Manual revised and expanded
- ▶ **1979** MV changed to AY and Pre JMV changed to Adventurers
- ▶ **1982** New Pathfinder world replaces MV world
- ▶ Voyager class added

15


- ▶ **1989** Pathfinder Honors Manual revised and Honors Poster produced in English, French and Spanish
- ▶ Pathfinder Leadership Award added
- ▶ Adventurer Club Handbook printed
- ▶ Adventurer Club Logo and World Emblems designed
- ▶ Adventurer Awards introduced

16

- ▶ **1990** Master Guide Teachers Resource Manual published
- ▶ **1991** PLA Manual published, BST Course revised
- ▶ **1993** Restructuring of Church Ministries Department results in the introduction of the office of Pathfinder Ministries
- ▶ **1994** Adventurer workbooks published
- ▶ **1995** Teens Leadership program established



- **2004** NAD Pathfinder Ministries International Camporee in Oshkosh. 32,000 tickets sold and close to 200 Pathfinders baptized
- **2006** Eager Beaver manual copyrighted; ne Adventurer, Eager Beaver, and Little Lamb songs are adopted and copyrighted by GC
- **2007** Little Lamb manual created and copyrighted
- **2015** GC in cooperated the Little Lambs and Eager Beavers program as part of the Adventurer Program




## ➤ A Brief History - UK

- Pathfinding came to Britain in the mid 1960s
- 1967 Pst Mike Stickland at conference level given responsibility for Pathfinders
- **1991** Warren O'Hara appointed Area Coordinator
- **1992** Trevor Harewood appointed Area Coordinator
- **1993** First female Area Coordinator appointed, Sharon Daniels
- **1995** First group of PLA and BELA Awardees



- **1997** Natalie Simon, youngest invested Master guide
- **1998** Cynthia Harewood appointed Area Coordinator and Leader of the SEC Master Guide Club (1999)
- **2001** Attendance at SEC Pathfinder Camporee exceeds the 800 mark
- **2002** Attendance at SEC Adventurer Camporee passes 400 mark
- **2012** Pathfinder Bible Experience (PBE) introduced in the UK
- **2013** Teens Leadership Training (TLT) introduced in the UK



- **2013** Teens Leadership Training (TLT) introduced in the UK
- **2013** SEC Drum Corps established, and members picked at the October drill and Drum Camp
- **2016** First SEC Joint Overseas Camporee in Jamaica
- **2017** First Batch of TLTs complete the 4 year program

## Pathfinder Club Emblem

The diagram shows the Pathfinder Club Emblem, a shield-shaped emblem with a red border and a white center. The word "PATHFINDER" is written in red at the top, and "CLUB" is written in red at the bottom. A blue sword is positioned diagonally across the center. The emblem is surrounded by a gold border. The following table lists the meanings associated with the colors and symbols:

Red	Sacrifice
Blue	Loyalty
Gold	Excellence
White	Purity

## Pathfinder Club Emblem

The diagram shows the Pathfinder Club Emblem with symbolic meanings. The emblem is a shield with a red border and a white center. The word "PATHFINDER" is written in red at the top, and "CLUB" is written in red at the bottom. A blue sword is positioned diagonally across the center. The following table lists the symbolic meanings:


Three Sides	Completeness
Shield	Protection
Sword	Bible

## Pathfinding as a Discipleship Ministry

24

- Ministry is from the Greek word diakoneo, meaning to "to serve"
- Ministry is seen as service to God and to other people in his name
- '...the Son of Man did not come to be served, but to serve.....'

25 Christians are to minister to others out of their devotion to Christ and their Love for others, whether the other people are believers or unbelievers. The ministry should be impartial and unconditional, always seeking to help others as Jesus would.



- Jesus demonstrated the importance of ministering to children when He was on earth.

*“Let these little children come to Me. Don’t stop them! For the Kingdom of Heaven belongs to such as these” Mt 19:14.*

- There are numerous references in the Bible regarding teaching and training children when they are young.

## Philosophy of Pathfinding


“Train a child in the way he should go, and when he is old he will not turn from it.”  
Proverbs 22:6 NIV

## THE PHILOSOPHY OF PATHFINDERING

- The Seventh-day Adventist Church is committed to understanding young people and training them for leadership and service to humanity.
- Pathfinding is a church-centred spiritual-recreational program.
- Pathfinding provides opportunities for the development of new attitudes and skills that produce personal growth, team or community spirit and a sense of loyalty and respect for God, His creation and His church.
- Pathfinding is designed on the premise that children learn best by example.


## PATHFINDERING as an Outreach Program

- The main purpose of the church is to spread the Advent message, Pathfindering has this at its core "The Advent message to all the world in this generation".



It is a tool that will:

- Help Pathfinders understand that God loves them, cares for them and appreciates them.
- Encourage Pathfinders to discover their own God-given potential.
- Inspire Pathfinders to give personal expressions of their love for God.
- Therefore the number one priority of the club program is the personal salvation of each Pathfinder.



**We have the opportunity to:**

- Build a healthy appreciation and love for God's creation into a Pathfinder's life.
- Teach Pathfinders specific skills and hobbies that will make their lives more meaningful and will occupy their time with profitable accomplishments.
- Encourage Pathfinders to keep physically fit.
- Give opportunity to develop and enlist leadership skills.
- Foster the harmonious development of the physical, social, intellectual and spiritual life of each Pathfinder.

## Philosophy of Pathfindering

"Finally, brothers, whatever is true, whatever is noble, whatever is right, whatever is pure, whatever is lovely, whatever is admirable if anything is excellent or praiseworthy think about such things."

Philippians 4:8 NIV

## Philosophy of Pathfindering

- Phil. 4:8
  - Pathfindering is fundamentally principles- and experience-based training so that young people can more easily transfer the learning to other areas of life.
  - Everything (e.g.: honours, classwork,) must be affected by Biblical truth because we are painting a picture of God for our kids



## Goals of Pathfinder Leadership

- Work for the salvation of each individual Pathfinder.
- Assist in developing the Pathfinder's appreciation for nature and a concern for the environment.
- Teach Pathfinders specific skills and hobbies that will make their life meaningful and will occupy their time profitably.
- Help keep Pathfinders physically fit.
- Give opportunities for the development of leadership.
- Assist Pathfinders in developing a balanced physical, mental, social, and spiritual life.

## Philosophy of Pathfinding

*A Song by Ponder, Harp & Jennings goes:*

You're the only Jesus some will ever see  
 You're the only words of life  
 some will ever read  
 So let them see in you the  
 One in whom is all they'll ever need


**For you're the only Jesus  
 some will ever see**

## Pathfinder Programs

## Pathfinder Pledge, Law, Aim, Motto

**PLEDGE**  
 By the grace of God,  
 I will be pure and kind and true.  
 I will keep the Pathfinder Law.  
 I will be a servant of God and a friend to man.


**Aim**  
 The Advent message to all the world in this Generation



**LAW**

**Motto**  
 The Love of Christ constrains us

**The Pathfinder Law is for me to:**  
 Keep the morning watch.  
 Do my honest part.  
 Care for my body.  
 Keep a level eye.  
 Be courteous and obedient.  
 Walk softly in the sanctuary.  
 Keep a song in my heart.  
 Go on God's errands.



## We are the Pathfinders Strong



### Pathfinder Song

Oh we are the Pathfinders strong  
 Servants of God are we  
 Faithful as we march along,  
 In kindness, truth and purity  
 A message to tell to the world  
 A truth that will set us free  
 King Jesus the Saviour is coming back  
 For you and me.




## Adventurer Pledge, Law, Song

**Pledge**  
 Because Jesus loves me I  
 can always do my best

**Law**  
 Be Obedient  
 Be Pure  
 Be True  
 Be Kind  
 Be respectful  
 Be Helpful  
 Be Cheerful  
 Be Thoughtful  
 Be Reverent

**Song**  
 We are adventurers  
 At home at school at play  
 I'll be honest kind and true  
 Be like Jesus through and through  
 We are Adventurers





### Adventurers

- Little Lamb – Reception / Age 6
- Eager Beaver – Year 1 / Age 5
- Busy Bee - Year 2 / Age 6
- Sunbeam - Year 3 / Age 7
- Builder - Year 4 / Age 8
- Helping Hand - Year 5 / Age 9



### Pathfinders

- Friend - Year 6 / Age 10
- Companion - Year 7 / Age 11
- Explorer - Year 8 / Age 12
- Ranger - Year 9 / Age 13
- Voyager - Year 10 / Age 14
- Guide - Year 11 / Age 15

## Adventurer Curriculum Overview

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

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

## Pathfinder Curriculum Overview

AY/PATHFINDER CLASS CURRICULUM						
AY/PATHFINDER CLASSES	Friend	Companion	Explorer	Ranger	Voyager	Guide
PERSONAL GROWTH I Involvement II Commitment III Growth	THE PARTICIPANT					
SPIRITUAL DISCOVERY I Scripture II Church Heritage III Christian Heritage	SPIRITUAL DEVELOPMENT AND SPIRITUAL HERITAGE					
SERVING OTHERS I One to One II Group Witness III Community Outreach	THE CARING CHURCH					
MAKING FRIENDS I Building Relationships II Christian Lifestyle III Good Citizenship	UNDERSTANDING OF ONESELF					
HEALTH & FITNESS I Health Principles II First Aid/Safety III Fitness/Exercise	BEING HEALTHY					
YOUTH ORGANIZATION I Leadership II Club Awareness III Pathfinder Programming	BEING A PATHFINDER					
NATURE STUDY I Spiritual Lessons II Nature Appreciation III Nature Honor	LEARNING IN NATURE					
OUTDOOR LIVING I Outdoor Skills II Outdoor Activity	LIVING SAFELY IN THE OUT-OF-DOORS					
HONOR ENRICHMENT I Arts & Crafts & Hobbies II Household Arts III Recreational/Vocational IV Outdoor Industries	HAVING FUN WITH AY HONORS					
ADVANCED AY/PATHFINDER CLASSES	Trail Friend	Trail Companion	Wilderness Explorer	Wilderness Ranger	Frontier Voyager	Frontier Guide

\* Requirements: See Class Cards or Instructor's Manual

## Adventurer Awards & Pathfinder Honors

- Introduces kids to a variety of interests
  - Arts & Crafts, Household Arts, Nature, Outdoor Industries, Outreach Ministries, Recreational, Vocational
- Provides an opportunity for kids to learn and discover new hobbies or even find careers



## PATHFINDERING Programs

Within a Club year

Registration

- Induction
- Club Sessions
- Investiture
- Pathfinder Day
- Camps



## PBE - Pathfinder Bible Experience

- ❖ Introduced in 2012
- ❖ For Pathfinders aged 10+
- ❖ Each given certain books of the bible to study along with commentary introduction to that book.
- ❖ Clubs can have as many teams as they wish each team comprising of 6 pathfinders.
- ❖ Levels – Area / Conference / Union / Division
- ❖ Books for 2018 are; Daniel & Esther



## TLT – Teens Leadership Training

- ❖ Introduced in 2013
- ❖ Begins at Voyager stage – age 14
- ❖ Challenges – Teen who commits to learning more about leadership in the Pathfinder organization
- ❖ Empowers with new responsibility - Assists staff members in all functions of the club
- ❖ During a 4-year program, the TLT is trained in Club Administration, Counseling, Classwork & Honors, Finances, Outreach, Camping, & Security



## Master Guide



- This continues to be the highest level of Invested leadership within the Adventurer/ Pathfinder programs of the church.
- It focuses on one's personal spiritual life and growth first and foremost. General leadership skills are then woven into the sharpening of those skills, which are specifically geared to leading youth in God-ordained areas of development: understanding God's world of nature, outreach ministry, service to others, and a life-style that denotes healthy living

## Master Guide Objective

- To provide opportunities for participants to develop an awareness of the role of child/youth leadership and become better prepared to accept this role by receiving training in:
  - Personal and Spiritual Development
  - Skills Development
  - Leadership Development
  - Fitness Life-style Development

