

# Pathfinder Ministry



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## Objective

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



## We will look at;

- ❖ History in Brief
- ❖ Pathfinder & Adventurer Emblem meaning
- ❖ Pathfinder as a Discipleship Ministry
- ❖ Pathfinder Mission, Philosophy and Objective
- ❖ Adventurer & Pathfinder Programs

# What is PATHFINDERING



- Pathfindingering 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.

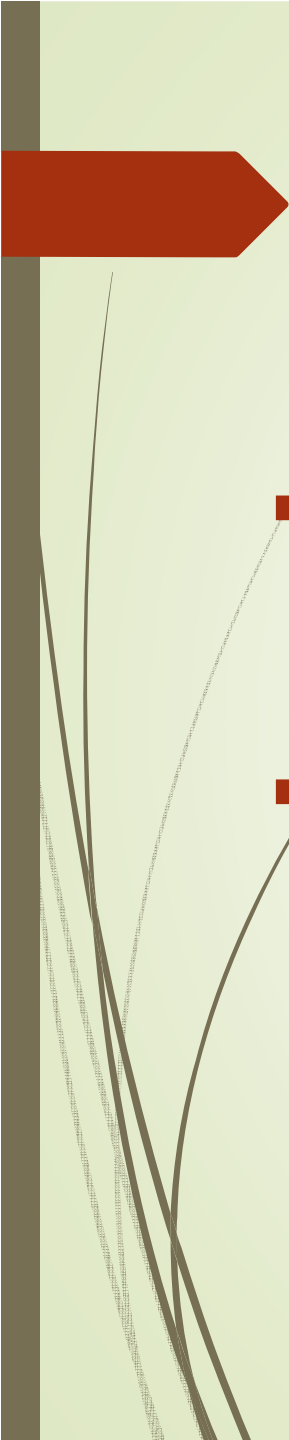




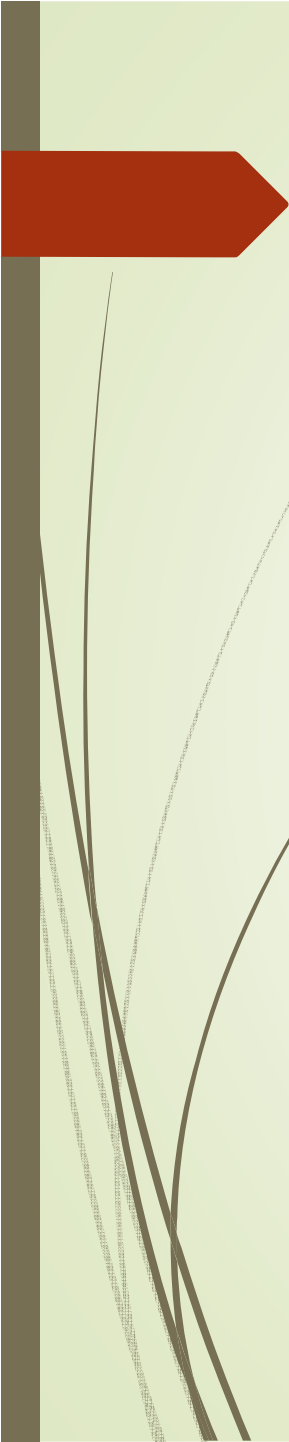
# A Brief History

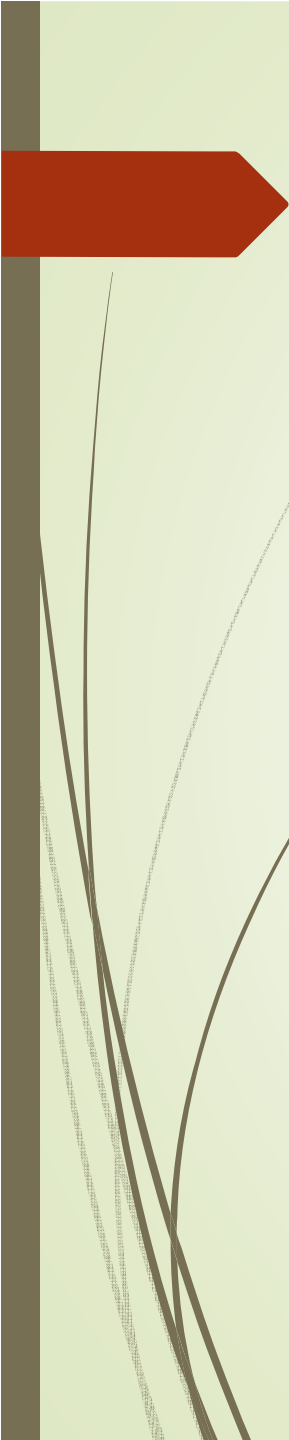
Through generations the church has taken on the responsibility of sharing Jesus with our children



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- ▶ 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

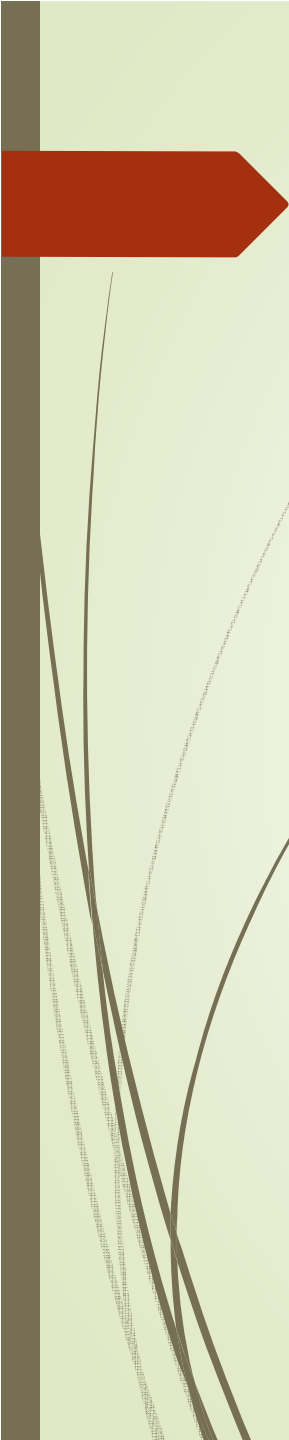


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- **1907** GC Session Youth Ministry formerly established - Missionary Volunteers  
First Morning watch
  - **1909** The Junior Missionary Volunteer (JMV) movement was born
  - **1919** Arthur Spalding developed Mission Scouts (for boys). Also introduced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

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- **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
- **1946** John Hancock, began first Pathfinder club in California. GC had by this time accepted the name 'Pathfinder Club'
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- **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

➔ **1962** Basic Staff Training was introduced

It was a **60 hour** course

Now it's just 10 hours across 2 days



- **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

- **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



- **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; 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



- Pathfindering came to Britain in the early/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 Bryan (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 by SEC
- **2013** Teens Leadership Training (TLT) introduced in the UK

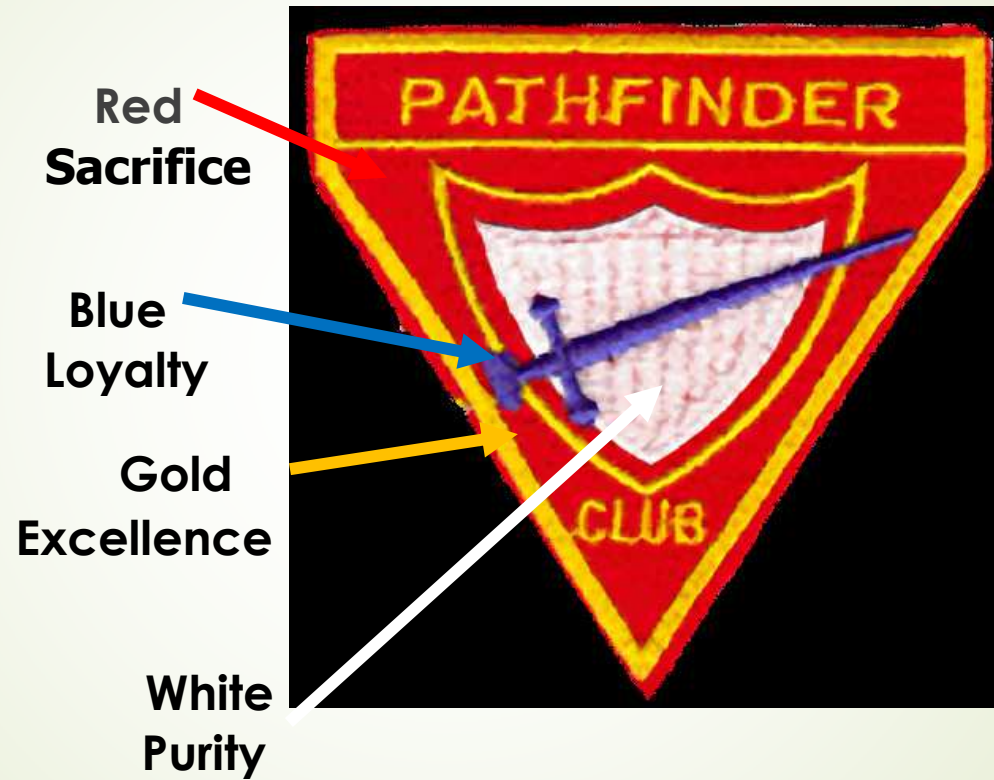


- **2013** SEC Drum Corps established, and members picked at the October drill and Drum Camp
- **2016** First SEC Joint Overseas Camporee in Jamaica
- **2017** First Batch of TLTs complete the 4 year program
- **2018** First Union level PBE where whole union was represented
- **2018** First Union Adventurer Camporee
- **2018** Adventurer Bible Experience (ABE) Introduced by BUC

# The Adventurer & Pathfinder Emblems



# Pathfinder Club Emblem



# Pathfinder Club Emblem

Three Sides    Completeness

Shield  
– Protection

Sword  
– Bible





# Adventurer Club Emblem



**Cross:** In the Adventurer ministry Jesus is at the centre. The cross at the centre means that Jesus should be at the core of the Adventurers life.

**Nature:** The Adventurer ministry recognises God through nature. Parents and children engage with nature to learn more about God.

**Family:** The Adventurer ministry strengthens the family. A journey where parents and children actively follow Jesus together

# Adventurer Club Emblem



Scarlet in the Bible represents blood and redemption. The life of man is in the blood (Leviticus 17:11) and Christ's blood atonement is necessary for the redemption of man.

White represents righteousness because of its purity of color and light. It points to the Righteous One and the righteousness He imputes to all who come to Him in faith.

Green represents growing and blooming where one is planted. It is representative of a Christian life that produces good fruit and finds rest in Christ.

Blue represents Heaven. Blue is the color of the sky and a reminder of the heavenly realm.

# Pathfindinging as a Discipleship Ministry

- Ministry is from the Greek word diakoneo, meaning “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.....’

- 
- **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 Pathfinder

“Train a child in the way he/she should go, and when he/she is old he/she 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 Pathfinder

“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 Pathfinding

▶ Phil. 4:8

▶ Pathfinding is fundamentally principles- and experience-based training so that young people can more easily transfer the learning to other areas of life.

— **Everything** (honours, classwork, etc.) 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 Pathfinder

*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 & Adventurer Program

# 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.

## Motto

The Love of Christ  
constrains us



## Aim

The Advent message to all  
the world in this Generation

## LAW

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 4
- 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 five 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.	<b>I. Responsibility</b> <b>II. Reinforcement</b>	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.	<b>I. His Plan To Save Me</b> <b>II. His Message To Me</b> <b>III. His Power In My Life</b>	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.	<b>I. I Am Special</b> <b>II. I Can Make Wise Choices</b> <b>III. I Can Care For My Body</b>	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.	<b>I. I Have A Family</b> <b>II. Families Care For Each Other</b> <b>III. My Family Helps Me Care For Myself</b>	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.	<b>I. The World Of Friends</b> <b>II. The World Of Other People</b> <b>III. The World Of Nature</b>	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

# Pathfinder Curriculum Overview

## AY/PATHFINDER CLASS CURRICULUM

AY/PATHFINDER CLASSES	Friend	Companion	Explorer	Ranger	Voyager	Guide
<b>PERSONAL GROWTH</b> I Involvement II Commitment III Growth			THE PARTICIPANT			
<b>SPIRITUAL DISCOVERY</b> I Scripture II Church Heritage III Christian Heritage	SPIRITUAL DEVELOPMENT AND SPIRITUAL HERITAGE					
<b>SERVING OTHERS</b> I One to One II Group Witness III Community Outreach			THE CARING CHURCH			
<b>MAKING FRIENDS</b> I Building Relationships II Christian Lifestyle III Good Citizenship			UNDERSTANDING OF ONESELF			
<b>HEALTH &amp; FITNESS</b> I Health Principles II First Aid/Safety III Fitness/Exercise			BEING HEALTHY			
<b>YOUTH ORGANIZATION</b> I Leadership II Club Awareness III Pathfinder Programming			BEING A PATHFINDER			
<b>NATURE STUDY</b> I Spiritual Lessons II Nature Appreciation III Nature Honor			LEARNING IN NATURE			
<b>OUTDOOR LIVING</b> I Outdoor Skills II Outdoor Activity			LIVING SAFELY IN THE OUT-OF-DOORS			
<b>HONOR ENRICHMENT</b> I Arts & Crafts & Hobbies Household Arts II Recreational/Vocational Outdoor Industries			HAVING FUN WITH AY HONORS			
<b>ADVANCED AY/PATHFINDER CLASSES</b>	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
- ❖ Book for 2019 are;  
Luke (NKJV) & Bible Commentary Intro



# 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

