



## PATHFINDER & ADVENTURER

### New Staff Guide

Thank you for volunteering to serve in one of the greatest ministries of our church.

Welcome to Pathfinding.

We pray that as you serve you will get great enjoyment and a deep sense of satisfaction from impacting the lives our children and youth.



***“To train the young to become true soldiers of the Lord Jesus Christ is the most noble work ever given to man”***

Counsels to Parents, Teachers and Students p.166



***“Train up a child in the way they should go and when they are old they will not depart from it”***

Proverbs 22:6



## **Pathfinding Objectives:**

1. Help the young people to understand that God and His church love them, care for them, and appreciate them. As Pathfinders are accepted and affirmed they will begin to appreciate the love of God revealed through the church and its ministry, and feel a need to be more committed to and involved with its program.
2. Encourage Pathfinders to discover their own God-given potential and to use their gifts and abilities to fulfil God's expectations for them and the part they can play in the great plan of salvation.
3. Inspire young people to give personal expression of their love for God by uniting them together in various outreach activities.
4. Make the number one priority of your club program the personal salvation of every Pathfinder. The Pathfinder age is a time when many decisions are being made that will affect the youth's future relationships and their own personal development. The peak time for discovering and making a relationship with God seems to be around 12 years of age.
5. Build into a Pathfinder's life a healthy appreciation and love for God's creation by enjoying outdoor activity (campouts, nature walks, nature honors, etc.). Pathfinders will experience a sense of wonder and worship as they observe and explore the beauty, the majesty, and the creative power in nature. Fellowship with God will become more meaningful.
6. Teach Pathfinders specific skills and hobbies that will make their lives more meaningful and will occupy their time with profitable accomplishments. Young people experience satisfaction and delight as they use their hands to fashion useful articles from wood, plastic, steel, clay, felt and yarn and as they discover how things work and operate.
7. Encourage the Pathfinder to keep physically fit. This is one important way to safeguard against idleness and boredom. Teach children to care for their body and establish habits that will provide for their future happiness and usefulness (cf. 2T 536, 537; Educ. 195).
8. Give opportunity for the development of leadership by encouraging club members to work together and share in leadership responsibility. This will teach them to learn the lessons of obedience, discipline, resourcefulness, patriotism and the processes of group dynamics.
9. Seek to foster the harmonious development of the physical, social, intellectual, and spiritual life of the Pathfinder. The invigoration of mind and body, the fostering of an unselfish spirit, the attention to recreational and cultural activities, will provide stimulus for personal growth and act as an outlet for that restless energy, which is so often a destructive source of danger to the young person.

**As a Pathfinder Counsellor/Leader you should have the following attributes:**

1. Live a Christ centred life
2. Really love Youth/Children
3. Be optimistic and enthusiastic
4. Be the master of your emotions
5. Enjoy the outdoors
6. Be consistent
7. Understand the characteristics of junior youth
8. Know how to organise
8. Master diversified skills
9. Be resourceful and creative
10. Maintain pleasant relations with fellow workers
11. Develop a sense of humour
12. Have a commanding personality (firmness with kindness)

*“He who co-operates with the divine purpose in imparting the youth a knowledge of God and moulding the character into harmony with His, does a high & noble work. He awakens a desire to reach God’s Ideal, He presents an education that is as high as heaven and as broad as the universe”*

## **The Pathfinder/Adventurer Club:**

The club is divided into classes depending on age/school year, each with their own name.

### **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

The Adventurer class curriculum is organised around four basic relationships in a child's life:

- my God
- my self
- my family
- my world

Adventurers can work towards badges or Awards in many subjects to help each child experience achievement and to learn new activities and ideas in an interesting and fun way.

### **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

Each Pathfinder class follows a core curriculum including the following facets

- General items,
- Spiritual discovery,
- Serving others,
- Friendship development,
- Health and fitness,
- Organisation and leadership development,
- Nature study,
- Outdoor life,
- Lifestyle enrichment.

As part of their class work, Pathfinders can work towards badges or honours in many different subjects as varied as cats, cooking, Christian storytelling, camping and knot tying.

A detailed teaching plan for each class is outlined at the beginning of each class section in the teacher's resource manuals. It is based on 20 sessions, over 10 months. (Completion will only be achieved if regular meetings are held, and teachers plan accordingly, full commitment is needed).

The Club year can run from September to July like the school academic year or from January to December, each club decides what suits best.

Club sessions are generally for around 1.5 to 2 hours and should allow for;

15 minutes at the start for preliminaries and devotion

15 minutes at the end for drilling and announcements.

With at least an 1 hour in between for classes

*(Curriculum / Creative/Honor/Award work – break up the hour make the session fun)*

In addition to class work particularly for the Pathfinders (10+) they will have outdoor work that they will need to complete. This will be facilitated during Curriculum Camps, either done as an area or individually by the club. This normally will take place over 1 weekend. You will need to prepare your class for this.

Each year our local conference holds Camporees for Adventurers (over a weekend) and Pathfinders (1 week), (sometimes jointly for just under 1 week) where the children/youth will have the opportunity to meet other likeminded children/youth from other churches around the conference, earn new honors/awards and generally have a great time physically, mentally and spiritually.

Our local conference (SEC) will hold Camporees each year for Adventurers and Pathfinders (for pathfinders it alternates with the BUC and TED Camporees).

The British Union Conference (BUC) holds a Pathfinder Camporee every 4 years.

The Trans Euro Division (TED) hosts a Pathfinder Camporee every 4 years.

The North American Division (NAD - CYE) hosts an International Pathfinder Camporee (Oshkosh) every 5 years.

Your local Area Coordinator may also host an Area Pathfinder Curriculum Camp each year, which allows the Pathfinders to complete outdoor requirements.

In addition to the above the club may sometimes have a local camp.

There are also other events that may take place facilitated by the conference such as Drill & Drum Camps, training events, Rally Days, Fairs etc.

You will be expected to attend camps where possible to assist.

## **Registration**

Each new club year we are required to re register each child/young person. We should also actively seek to recruit new members to join the club through promotions.

It is imperative that we have registration forms and up to date health forms for each child attending club, which are to be securely locked away. Old forms, and forms for children no longer in the club must not be kept but be destroyed in accordance with GDPR regulations.

## **Induction**

We begin each year with an Induction service. Where our new members are inducted into the club, they add their light to our club during a candle light ceremony. Also used to Induct any Adventurers who are becoming Pathfinders (moving up to Friend class), and new counsellors coming on board.

## **Investiture**

At the end of the club year the children/young people are rewarded. Once they have completed their work they are invested for the class they were in and receive badges earned for awards/honors they have done. Prior to this an official assessment would have taken place to sign them off.

At this service we also choose and recognise our Adventurer/Pathfinder of the year.

## **Pathfinder Days**

During the year we may hold Pathfinder days where the pathfinders will take the service. These occasions are used to show case their work, what they have been learning, cover some of their requirements and also to promote the club.

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## **Requirements:**

You will be required to undergo a DBS check

You will be required to attend and complete the SEC Basic Staff Training

You will be required to attend and complete the SEC KCFS Training

We also highly recommend doing the Master Guide Program

We also highly recommend doing a First Aid course

We also highly recommend doing a Food Hygiene course

## **Teaching Tips:**

### **1. Be Humble**

Remember, you haven't always known the material that you're presenting. Exhibiting an inappropriate arrogant attitude discourages learning and involvement.

### **2. Lead, don't preach**

Involve the Pathfinders in the discussion or activity. Instead of telling them what they should learn, ask them what they are learning. If necessary, clarify YOUR teaching so that they are learning what you desired to teach them.

### **3. Make the lesson relevant**

Pathfinders learn and remember what they've been taught in Pathfinders (classwork, honors), if its relevant to their lives. Therefore it's important that Pathfinder staff are "in touch" with pathfinders' lives so that they can mould their teaching to be relevant to their Pathfinder kids.

### **4. Let others talk**

Kids bring a great inventory of life experience to the learning process -- you'll be surprised about how much more effective a story they share will be in "proving" (and sometimes "testing") your point. Questions such as "Can you think of a time you felt this way?" or "How does this story match something going on with your life or a friends' life?" help a pathfinder connect spiritual truths with their own life, plus you'll gain insight into your pathfinders' needs.

### **5. Be prepared**

You don't have to have "all the answers", but don't arrive at a pathfinder meeting out of breath, dishevelled, and unacquainted with the subject matter you're going to be teaching! Lack of preparation tells your pathfinders that they're not important to you! Therefore, be prepared!

### **6. Maintain a consistent witness**

Many kids (and adults) become sceptical of "church" and "God" because of a real/perceived feeling that their leaders are "hypocrites." Though this doesn't mean that you as a leader are perfect, being real & open about your spiritual walk (age appropriate of course), will heighten your esteem in the pathfinders' eyes.

### **7. Maintain leadership**

While encouraging participation, never forget that you are the teacher and ultimately responsible for what transpires. Runaway conversations and tangents need to be curtailed as a service to the whole group of pathfinders. Affirm the importance of a discussion; then suggest it continue after pathfinder meeting. Be careful not to let one pathfinder dominate to the exclusion of others.

### **8. Believe what you teach**

Pathfinder ministry has some of the best material available for preparing children for useful life here on earth and for the kingdom as well.

## Things to remember:

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

2. **Know your requirements.** Understand the requirement you are working on, (study to show thyself approved).

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? What's the best way to convey the requirement to them? Consider learning styles.

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

5. **Schedule your class work.** As you prepare to help the children meet the requirements for their class, 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 requirements within the club year. Review how much time is available to complete the requirement. Plan what information and skills to present during each period.

### 6. Plan the class period.

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

b. 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)

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)

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

7. **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.

8. **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).



9. **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.

### **Plan – Make it Fun – Keep Control**



The Adventurers and Pathfinders are expected to know their aim, pledge, motto, law etc. You will need to help them learn this as well as enlist the help of the parents. In so doing you should also familiarise yourself with it.

## **Adventurer**

### **PLEDGE**

Because Jesus loves me I will always do my best

### **LAW**

Jesus can help me to

Be Obedient

Be Attentive

Be Pure

Be Helpful

Be True

Be Cheerful

Be Kind

Be Thoughtful

Be Respectful

Be Reverent

### **SONG**

We are Adventurers, at home at school at play  
We are adventurers, learning everyday to be honest kind and true  
To be like Jesus through and through  
We are Adventurers.

# **Pathfinders**

## **AIM**

The Advent Message to all the world in my generation.

## **MOTTO**

The love of Christ compels us.

## **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.

## **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.

## **SONG**

Oh, we are the Pathfinder Strong,

The 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 Savior's coming back

For you, and me!

## Resources - Useful links:

SEC

<https://sec.adventist.uk/departments/pathfinders-and-adventurers/>

<https://secpathfinder.shop/>

General Conference

<http://www.gc youthministries.org/Ministries/tabid/60/Default.aspx>

Area Sites:

Area 6D

<http://area6d-pathfinders-adventistchurch-org-uk.adventist.eu/>

Area 8

<http://secarea8pathfinders-adventistchurch-org-uk.adventist.eu/>

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This booklet has been produced by South England Conference Pathfinder Department as an aid to New Staff joining the Pathfinder and Adventurer Ministry.



Working with our **Pathfinders Today** to Produce **Leaders 4 Tomorrow**