CLUB PROGRAMMING & PLANNING



BASIC STAFF TRAINING SOUTH ENGLAND CONFERENCE PATHFINDERS DEPARTMENT

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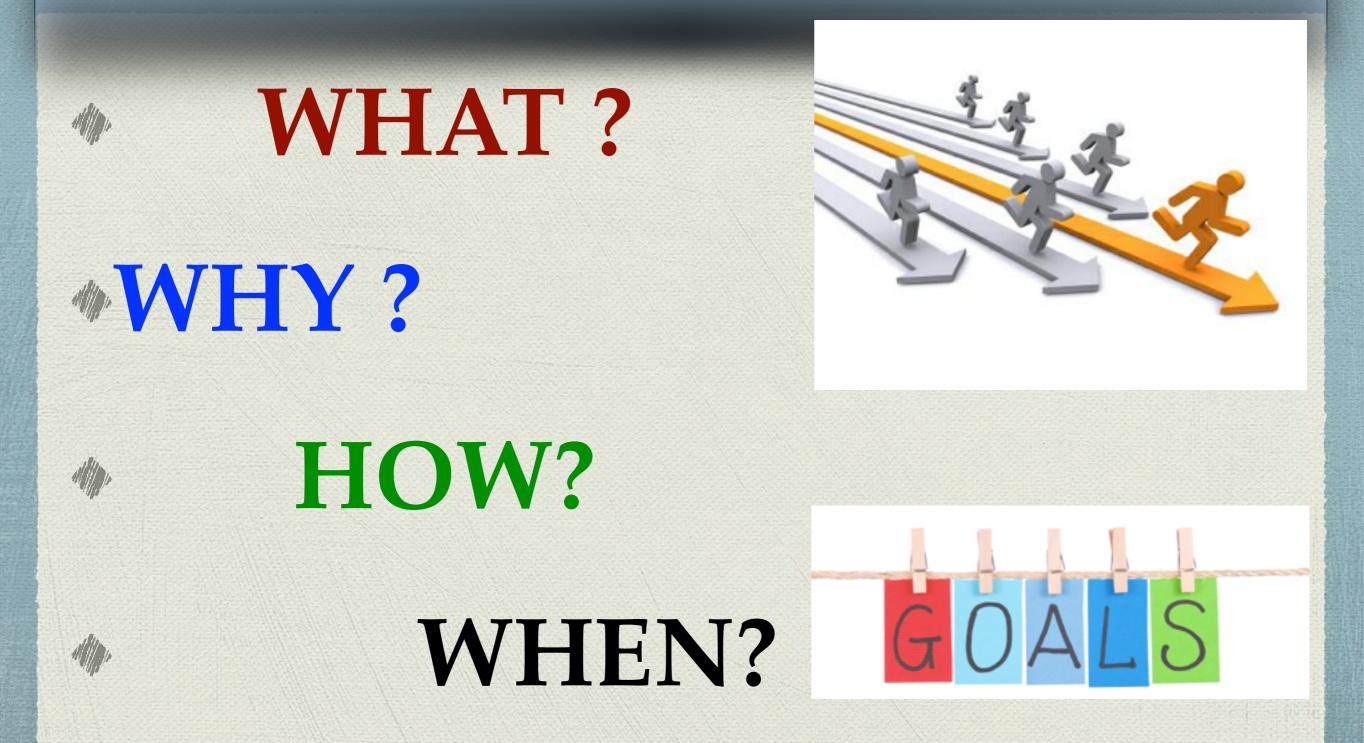
WHEN DOES YOUR CLUB YEAR FALL??

THE SCHOOL YEAR?

CALENDAR YEAR?



WHY ARE YOU DOING PATHFINDERS??



YEAR PLAN

REGULAR MEETINGS OUTREACH PROGRAM

CAMPOUTS

CONFERENCE EVENTS
 UNIT ACTIVITIES









CLUB MEETINGS

CLUB MEETINGS



CLOSING EXERCISES

ANNOUNCEMENTS

DISMISS



PROGRAM GUIDE



STICK TO THE TIME SCHEDULE



THE OPPORTUNITY TO GET INVOLVED



ADEQUATE OPPORTUNITIES TO LEAD

SHORT SESSIONS

CLUB MORALE

- Encourage Staff
- * Keep The Communication Channel Open
- * Keep To The Rules
- Ensure There Is At Least One Adult Each
 Pathfinder Can Relate To On A Spiritual
 And Personal Level

HONORS ~ AWARDS

HAVE A VARIETY





KEEP IT ACTIVE...



AWARDS



GUIDE & TIMING

Segment 1—1 hour

Segment 2-2 hours

Minutes	Activity	Minutes	Activity
10	Opening ceremony	10	Opening ceremony
10	Object lesson/quiz	15	Devotional/Guest
30	Curriculum	15	Games/fair practice
7	Special Feature	30	Curriculum
3	Announcements/benediction	40	Honors/hobbies/crafts
		10	Closing ceremonies/
			benediction
60		120	

The following planning guide shows the Pathfinder staff how to use available resources in planning the details for the club program.

CONFERENCE EVENTS

Events

Adventurer Camporee Pathfinder Camporee Youth Congress Master Guide Camp Pathfinder Rally Day Youth Live March Camp meeting

Group Activity

6 GROUPS

1.

2.

3.

4.

5.

6.

Plan A Special Event

Plan A Conference Event

Plan A Class Schedule

Plan A Years Schedule 10 Months

Plan An Induction Progra Plan An Honor Schedule