

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 Pathfinding.

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



• Pathfinder 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, "Pathfinding" 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 Pathfinding.
- 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



■ 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

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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

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- **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

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- **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'
- John Hancock also designs the Pathfinder emblem.
- **1947** Henry Bergh wrote the Pathfinder Song, which was copyrighted in 1952

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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

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- **1962** Basic Staff Training was introduced

It was a **60 hour** course

Now it's just 10 hours across 2 days



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- **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

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- ▶ **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

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- ▶ **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

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- ▶ **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 

- Pathfinding 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

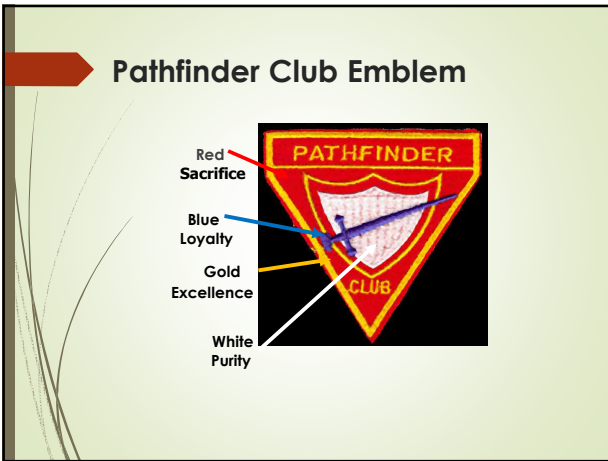


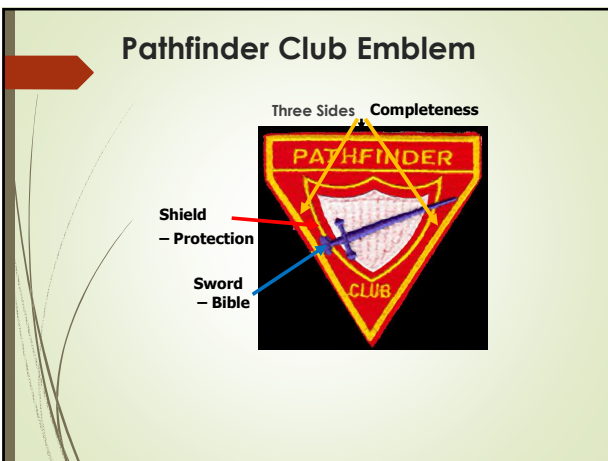
- **1997** Natalie Bryan (Simon), youngest invested Master guide
- **1998** Cynthia Harewood appointed Area Coordinator and Leader of the SEC Master Guide Club (1999)
- **2001** Attendance at SEC Pathfinder Camporee exceeds the 800 mark
- **2002** Attendance at SEC Adventurer Camporee passes 400 mark
- **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







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.

Pathfinding as a Discipleship Ministry



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- ▶ 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 Pathfinding

"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.
- Pathfindering is a church-centred spiritual-recreational program.
- Pathfindering 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.
- Pathfindering 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 Pathfinding

“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 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 & 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.

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.

Motto
 The Love of Christ
 constrains us

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



PATHFINDERING Programs

Within a Club year

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




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



PBE - Pathfinder Bible Experience

- ❖ Introduced in the UK in 2012 by the SEC
- ❖ For Pathfinders aged 10+
- ❖ They are given certain books of the bible to study along with commentary introduction to those books.
- ❖ Clubs can have as many teams as they wish each team comprising of up to 6 pathfinders.
- ❖ Levels – Area / Conference / Union / Division
- ❖ Book for 2020 are;
 - Ezra, Nehemiah & Bible Commentary Intro



ABE - Adventurer Bible Experience

- ❖ Introduced in 2018
- ❖ For Adventurers aged 4 - 10
- ❖ Each given certain books of the bible to study
- ❖ Clubs can have as many teams as they wish each team comprising of 6 Adventurers.
- ❖ Levels – Area / Conference / Union
- ❖ Book for 2020 are;
 - Ezra & Nehemiah

