

## Adventurers

The Adventurer Club is a The Holy Seed Church-sponsored ministry open to all families of children in grades pre-kindergarten - 7 (kids ages 7-13)

More than one million kids around the world have discovered one of the most fun clubs ever created for them. The Adventurer Club is designed to strengthen parent-child relationships for kids ages 0-6 by providing specialized weekly activities tuned into the psychological needs of this age group while simultaneously giving parents opportunities for learning parenting skills and enjoying special activities with their children.

## Leadership

The volunteer leadership attend special training sessions to understand how to maximize the focus of the Adventurer Club in strengthening the parent-child bonds and enable both parents and children to understand their relationship to God.

## Activities

Each child is encouraged to participate in all activities and parents/guardians are given assignments along with their child. There are many age-challenging activities on the Adventurer menu. These range from games and outdoor activities to nature exploration and family camping, field trips and community service projects. A five level age-specific curriculum is used along with approximately 80 specialized award areas of crafts, nature, recreation, spiritual development and home arts.

## INTRODUCTION

The church's greatest resource is our children. Therefore, it is imperative that as a church we meet the challenge to provide a program for our children during their early, formative years. We want right habits, thoughts, motives, dispositions, and attitudes to be established. The Wise Man wrote, "Bring up a child in the way he should go, and when he is old he will not turn from it" (Proverbs. 22:6, NW). This is more than a cliché—it is a scientific formula. This is the purpose for developing the Adventurer Club.

The Adventurer Club is a The Holy Seed Church-sponsored ministry open to all children ages 7-13, in which the church, home and school join together to help children grow joyfully in wisdom and stature and in favor with God and man. The Adventurer Club is to assist parents in making the development of their children a richer and more meaningful experience.

The Adventurer Club provides fun and creative ways for children

1. to develop a Christ-like character,
2. to experience the joy and satisfaction of doing things well;
3. to express their love for Jesus in a natural way;
4. to learn good sportsmanship and strengthen their ability to get along with others;
5. to discover their God-given abilities and to know how to use them to benefit self and serve others;
6. to discover God's world;
7. to improve their understanding of what makes families strong;
8. to develop parental support for the training of children.

## NONDISCRIMINATION POLICY

It is the policy of The Holy Seed Church to admit children to all the rights, privileges, programs and activities made available by the church, regardless of race, gender, handicap, or religion.

## Difference between Pathfinders and Adventurers

The Adventurer Club has been created so younger children may have a club of their own. The programming and planning for the Adventurer Club should be simple and short, but creative. In some ways the Pathfinder and Adventurer Clubs are similar, but the Adventurer program is to be unique in its own way and should be kept separate. One of the Adventurer Club objectives is to provide a meaningful and exciting experience as the children look forward with anticipation to being a Pathfinder in the future.

It is not intended that we duplicate all the experiences of Pathfinding, but rather that by providing a separate Adventurer Club many needs of the youth aged 7-13 will be met in an exciting and enjoyable way

within the framework of their psychological needs and thus they will be ready to enjoy the Pathfinder experience when that time arrives.

In many instances parents have children in both clubs and may be involved themselves. Therefore, it may be necessary to operate the Adventurer and Pathfinder club meetings at the same hour and day, but this does not mean that the clubs should be combined.

### **Adventurer Club and Adventist Youth Ministry**

The church provides three different and distinct programs for the progressive development of its youth. **Level**

**1 — THE ADVENTURER CLUB** — A separate club for children ages 7-13. The club has its own uniform and awards, insignia, and class curriculum.

**Level 2 — THE PATHFINDER CLUB** — A separate club, designed to foster the spiritual, mental, physical, and social development of the 14-20-year-old. This club has its own honors, classes, and a uniform different from that worn by members of the Adventurer Club.

**Level 3 — THE ADVENTIST YOUTH** Society for those in the 27 - 100+ years age group. Goals of the Adventurer Club These three levels have a common purpose in the salvation of our youth. Their development and operation share a common theology of ministry that is rooted in Scripture and expanded in the Spirit of Prophecy. Why Have an Adventurer Club? The Adventurer program is designed by the church to support parents in assisting children with the challenging task of developing fully as followers of Christ in today's world. What Is the Adventurer Curriculum Designed to Accomplish?

1. Children will, at their own level, commit their hearts and lives to Jesus Christ.
2. Children will gain a positive attitude toward the benefits, joys and responsibilities of living a Christian life.
3. Children will acquire the habits, skills and knowledge needed to live for Jesus today.
4. Parents and other primary care-givers will become more confident and effective as collaborators with Christ for their children.
5. The church will accept its responsibility in assisting to care for the youth by providing and implementing a planned curriculum of religious education for this age level.
6. The club will strengthen the bond between parent and child.

Adventurer Classes Adventurer Class Work "The children are to be trained to become missionaries; they must be helped to understand distinctly what they must do to be saved" (Counsels to Parents, Teachers, and Students, page 168). And the best preparation "is the harmonious development of the physical, the mental, and the spiritual powers. It prepares the student for the joy of service in this world and for the higher joy of wider service in the world to come".

"Since both men and women have a part in homemaking, boys as well as girls should gain a knowledge of household duties. To make a bed and put a room in order, to wash dishes, to repair a meal, to wash and prepare his own clothing, is a training that need not make any boy less manly; it will make him happier and more useful. And if girls, in turn, could learn... to use the saw and hammer, as well as the rake and the hoe, they would be better fitted to meet the emergencies of life".

It was from the study of these and other similar passages that the Adventurer classes Busy Bee, Sun-beam, Builder, and Helping Hand—were developed, and all the requirements for these classes are based on this instruction. They include Bible and nature study, the learning of useful and helpful things to do about the home, outdoor activities, first aid, personal and home hygiene, physical fitness, and service to others.

Recently a 5<sup>th</sup> set of curriculum has been added as an optional program for 5 year olds – The Eager Beavers.

For each class the requirements include five tracks:

(A) Basic (or general) requirements, (B) My God, (C) My Self, (D) My Family, (E) My World. The intention of each is to stimulate the interest of the Adventurers in their world. This will lay a strong spiritual foundation in the life of the individual. All this may be achieved in a fun atmosphere created by the family, the church, and

the school working in cooperation. The Adventurer Club, the Church, Sabbath School, and the home work closely together to help the Adventurers complete their class requirements. The club is responsible for teaching the class work, but should work closely with other bodies working for this age group and cooperate and coordinate their efforts. Parents should be directly involved to ensure that requirements are completed at home when necessary and should be willing to participate extensively in club activities thus strengthening their bonds with their children.

Adventurer is NOT a babysitting service. 7 The Family and the Adventurer Club The Adventurer Club exists for the purpose of supporting parents in the task of raising children for Jesus Christ. It does not seek to take over this responsibility for the parents or to exclude the parents from the activities of the children. For this reason, parents are an integral part of the Adventurer program from the MY FAMILY track in the children's class work to the FAMILY track designed especially for parents.

Parents are welcomed and urged to take part in the life of the club. Besides regular parent meetings, they are welcome and valued at club meetings for their companionship, influence, and assistance. Many clubs ask parents to commit themselves to attending and assisting with at least one club meeting per quarter, in addition to the regular parent nights. The Family and the Adventurer Class Work The world of the Adventurer-age child is centered around the family.

In order to change children's lives for God, the cooperation of the parents and family must be enlisted wherever possible. Where the Adventurer class work is taught outside of the home, parents should be made aware of the Adventurer program and its goals from the very beginning. A special parent meeting may be held, or letter sent home, to explain the goals and methods of the Adventurer curriculum.

The MY FAMILY track, in particular, provides parents with an opportunity to take part in helping their children reach the Adventurer goals. Several letters are provided in the Instructor's Manual to introduce parents to specific parts of the Adventurer curriculum. How to Teach an Adventurer Class

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, and how it fits into the overall goal of the Adventurer program.
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?
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 Adventurer requirements for their level, 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 level requirements within the year. Review how much time is available to complete the requirement. Plan what information and skills to present during each period. (Adventurer class time is usually about 30 minutes, with a few minutes for information-giving and the rest of the time spent in active learning.)
6. Plan the class period.
  - a. Catch their interest. Get the children interested in the information 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").

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.