

Class 8A

Adventurer Club Programming and Planning

(60 minutes)

Objective: To provide a background for leaders that will enable them to plan and coordinate a successful Adventurer program.

Yearly Program

Ellen White's counsel to church administrators could also be applied to Adventurer leaders:

"There must be far more personal responsibility, far more thinking and planning, far more mental power brought into the labor put forth of the Master." (*Testimonies to Ministers* p.498.)

Guiding youthful lives toward eternal life is the most important work given to man and should be planned well. You hold in your hands the responsibility of their destiny, so plan your program well. Make your program a balanced program with emphasis on spiritual, physical, mental, and social. A plan needs to be outlined and followed with care. Good programming is one of the most important factors in the successful operation of an Adventurer club. A program with broad objectives should first be developed for the year, and then for the semi-monthly meeting. All the requirements for the pins and awards need to have a designated time slot. With this kind of planning, if an instructor is absent for illness or emergency, the lesson plan is organized, and a substitute may be secured to cover the material. Children's time should not be wasted

Meeting Structure

The club meeting is the foundation upon which the program is built. Meetings should be 90 minutes in length and have a definite starting and ending time. Attendance is mandatory. Worship is an integral part of each meeting. Other elements include: opening and closing exercises, taking the record, classwork and awards, games, and/or physical fitness. The activities in any given meeting should be varied. Do not spend the whole time on one activity.

Sample Schedule:

Opening Exercises and Worship	15 min
General Award time/Attendance	10 min
Physical Fitness	10 min
Award Time	20 min
Game Time	10 min
Class Time	20 min
Closing Exercise/Prayer	5 min

Opening Exercises and Worship (15 min)

Opening exercises are an important part of the structure of the club. It teaches children discipline and attentiveness. The program should begin promptly at the designed time. Children will be taught promptness by beginning not even one minute late. Opening exercises should include:

Opening Prayer
Pledge of Allegiance
Adventurer Pledge and Law
Adventurer Song
Devotional

These elements should be done in a quick and precise manner that will set the tone and pace for the meeting. If drug out, the meeting then will become lethargic.

Basic drill commands, such as attention, and present arms should be used to help Adventurers focus.

General Award time (10 min)

This time is used to teach an award to the whole club on a four-year cycle. During this time the Director take any records or answer any questions from the other staff. Choose an award that has broad appeal. One award can be stretched out over several weeks.

Physical Fitness (10 min)

Trying to accomplish the President's Physical fitness in one day does not give the children any time to practice and improve. If a short segment is included in each meeting, they will be able to improve throughout the year.

Award Time (20 min)

Many of the awards that are required for the pins can be scheduled on two year rotation so that 1st and 2nd graders can take the same class, and 3rd and 4th graders can also be combined. This is extremely important in small clubs where there are few children and fewer staff.

Game Time (10 min)

Children of this age need not to sit for too long at any given time. Getting them out and moving around will help with their concentration for the next class.

Class Time (20 min)

During this time the children will be separated into the four groups for each of the different classes. We have put this at the end of the meeting, so that we might be able to recruit additional staff that may not be able to make it at 4:15. p.m.

Closing Exercise/Prayer (5 min)

Closing exercises brings the children back to the assembly on last time for prayer, a song and any announcements.

Teaching Strategies

Adventurers enjoy working on awards, and they like to display them on their sashes after they have been earned. There are some things that cause enthusiasm to wane. The following suggestions will help in organizing an enthusiastic program of classwork and awards classes.

1. **Definite termination date:** Most classes need to be finished within 1-3 meetings. Adventurers need more immediate recognition of completion than older young people
2. **Make the class work worthwhile:** The classwork must not only be fun but informative and helpful. If the requirements are glossed over lightly the child gets the idea that the award doesn't mean much. If a teacher is unprepared the children will be bored. **Never** come to the class unprepared.
3. **Waiving requirements:** Some of the class requirements may be difficult to do in certain situations. No club should decide to waive a requirement without first talking to the conference Pathfinder/Adventurer director for approval.
4. **Meeting Awards requirements:** The work must be actually performed. Each question and requirement must have been met. Awards are not given on the idea that the person could easily do the requirement. Unlike Pathfinder honors the only way an adult can earn and Adventurer Award is to teach it to an Adventurer or group of Adventurers..

Required Programs

Enrollment: Boys and girls who are in the first grade or 6 year olds that have completed Eager Beaver are eligible to join the Adventurer Club. New members are admitted in the club at the beginning of each new enrollment period. The enrollment program introduces all new parents and children to the entire program of the Adventurer club. Some families may attend enrollment night that would not accept an invitation to church. The program begins on time. It may be held on a regular club night or on the weekend.

Induction: Induction is a special Adventurer service during which club members and their parents are formally dedicated to the Lord. Each child is to have a part in the service, although not all may have speaking parts. Family members and other interested people are invited to attend. An Induction Service is usually held within two months from the time your club has started. If this is a first-year club, then all the Adventurers and staff are inducted into the club. If it is an established club, then just the new Adventurers and staff are inducted. Adventurers like pageantry, so make it as impressive as possible. Keep the program short. At this age, Adventurers have a short attention span and get restless quickly, and we want them to understand the meaning of the program. Adventurers wear their class-A uniform.(dress uniform) During the ceremony the Adventurers will receive their scarf and slide,

Sample Program

1. Play music while getting Adventurers organized.
2. Have Adventurers march in with flags and place them at the edge of the platform. Have the children stand far enough back so their backs will not be to the audience.
3. Salute and pledge allegiance to the American flag. (Children face flag)
4. Repeat the Adventurer Pledge and Law
5. Repeat the Pledge to the Bible (Have one child hold a Bible)
6. Sing the Adventurer theme song.
7. Offer an invocation prayer. (Ask your Pastor to open the meeting)
8. Have children return to their seats.
9. Have a short talk about the meaning of the altar. Tell how Biblical figures such as Isaac, Moses, and Esther dedicated their lives to God, and explain how the Adventurers are going to dedicate ourselves to God and the Adventurer Club.
10. Have the seasoned Adventurers or staff explain the meaning of the Pledge and Law.
11. Ask those children being inducted to come forward with their parents and face the audience. The Adventurer Director will ask them to confirm their dedication to the principles of the Adventurer Club. Then they will be presented with their certificate, scarf and slide.
12. New members then recite the Adventurer Pledge together
13. Director will offer a dedicatory prayer for the new members
14. Take an offering.
15. Children will march out with flags.

Depending on the time of day you choose for your program, some appropriate light refreshments can be served

Investiture: The Investiture service is a time at which the children are given the Adventurer awards and Adventurer Class pins and patches they have earned during the year. It is vitally important that this service be conducted in a dignified manner and in a way that will stir in every heart a desire to do more for the encouragement and salvation of our boys and girls..

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6. Sing the Adventurer theme song.
7. Offer an invocation prayer. (Ask your Pastor to Open the meeting)
8. Have children return to their seats.
9. Recognition of Staff
10. Choose one or a group of Adventurers to have special music.
11. Recognition of Parents.
12. Class Demonstrations
13. Presentation of Awards
14. Have a Bible Skit
15. Presentation of Class Pins
16. Adventurer Charge
17. Take an offering.
18. Children will march out with flags.

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Share-Your Faith: One of the goals of the Adventurer program is to encourage children to share their love of Jesus. Each club must have a Share-Your- Faith outreach. It can be anything that the club chooses. A new club could start with something as simple as a program to a nursing home, to a more established club holding an Evangelic Series. The possibilities are endless.

Church Programs

Adventurer Sabbath: The purpose of an Adventurer Sabbath is to promote church awareness of Adventurer Ministries. It illustrates that, as a church, we recognize the parental responsibilities to “train up a child in the way he/she should go,” (Proverbs 22:6), as well as teach children to love God “with all your heart and with all your soul and with all your strength” (Deuteronomy 6:4) Adventurer Sabbath gives church members a unique opportunity to recognize and support parents. It may include one or more of these activities:

- Children performing through music, skit, or voice
- Sermon geared to children or about positive parenting
- Adventurers involved in meaningful activities such as Scripture reading, storytelling, ushering, greeting, etc.
- Sponsoring the church bulletin, church flowers, etc.

Sample Program Ideas

1. Have Adventurers march in with flags and place them at the edge of the platform. Have the children stand far enough back so their backs will not be to the audience.
2. Salute and pledge allegiance to the American flag. (Children face flag)
3. Repeat the Adventurer Pledge and Law
4. Repeat the Pledge to the Bible (Have one child hold a Bible)
5. Sing the Adventurer theme song.
6. Have a parent and child offer the prayers together.
7. Have a parent and child do the scripture reading together
8. Have Adventurers take up the offering
9. Choose one or a group of Adventurers to have special music.
10. Have a parent and child tell the children’s story together
11. Choose a special sermon topic that relates to the children and club.

In lieu of an Adventurer Sabbath, the Adventurers could take part of the time on the Pathfinder Sabbath, or incorporate some of these ideas into the scheduled Sabbath School Programs.

Sabbath School Programs: The purpose of an Adventurer Sabbath is to promote church awareness, and the Sabbath School time can be used for the same purpose. If a child misses an Induction Service, he/she could receive a scarf in an abbreviated service. Also, in the January program, it is a good time to give the Awards for the first half of the year.

Field Trips: Field trips enhance the Adventurer program, by providing additional learning and recreational activities. Parents are expected to accompany their children on whole club activities, and may be requested to accompany their children on the others as well. There are several types of field trip

1. Total Club Activities
2. Class trips that enrich the curriculum
3. Reward field trips for those who have met the point requirements.

Be sure to plan one or more field trips in each of the above areas.

Conference Events

Fun Day: This can be a conference-wide event or a regional event. It can be run like a small fair at which the clubs display the projects and crafts they have worked on during the year. The activities for the day can include:

1. Opening program
2. Outdoor events in which Adventurers and parents participate
4. Lunch
5. Craft display
6. Closing exercise

Children enjoy take-home items, such as buttons, balloons, etc. This is not a time for inter-club competition but a time to create a feeling of good sportsmanship and camaraderie. (This event is required for “Club of the Year.”

Sample “Fun Day” Activities

- Sack race
- Obstacle course
- Backward race
- Jump rope
- Frisbee toss
- Stilt walking
- Bunny hop
- Softball throw
- Kickball
- Hopscotch
- Crafts

Since this is not an activity that we plan, and it can vary greatly from year to year. Check the Conference calendar for details

Adventurer Rally: This program is another conference planned event. It is usually held on a Sabbath afternoon, in one of the larger churches.

Adventurers wear Class A (Dress Uniforms) for an uplifting Spiritual Service. Check the Conference calendar for current details. This event is required for “Club of the Year”

Family Camp: Another of the Conference required events is Family Camp. This is a week-end that parents must attend with their children. This is not a

camp time for Adventurers and staff. The conference holds this event at Cedar Falls Camp in May or June. The program has time for Spiritual focus, nature appreciation and time for working on bonus awards. Check current calendar for the dates.

“Club of the Year: The Conference recognizes individual clubs for faithful commitment to the Adventurer Program. Points are awarded monthly for club meeting, classwork and awards progress, and other activities. Points are also given for attendance at all Conference events, and required club programs.

Trophies are award to those who achieve a minimum of 230 points.

Promoting the Program to the Church and Community.

We can have the best program in the world, but if no one knows about it, what would be the point. Sometimes word-of-mouth is the best PR you can have, so encourage the parents to tell their friends. Here is a list of some of the other ways we can promote the programs.

- Communication through bulletin announcements and church presentations
- Brochure given to Cradleroll and Kindergarten parents
- Home Visitation
- Witness of Uniforms on the first of each month.
- Vacation Bible School
- Children under one year welcome to attend free of charge.
- Personal Invitation (See current Enrollment Roster and Potential Members)
- Other Ideas