THE HISTORY & PURPOSE AND UNDERSTANDING THE ADVENTURER

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CHESAPEAKE CONFERENCE
ADVENTURER COORDINATOR

Session Objectives

- To develop an awareness of…
  - The mission & uniqueness of the Adventurer Ministry
  - It's relevance to today's families
- Recognize developmental milestones of Adventurer aged children
- use knowledge to shape programing and behavior modification techniques

OVERVIEW

- What is The Adventurer Club?
- Mission, Objectives Purpose
- The Philosophy
- The Basics of the Curriculum
- a Historical review
- Understanding the Adventurer
- Q & A

THE BIBLE SAYS…

As leaders we have an awesome responsibility to ensure we do not lead His sheep astray but instead consistently lead them in His direction

If anyone causes one of these little ones--those who believe in me--to stumble, it would be better for them to have a large millstone hung around their neck and to be drowned in the depths of the sea. **Matthew 18:6**

Train children to live the right way and when they are old, they will not stray from it. **Proverbs 22:6 (NCV)**

Ice breaker

WHAT IS THE ADVENTURER CLUB?

- Scout-like, Faith-based
- for children aged 6–9 years
- Created by the Seventh-day Adventist Church
- Inspired by the Pathfinder Club
- Provides opportunities for parents to Learn & grow with their children
- Enhances natural abilities
- Opens minds to wider world

How We Serve

We Serve…

- An intercultural community
  - pre-K-4th grade
  - parents/care-givers

We Offer…

- instructional curriculum
- family enrichment
- supplementary resources
- volunteer training

OUR MISSION

- **SUPPORT** PARENTS AND CARE-GIVERS
- **FULFILL** THE GOSPEL COMMISSION (MATTHEW 28:18-20)

OUR SUCCESS **DEPENDS ON THE SUPPORT** OF A CONGREGATION STRONG IN MISSION AND EMPOWERED BY THE HOLY SPIRIT.

OBJECTIVES

- develop Christ-like character
- experience joy & satisfaction of Success
- express their love for Jesus
- learn sportsmanship
- strengthen their ability to get along with others
- discover God-given abilities
- discover God's world
- Improve understanding of what makes families strong
- develop parental support
- Provides a meaningful experience that encourages future participation in youth/teens years (future Pathfinders)

Philosophy & Curriculum

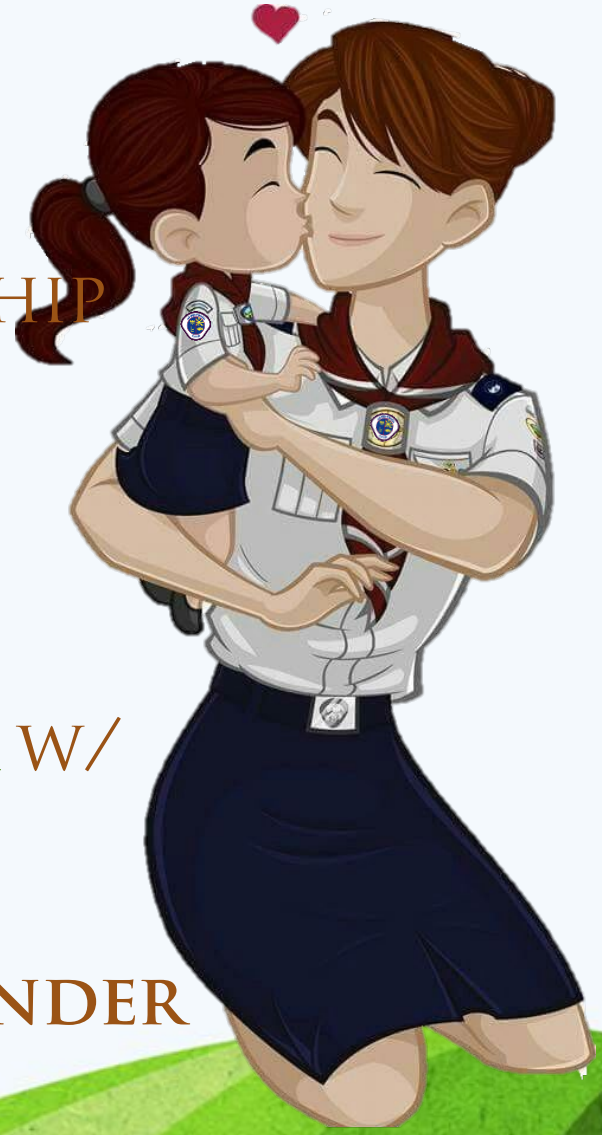
PHILOSOPHY

The Adventurer program was created to assist parents in their important responsibilities as a child's primary teachers and evangelizers. The program aims to strengthen the parent/child relationship and to further the child's development in spiritual, physical, mental and social areas.

Through the Adventurer Program, the church, home and school can work together with the parent to develop a mature, happy child.

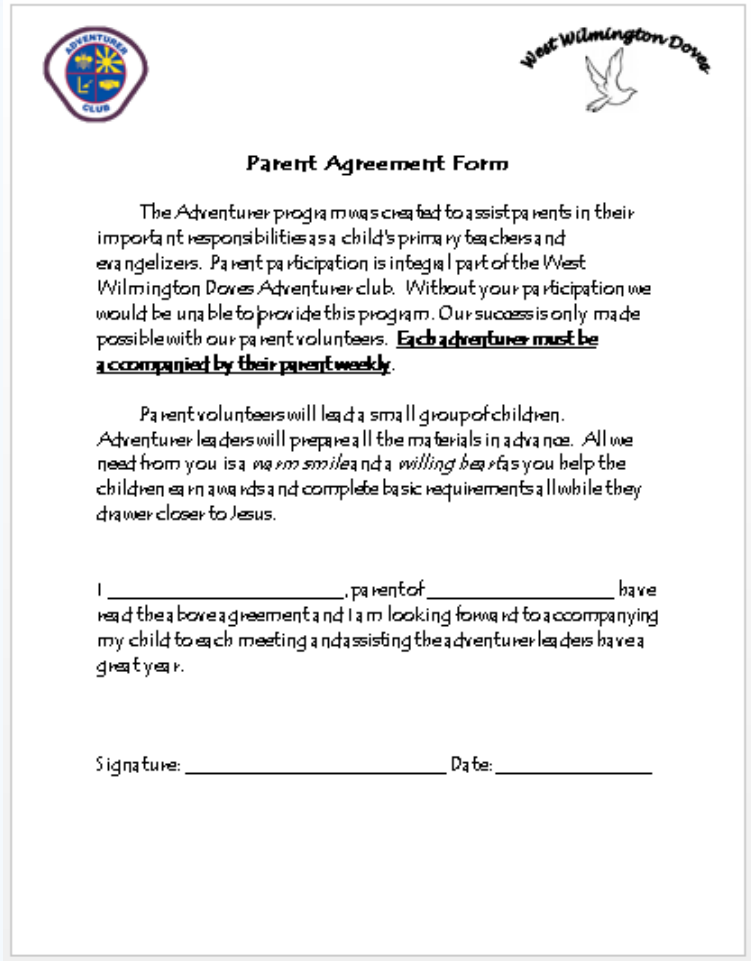
PHILOSOPHY

- Created to **assist** parents
  - as a child's **primary** teachers & evangelizers
- strengthen the **parent/child** relationship
- Further the child's development…
  - strong relationship with the Lord
  - healthy habits
  - healthy thoughts & motives
  - positive peer group
- church, home & school **work together** w/ parent



Take home message:
"family-focus" contrasting with Pathfinder "peer-focus"

PHILOSOPHY & PROGRAMMING



Parent Agreement Form

The Adventurer program was created to assist parents in their important responsibilities as a child's primary teachers and evangelizers. Parent participation is integral part of the West Wilmington Doves Adventurer club. Without your participation we would be unable to provide this program. Our success is only made possible with our parent volunteers. **Each adventurer must be accompanied by their parent weekly**.

Parent volunteers will lead a small group of children. Adventurer leaders will prepare all the materials in advance. All we need from you is a *warm smile* and a *willing heart* as you help the children earn awards and complete basic requirements all while they drawer closer to Jesus.

I _____, parent of _____ have read the above agreement and I am looking forward to accompanying my child to each meeting and assisting the adventurer leaders have a great year.

Signature: _____ Date: _____

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PHILOSOPHY & CURRICULUM

CURRICULUM IS THE **FOUNDATION** OF THE PROGRAM,

- BUILT ON THE BELIEF THAT CHILDREN
  - WILL COMMIT THEIR HEARTS & LIVES TO JESUS CHRIST
  - ACQUIRE HABITS, SKILLS & KNOWLEDGE TO LIVE FOR JESUS TODAY.

CURRICULUM

- Basic Track
- Four Major Tracks
  - My God
  - My Self
  - My Family
  - My World

Through the Years

A Historical Overview

ADVENTURER PLEDGE AND LAW

Because Jesus loves me, I can always do my best

Be obedient
Be pure
Be true
Be kind
Be respectful

Be attentive
Be helpful
Be cheerful
Be thoughtful
Be reverent

Original adventurer song

Adventurers for Jesus, this our earnest prayer.

Adventurers for Jesus, home, at school, at play and everywhere.

We'll tell the world of life in Jesus; He is all our song.

There is all you need in Jesus.

Won't you come along?

ADVENTURER SONG

We are Adventurers,
At home, at school, at play.
We are Adventurers,
We're learning every day
To be honest, kind, and true,
To be like Jesus
through and through!
We are Adventurers!

HISTORY OF THE ADVENTURER CLUB

Adventurer Club roots reach back to the early days of children's ministry in the Seventh-day Adventist Church.

- **1890's** Our Little Friend is published
- **1917** Primary Reading Course developed
- **1930** Introduction Pre-JMV classes (Busy Bee, Sunbeam, Builder, & Helping Hand).
  annual investitures held with JMV investitures.
- **1939** The General Conference endorsed the 4 classes.
- **1957** Primary Treasure is published

HISTORY OF THE ADVENTURER CLUB

- 1972 WA Conf. “Beavers,”
- 1975 North-Eastern Conf.- children’s club concept program
- 1980 “Pre-Pathfinders," "Adventurers," or "Beavers“
- 1988 NAD formalize Adventurers Club. Curriculum
- 1989 Updated curriculum, authorized 4 classes, aligned with school grades,, developed awards, updated guidelines
- 1990 NAD began Pilot Adventurer program

HISTORY OF THE ADVENTURER CLUB

- 1991 GC authorized a global program
  GC expanded - Little Lambs & Eager Beaver
  Names/levels vary (languages and regions).
  South Pacific Division (no native beavers), age 5 "Little Fish"
- 1993 Adventurer Club officially recognized in NAD; Eager Beaver program re-piloted
- 2000 GC voted, Club Director now Church Board member;
  NAD creates a department for Youth Ministries including Adventurers with Pastor James Black as the Director

HISTORY OF THE ADVENTURER CLUB

- 2004 NAD Adventurer Committee Adopts Eager Beaver & Little Lamb
- 2006 Eager Beaver manual is copyrighted; Eager Beaver, & Little Lamb songs adopted & copyrighted by the General Conference
- 2007 Little Lamb manual created and copyrighted
- 2016 Little Lamb & Eager Beavers available worldwide after GC Youth Ministries Global Youth Directors Vote

Where Are We Now?

- NAD adopted six levels and new logo
- Chesapeake Conference
  - Adventurers – original 4 levels
  - Discover – 4 levels
    (include Little Lambs & Eager Beavers).

NAD CURRICULUM

- Levels
  - Little Lamb – age 3-4
  - Eager Beaver – Kindergarten
  - Busy Bee - 1st grade
  - Sunbeam - 2nd grade
  - Builder - 3rd grade
  - Helping Hand - 4th grade

NAD Logo

ADVENTURER CLUB LOGO

The logo is a visual reminder of what the Adventurer Club is all about. The Adventurer Club is a ministry for families that is supported by a strong biblical foundation. All club activities are focused on connecting children and their parents/caregivers to Jesus.

- Focused on Jesus
- Family-centered
- Bible-based

General Conference Logo

- designed to strengthen the family
- Jesus is the center
- recognizes God through his creation

Chesapeake Conference
Logos and Curriculum

- Baby Birds – 0-2
- Little Lambs – 3-4
- Curious Cubs - 4-5
- Eager Beavers – Kindergarten

- Busy Bee - 1st grade
- Sunbeam - 2nd grade
- Builder - 3rd grade
- Helping Hands - 4th grade

Understanding the Adventurer:
Development & discipline

WHAT TO EXPECT

- They LOVE…
  - strenuous activities!
  - creating new things!
  - hearing stories!
- They HAVE…
  - active imaginations
  - growing ability to memorize!
  - variable attention spans
- They CRAVE new experiences
- They are CURIOUS!

Physical Characteristics

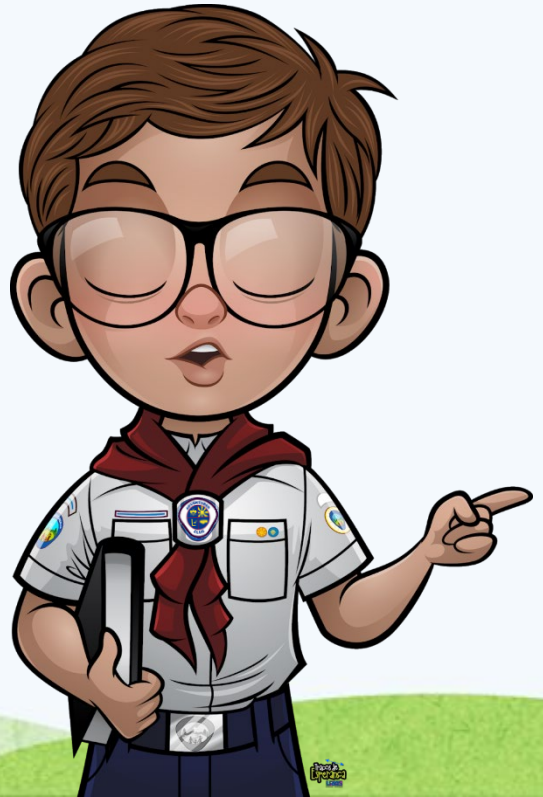
- Boundless energy
- Developing coordination

Mental Characteristics

- Learn by doing
- Curious about EVERYTHING!
- Understand what they see & touch
- Use imagination
- Can memorize easily
- Like variety

Spiritual Characteristics

- learning right from wrong
- motivated more if it's about me!
- soak up Biblical knowledge



Social Characteristics

- learning social skills
- Exercising independence
- Eager for approval
- need success
- can easily get overexcited!
- VERY social

Development

- Eager/excited to learn
- School-age kids flourish socially
- developing stronger friendships
- developing new interests/hobbies
- Increased resistance to instructions
- Defiance/testing limits

Group Activity

How we respond

- Provide physical activity!
- Be PATIENT!
- Get them involved
- Think "hands-on"
- Make stories VIVID
- age-appropriate expectations
- Adapt & tailor to meet their needs

Use visual aids and items they can manipulate

Keep the story moving!

Modify to include movement

Let them choose an activity

Reward good behavior

Discreetly implement behavior modification

DISCIPLINE

- Provides a positive contribution to the child's happiness and well-being.
- helps the child learn self-control & caring for others as a disciple of Jesus
- should include positive & negative consequences.
  - Use negative (Ex. removing a privilege) when rules are broken (safety)

DISCIPLINE

- Model the behavior you want *(Engage TLT's or Pathfinders)*
- Provide a **peaceful, organized** atmosphere
- Be **prepared**
- Set specific, age-appropriate expectations
- Consistently redirect misbehavior

Positive reinforcement

- effective behavior modification technique
- encourages prosocial behaviors
- prevents misbehavior
- encourages & motivates children to be responsible

Examples of Positive Reinforcement

doesn't need to be a tangible item

- Clapping and cheering
- Giving a high five
- Giving a thumbs-up
- Offering a special activity, like playing a game or reading a book together
- Offering praise
- Telling another adult how proud you are of your child's behavior while your child is listening
- giving a child extra privileges or tangible rewards

Schedules of Reinforcement

- Encouraging new behavior/working on a specific skill.
  - Consistently offer positive reinforcement
  - given randomly, behavior is unlikely to change.
- Rewards are Not necessary every time
  - However, (the more often their good behavior is noticed, the better
- Consider providing immediate reinforcement
- Over time, space out your reinforcement.
  - Once skill has been mastered, surprise reinforcement is effective maintenance.
- The more you offer praise, the more motivated a child will be to repeat the behavior.

Connect Rewards to Behavior

- Goal: Teach the child that positive behavior makes good things happen.
- Examples:
  - good sport after loss, earns privilege to choose the next game.
  - shares their toy/playing nicely, earns additional play time
- Connect reinforcement & behavior = makes positive consequence more memorable & effective
- When child chooses the reward they will earn
  - provides ownership & buy-in
  - increases motivation.

Behaviors to Reinforce

- good friend/good sport
- Completing chores
- Immediate Compliance
- Compromising/being flexible
- Handling a disagreement/disappointment without a tantrum
- Helping without complaint
- Playing nicely/quietly
- Putting in a lot of effort on a difficult task
- Showing compassion
- Talking about their feelings
- Using manners
- Waiting patiently

Safety

Each director or counselor must accept the moral obligation of protecting from physical injury those who are under his/her care.

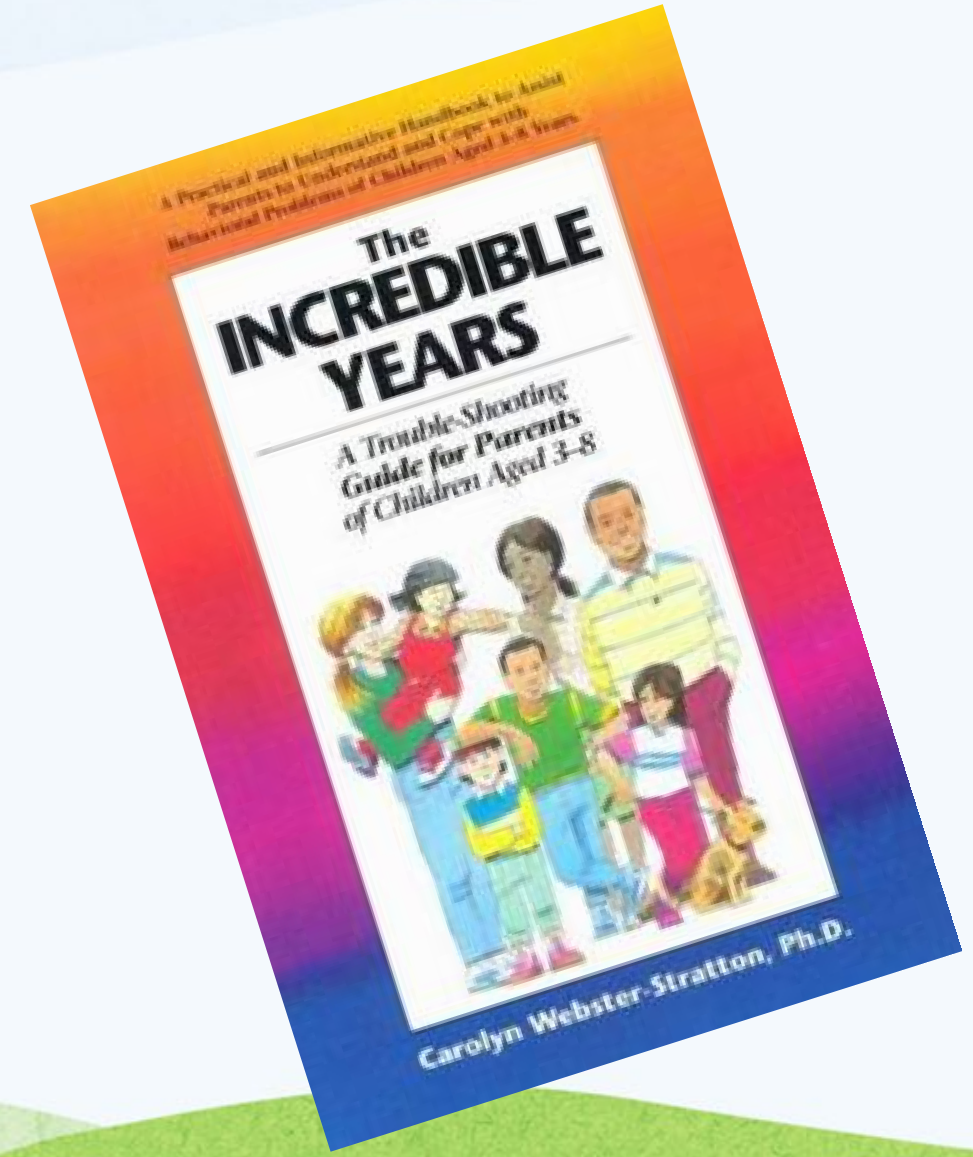
Adventurer leaders must educate themselves to observe and recognize potential hazards.

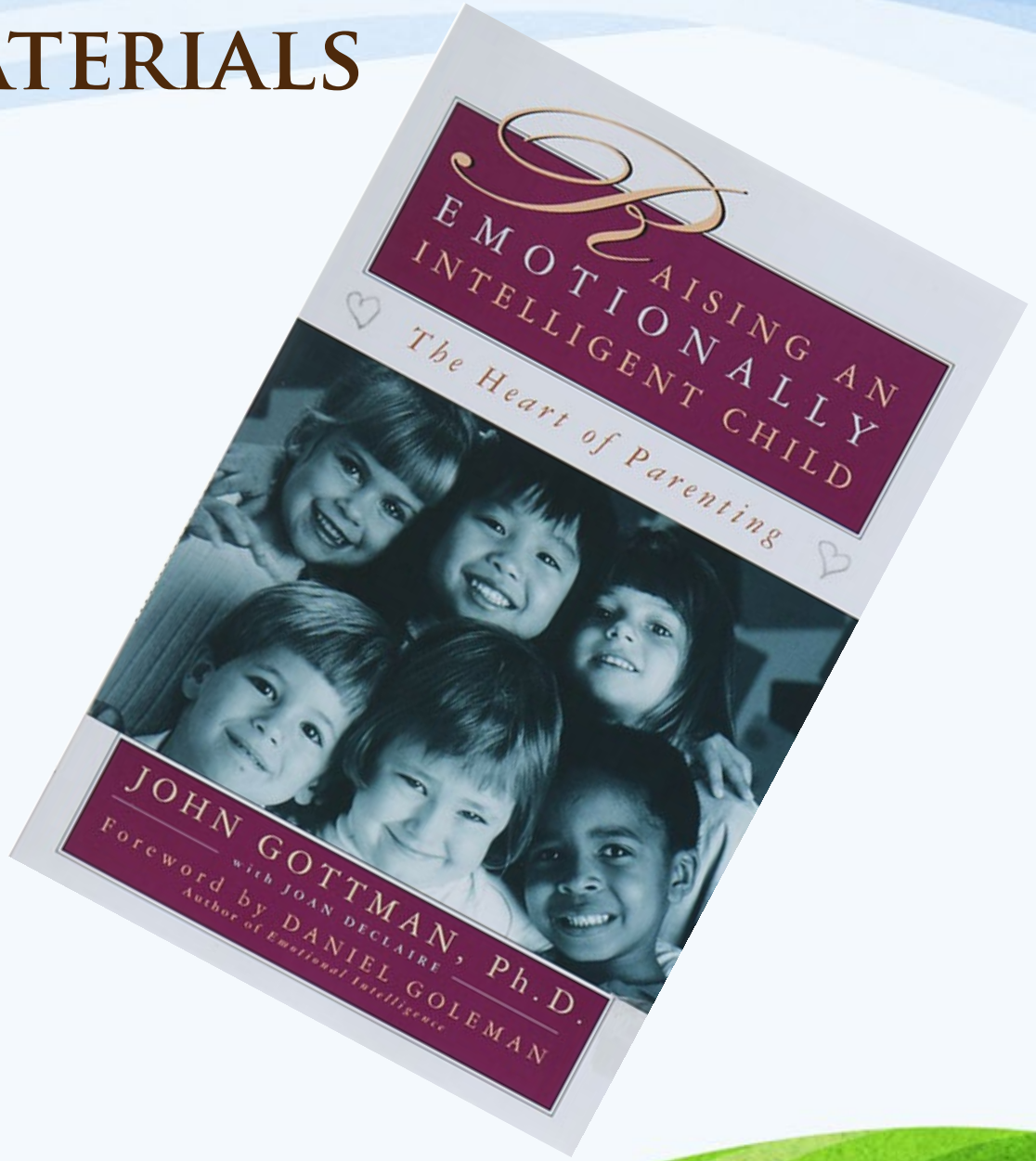
Idea Swap

Club Strategies

- Candles
- Lollipop stand
- Marble Jar
- Identify the positive opposite
- High five reward
- Stop and think

Suggested Reading Materials





Questions, Answers, Discussion

Contact me!

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