

ADVENTURES IN LIVING

A RESOURCE MANUAL FOR FAMILIES AND ADVENTURER CLUBS



**Youth Ministries
South Pacific Division
Department of Church Ministries**



Copyright 1991
General Conference of Seventh-day Adventists
12501 Old Columbia Pike, Silver Spring, MD 20904, USA

Department of Church Ministries, General Conference of Seventh-day Adventists, used by permission.

Re-edited by the South Pacific Division Youth Ministries Committee, October 1992, October 1993.

Note - As the original in this format has the graphics missing from this point on I have copied back in the pages from the web site. N Tew

NOTE TO ADVENTURER LEADERS

This Manual holds the new curriculum devised in North America, and adapted for the South Pacific Division.

The following points will be of assistance:

1. The new program introduces the Adventurer to the following areas:

My God
Myself
My Family
My World

There are two or three requirements in each area, and since the original program was intended to be used in church schools once a week, only one requirement from each area is required to be covered. However if there is time, extra requirements can be done.

2. Included in the program are the new Adventurer Awards for which Award tokens are given.
3. The General Conference has introduced an Adventurer Uniform and the South Pacific Division has adopted some of the uniform. Please note that uniform is not recommended or compulsory, but if your club wishes to go this direction, the uniform voted through the Youth Ministries Committee is included in this manual.
4. Remember that Adventurers is meant to be an enjoyable program that our children will undertake with enthusiasm, wanting to know more about themselves and God.
5. The ideal atmosphere for learning and developing social skills is a relaxed and happy one. The requirements are set as guidelines and are not meant to be an impossible barrier to test the children's ability, or become a competition.
6. Teaching Tips, in the resource section of the manual, is full of ideas. It is not intended that all suggestions be covered. Choose one or two suitable to your club or create your own.
7. A workbook has been provided for each class. Their use is optional. They are provided as loose sheets in a plastic envelope. The pages can be transferred to a ring binder if desired. It is not advisable to staple them together as some pages may need to be sent home. Others are best completed as loose sheets.
8. Remember there are still six years of Pathfinders to follow Adventurers and in no way should the activities of Adventurers detract from the anticipation of the children to become Pathfinders when they reach ten years of age.

This is taken from page 1 of the printed manual

GOALS OF THE ADVENTURER CLUB

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 in their role as collaborators with Christ for their children.
5. Church will accept its responsibility by providing staff and facilities for this program.

ADVENTURER PLEDGE AND LAW

PLEDGE

Because Jesus loves me, I can always do my best.

LAW

- Be obedient
- Be pure
- Be true
- Be kind
- Be respectful
- Be attentive
- Be helpful
- Be cheerful
- Be thoughtful
- Be reverent

This is taken from pages 2 - 3 of the printed manual

UNIFORM

The following optional uniform has been adopted in the South Pacific Division for those Adventurer groups who wish to wear uniform. For the clubs who do not wish to go into uniform, the current wearing of the scarf over casual clothes will apply. The Award Tokens will be attached to the scarf.

The Adventurer Scarf and Insignia and Award Tokens, as well as the woggle and badges will be available through the ABC or Youth Ministries Office of the local conference. Any other parts of the uniform which a club chooses to adopt, including the sash, should be made and supplied by the club.

For boys and girls:

GIRLS	Navy Blue Bottoms (skirt, slacks, track suit, shorts etc) White Top (blouse, T-shirt etc)
BOYS	Navy Blue Bottoms (pants, slacks, track suit, shorts etc) White Top (shirt, T-shirt etc)
BOYS/GIRLS	Black Shoes (club option) Navy Blue or White Socks (club option)
SCARF	Green scarf worn with an Adventurer woggle
SASH	Navy Blue and a club optional part of the uniform (clubs to make their own sash if chosen as part of their club uniform)

For staff:

LADIES	Navy Blue Bottoms ((A-Line skirt, slacks, etc) White Top (blouse, T-shirt etc)
MEN	Navy Blue Bottoms (pants, slacks, etc) White Top (shirt, T-shirt etc)
MEN\LADIES	Black shoes (club option) Black belt Navy Blue Tie (optional-uniform within club)
SCARF	Green scarf worn with an Adventurer woggle
SASH	Navy blue and a club optional part of the uniform (clubs to make their own sash if chosen as part of their club uniform)

INSIGNIA

Adventurer Badges Worn on the scarf (or placed on the uniform shirt\blouse pocket)

Award Tokens To be worn on the scarf (or on the sash if the club chooses this option)

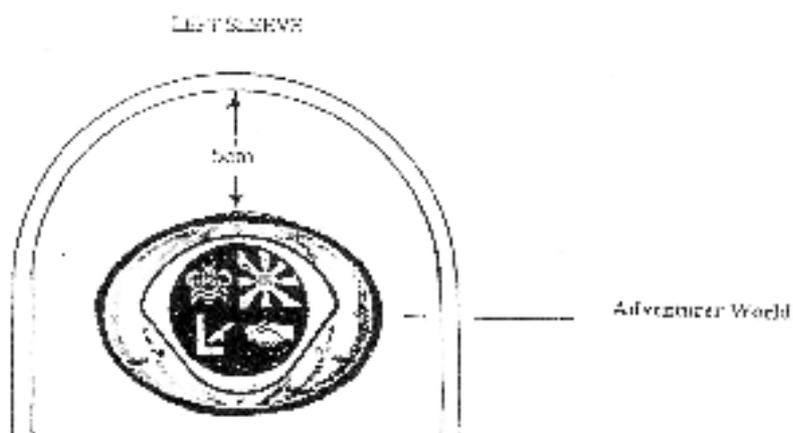
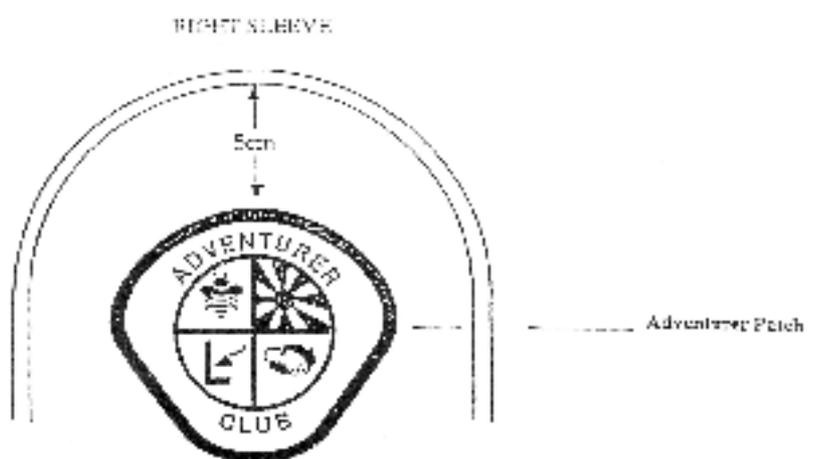
The following insignia are worn on the shirt\blouse:

Adventurer Patch 5cm from the top of the Right Sleeve

Adventurer World 5cm from the top of the Left Sleeve

POSITION OF INSIGNIA

In both cases the top of the patch is to be 5 cm (50 mm) below the top of the sleeve.



This is taken from pages 3 - 5 of the printed manual.

ADVENTURER REGISTRATION FORM

NAME _____ Date _____

Address _____

Home phone _____ Emergency number _____

Grade _____ Age _____ Date of Birth _____

Tick classes in which you have been invested:

Busy Bee Sunbeam Builder Helping Hand

I, _____(name) would like to join the

_____ (club name) Adventurer Club. I will attend club meetings, activities, field trips and other club activities and obey club guidelines. I will be cheerful, helpful, honest, kind and courteous.

_____ (Signature of Adventurer)

APPROVAL/CONSENT OF PARENT/GUARDIAN

As parent/guardian, I understand that the Adventurer program is an active one which includes many opportunities for service, adventure, fun and learning. I will support the program by:

1. Encouraging my Adventurer to take an active part in all club meetings and functions.
2. Attending events to which parents are invited.
3. Assisting club leaders by serving as a helper when needed.
4. Not holding any individual staff member liable in the event of an accidental injury.
5. Giving permission for the above-named Adventurer to attend Adventurer activities.

_____ (Signature of parent/guardian)

_____ (parent's address)

_____ (home phone) _____ (work phone)

STAFF ORGANISATIONAL MEETINGS

PLAN AND DEVELOP LOCAL ADVENTURER CLUB GOALS

1. Involve Adventurer Club in nurture and outreach ministries.
2. Schedule an Adventurer Club Investiture.
3. Schedule parent and club outings.
4. Teach Adventurer curriculum.

REVIEW ADVENTURER OBJECTIVES

A careful analysis of objectives will aid the staff as they begin the planning process that will lead to success in working with Adventurers. Take time to review goals and discuss each one in view of your local club needs.

GUIDELINES TO KEEP IN MIND

1. Club programming must not bring unnecessary pressure on the family, club members or staff.
2. Undue stress should not be brought on the child.
3. Keep the programs as family-oriented as possible and as simple as possible.
4. Plan the program to suit the developmental needs and abilities of the child.

This is taken from page 7 of the printed manual.

UNDERSTANDING ADVENTURER-AGE CHILDREN

HOW THEY BEHAVE

- They enjoy strenuous activity
- They love to create
- They possess active imaginations and a growing ability to memorise
- They have variable attention spans
- They delight in stories
- They are readily disciplined
- They crave experiences that satisfy

WHY THEY BEHAVE THAT WAY

At this age, growth slows. Anything involving activity will capture their interest. Large assignments discourage them. If there is room to run, they won't walk. They work hard and play hard, but their energy is not limitless. They often overdo it and become exhausted and cranky. They like work that they can turn into play.

They enjoy putting things together and making useful stuff. Because their muscular coordination is still developing, they need practice with their smaller muscles. They think it is fun to convey an idea or feeling by drawing a picture or telling a story. They don't have patience for details.

They are developing increasing sensory perception. They are more aware of details. They find it easier to visualise objects that are not present. They find it easier to imagine what could happen in a certain situation. They are able to put themselves in someone else's shoes. Memorisation comes easily.

Their average attention span is one or two minutes, with their attention shifting rapidly from place to place. However, when they are interested in a specific activity, they may stick with it for ten minutes to an hour.

They are attracted to stories with a satisfying plot. Boys find outdoor activities and wild animal stories especially appealing. Girls like stories about children and family experiences. Girls also enjoy stories that employ conversation and repetition.

Experts say this may be the best age for cooperation with adults - when conditions are favourable. They need to feel they have some freedom of choice. When basic needs are not met, they revolt. They are confused by inconsistency.

They are frustrated when they are not able to carry out a natural tendency, for example, the need to move after sitting for too long. They are irritated by failure in any project. They desperately seek approval from people they respect. They resent interference when they are involved in something interesting.

HOW TO HANDLE THEM

Provide plenty of opportunity for physical activity. Be patient when they run instead of walking. Be sure that pre-session activities involve lots of action, such as sand table projects or performances of Bible stories. Get them involved in arranging the chairs and passing out materials. Include activity within the regular Adventurer program.

It is difficult for Adventurers to use their small muscles for a long period. The best projects are easy for them and can be finished quickly. Don't ask them to provide details. The Awards should be able to be completed in two or three sessions. Don't make the requirements so impossible that they lose interest and heart! They enjoy paper projects and modelling clay.

Make your stories vivid with details that will stimulate their imaginations and help them internalise sights or sound. Mention the swish of the fishing nets, the type of sling-shot, the colour of clothing.

They need at least three different changes in activity during club time: Bible stories, discussion, physical activity, suggested action, worship, learning. They are unable to give sustained concentration to non-action tasks.

Keep the story moving. Don't let the action get bogged down by non-essential details. Try to make the people and their situation real to the children. Be sure to include conversation.

Whenever possible, let them choose an activity. Make it obvious that you like them and respect their ideas. Provide plenty of personal attention. Supply "jobs" that will interest them and make them feel important. Try to reward good behaviour rather than punish wrong behaviour. Never strike a child, or belittle them for their inappropriate behaviour. Take them away from the group for private counselling.

Allow them to complete projects they are eager to do. Always keep in mind their physical needs. Be lavish in your approval for actions, answers, or work. Simplify your requirements so every child in the class can succeed. Provide opportunities to earn rewards for good work.

HOW TO TEACH THEM

Show them how to use their energy for God. Teach them to help others. Suggest simple tasks they can complete, such as inviting friends to Adventurer club and Sabbath School, or mailing get well cards. Their projects should have a purpose and be of some practical use. They want to make objects they can keep or give as gifts. The activities should be associated with the program goals.

Present stories in such a way that the Adventurers are able to put themselves in the place of the character. Ask them to imagine what they would do in that situation. Their imaginations are useful in helping them work out such problems. Although memory work is important and relatively easy at this age, encourage children to think through ideas. They need to understand what they memorise.

Give your programs variety: tell stories, use visual aids, ask questions. Use action verbs in your story-telling. Make sure the activities also teach something. Provide opportunities for movement by letting them stand to answer questions etc.

Make abstract ideas understandable through the use of stories. Bring Bible and story characters to life so the children will follow their right example. Relate truth to their every day life by making it personal. They are able to accept ideas, but need help in applying them to their own lives and actions. Share your own faith journey with them. Teach God's plan of salvation and help the Adventurers feel confident in God's love. Explain the reasons behind the rules for behaviour or the use of project materials - and the reasons behind God's rules found in the Bible.

Teach the children that God is pleased by their trust in Him and their obedience. Instil in them a desire to choose His way in all areas of their lives. Above all, help them to learn to love God, as their Personal Saviour.

This is taken from pages 8 - 10 of the printed manual.

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 the children** in your particular situation. Find out what information and experiences the children will need in order to complete the requirement. What will they be interested in?
4. **Invite the parents.** Let parents know and be familiar with the requirements and how they may assist.
5. **Schedule your class work.** From your yearly timetable, 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, discussions, demonstrations etc. (5 minutes)
 - c. Practice. Use a variety of active, dramatic and artistic experiences to make the learning successful and fun 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, book and audio visual 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 interests and happiness. His instruction was so direct, His illustrations were so appropriate, His words so sympathetic and cheerful, that His hearers were charmed" (*Ministry of Healing, p 24*).
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. Make notes at the end of each class requirement on what worked and improvements to help with the following year's program.

This is taken from pages 11- 12 of the printed manual.

ADVENTURER CLASSES

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, p 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 joy of wider service in the world to come" (*Education, p 13*).

"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 prepare 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" (*Education, pp 215-217*).

It was from the study of these and other similar passages that the Adventurer classes - Busy Bee, Sunbeam, 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.

The Adventurer Club, the church, the 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 required.

The Adventurer club exists for the purpose of supporting parents in their 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 welcome 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 centred around the family. In order to direct children's lives to 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 parents' meeting may be held, or letters 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.

This is taken from pages 12 - 13 of the printed manual.

ADVENTURER CLASS CURRICULUM AND REQUIREMENTS

The Adventurer curriculum focuses upon the four different aspects of the child's world which are listed below.
Each of these five tracks is further divided into separate components. The goals and concepts to be covered are also listed on this page.

TRACKS	THE GOAL OF EACH TRACK	MAJOR COMPONENTS OF EACH TRACK	CONCEPTS INCLUDED IN EACH COMPONENT
BASIC	To ensure that the children have the background necessary to receive maximum benefit from the adventurer program.	I. Responsibility II. Reinforcement	I. Commitment to the common goals of the group II. Introduction and review of the Adventurer concepts through reading
MY GOD	To facilitate the development of a growing and fruitful relationship between the child and Jesus Christ.	I. His Plan to Save Me II. His Message to Me III. His Power in My Life	I. God's love, sin and forgiveness, conversion, obedience II. Memory verses, Bible books, using and trusting the Bible III. Prayer, Bible study, witness, living for Christ
MYSELF	To enhance the children's care and appreciation for the individuals God created them to be.	I. I Am Special II. I Can Make Wise Choices III. I Can Care for My Body	I. Uniqueness and value of each person, responsibility for service, talents II. Feelings, values, decision-making, media III. Health, fitness, anatomy, temperance, sexuality
MY FAMILY	To empower the children to be happy and productive members of the families God gave them.	I. I Have a Family II. Families Care for Each Other III. My Family Helps me Care for Myself	I. Uniqueness of families, family changes, roles and responsibilities II. Authority and respect, appreciation, family activities III. Safety, stewardship, indoor skills, outdoor skills
MY WORLD	To enable the children to encounter God's world with confidence and compassion.	I. The World of Friends II. The World of Other People III. The World of Nature	I. Social skills, courtesy, prejudice, peer pressure II. Serving the church, community, country, world III. God and nature, nature study, nature recreation, concern for the environment

BASIC - REQUIREMENTS

BUSY BEE-6 Years/Grade 1	SUNBEAM-7 Years/Grade 2	BUILDER-8 Years/Grade 3	HELPING HAND-9 Years/Grade 4
RESPONSIBILITY			
Repeat from memory and accept the Adventurer Pledge	Repeat from memory and accept the Adventurer Law	A. Repeat from memory the Adventurer Pledge and Law B. Explain the Pledge	A. Repeat from memory the Adventurer Pledge and Law B. Explain the Law
REINFORCEMENT			
Obtain the Busy Bee Reading Certificate by reading or listening to, either the Book club selection from the ABC or two books from the five topics listed in the resource manual.	Obtain the Sunbeam Reading Certificate by reading or listening to, either the Book club selection from the ABC or two books from the five topics listed in the resource manual.	Obtain the Builder Reading Certificate by reading or listening to, either the Book club selection from the ABC or two books from the five topics listed in the resource manual.	Obtain the Helping Hand Reading Certificate by reading or listening to, either the Book club selection from the ABC or two books from the four topics listed in the resource manual.

RESPONSIBILITY

Upon completion of the Adventurer requirements the children will:

Know: the meaning and purpose of the Adventurer Pledge and Law,

Feel: a sense of determination to make the Pledge and Law a part of their lives, and

Act: to live by these principles.

REINFORCEMENT

Upon completion of the Adventurer requirements the children will:

Know: and understand more about their god, themselves, their families, and their world,

Feel: the value and joy of reading, and

Act: by continuing to use books for knowledge and pleasure.

MY GOD - REQUIREMENTS

BUSY BEE	SUNBEAM	BUILDER	HELPING HAND
Choose and complete at least 1 section			
I. HIS PLAN TO SAVE			
<p>A. Create a story chart showing the order in which these events took place:</p> <ul style="list-style-type: none"> * Creation * Sin and sadness begin * Jesus cares for me today * Jesus comes again * Heaven <p>B. Draw a picture or tell about one of the stories above to show someone how much Jesus cares for you.</p>	<p>A. Create a story chart showing Jesus':</p> <ul style="list-style-type: none"> * Birth * Life * Death * Resurrection <p>B. Make a mural or tell about one of the stories above to show someone the joy of being saved by Jesus.</p>	<p>A. Create a story chart showing the order in which these stories took place:</p> <ul style="list-style-type: none"> * Paul * Martin Luther * Ellen White * Yourself <p>B. Plan a skit or newspaper story about one of the stories above to show someone how to give one's life to Jesus.</p>	<p>A. Create a story chart showing the order in which these stories took place:</p> <ul style="list-style-type: none"> * Noah * Abraham * Moses * David * Daniel <p>B. Make a diorama, poem or song about one of the stories above to show someone how to live for God.</p>

BUSY BEE	SUNBEAM	BUILDER	HELPING HAND
II. HIS MESSAGE TO ME			
Earn the Bible I Adventurer Award	A. Explain two Bible verses about being saved by Jesus: * Matthew 22:37-39 * 1 John 1:9 * Isaiah 1:18 * Romans 6:23 B. Name the two major parts of the Bible and name the four gospels. C. Earn the Friend of Jesus Adventurer Award	Earn the Bible II Adventurer Award	Find, memorise and explain three Bible verses about living for Jesus: * Exodus 20:11-17 * Philippians 2:13 * Philippians 4:13 * 1 John 2:1,2 * Jude 24
III. HIS POWER IN MY LIFE			
A. Spend a regular quiet time with Jesus to talk with Him and learn about Him. B. Ask three people why they pray.	A. Spend a regular quiet time with Jesus to talk with Him and learn about Him. B. Ask three people why they study the Bible.	A. Spend a regular quiet time with Jesus to talk with Him and learn about Him. B. Ask three people why they are glad to belong to Jesus.	A. Spend a regular time with Jesus to talk with Him and learn about Him. B. Work with an adult to choose one thing in your life that you would like to improve. With Jesus' help, pray, plan and work together to reach your goal.

HIS PLAN TO SAVE US

Upon completion of the Adventurer requirements the children will:

Know: the broad outlines of God's plan of salvation and how to experience this gift personally,

Feel: the assurance of God's love and salvation which produces joyful praise and a strong determination to live for Him, and

Act: by accepting Jesus Christ's gift of forgiveness and new life.

HIS MESSAGE TO US

Upon completion of the Adventurer requirements the children will:

Know: how to learn of God's love and His plan for us through history and the Bible,

Feel: the desire and confidence to come closer to God through studying the Bible, and

Act: by studying the Bible regularly, easily and with understanding.

HIS POWER IN OUR LIVES

Upon completion of the Adventurer requirements the children will:

Know: how to build a growing relationship with God,

Feel: the joy which comes from living for Him, and a determination to persevere, and

Act: by spending a quiet time with God and growing more like Him every day.

MY SELF- REQUIREMENTS

BUSY BEE	SUNBEAM	BUILDER	HELPING HAND
Choose and complete at least 1 section			
I. I AM SPECIAL			
<p>Make a booklet showing different people who care for you as Jesus would.</p>	<p>Make a tracing of yourself. Decorate it with pictures and words which tell good things about you.</p>	<p>Put together a scrapbook, poster or collage showing some things you can do, to serve God and others.</p>	<p>A. List some special interests and abilities God has given you.</p> <p>B. Demonstrate and share your talent by earning one of the Adventurer awards that allow expressions of personal talent.</p>
II. I CAN MAKE WISE CHOICES			
<p>Name at least four different feelings. Play the Feelings Game.</p>	<p>Play the "What If?" Game.</p>	<p>Earn the Media Critic Adventurer Award.</p>	<p>A. Learn the steps of good decision-making.</p> <p>B. Use them to solve two real-life problems.</p>
III. I CAN CARE FOR MY BODY			
<p>Earn the Health Specialist Adventurer Award.</p>	<p>Earn the Fitness Fun Adventurer Award.</p>	<p>Earn the Temperance Adventurer Award.</p>	<p>Earn the Hygiene Adventurer Award.</p>

I AM SPECIAL

Upon completion of the Adventurer requirements the children will:

Know: that God created each person in a special way for a special purpose,

Feel: the assurance of their own unique value as children and co-workers of God, and

Act: by discovering some of their own special strengths striving to improve them; by recognising their weaknesses and striving to effect change.

I CAN MAKE WISE CHOICES

Upon completion of the Adventurer requirements the children will:

Know: the basic principles of wise decision-making,

Feel: the value of determining their own happiness and success by making wise choices in Christ, and

Act: by using decision-making skills to make choices in everyday life.

I CAN CARE FOR MY BODY

Upon completion of the Adventurer requirements the children will:

Know: God's guidelines for a happy healthy body, and why they're necessary,

Feel: the importance and value of good health, and

Act: by choosing to follow the basic principles of health so that they become life-long habits.

MY FAMILY- REQUIREMENTS

BUSY BEE	SUNBEAM	BUILDER	HELPING HAND
Choose and complete at least 1 section			
I. I HAVE A FAMILY			
Draw or cut out a picture showing something special about each member of your family.	Ask each member of your family to tell some of their favourite memories.	A. Share one way your family has changed. Tell how you felt and what you did. B. Find a story in the Bible about a family like yours.	Make a family flag or banner. Collect stories or photographs about your family history.
II. FAMILIES CARE FOR EACH OTHER			
A. Discover what the fifth commandment (Exodus 20:12) tells you about families. B. Act out three ways you can honour your family.	Show how Jesus can help you deal with disagreements. Use: * Puppets * Role playing * Other	Play "The Love Game."	Help plan a special family worship, family night or family outing.
III. MY FAMILY HELPS ME CARE FOR MYSELF			
Earn the Safety Specialist Adventurer Award.	Earn the Road Safety Adventurer Award.	Earn the Wise Steward Adventurer Award.	Earn an Adventurer Award, not previously earned, in one of the following areas: * Crafts * Indoor skills * Outdoor skills

I HAVE A FAMILY

Upon completion of the Adventurer requirements the children will:

Know: that God made each family for a special reason and that each member has a part to play,

Feel: appreciative of their own families and comfortable with their role in them, and

Act: by responsibly performing their own roles in the family.

FAMILIES CARE FOR EACH OTHER

Upon completion of the Adventurer requirements the children will:

Know: what family members must do in order to live, work and play together happily for God's glory,

Feel: a growing love for family members and ease in communicating with them, and

Act: by working to enhance positive relationships with each member of the family.

MY FAMILY HELPS ME CARE FOR MYSELF

Upon completion of the Adventurer requirements the children will:

Know: the skills needed for the independence appropriate to their age level,

Feel: confidence and fulfilment in their growing ability to manage their own lives with Jesus' help, and

Act: by regularly practicing their growing independence skills.

MY WORLD - REQUIREMENTS

BUSY BEE	SUNBEAM	BUILDER	HELPING HAND
Choose and complete at least 1 section			
I. THE WORLD OF FRIENDS			
Tell how you can be a good friend. Use one of the following: * Role playing * Puppets * Other	Earn the Courtesy Adventurer Award.	A. Make friends with a person who has a handicap or a person of another culture, or generation. B. Invite that person to a family or church event.	Earn the Caring Friend Adventurer Award.
II. THE WORLD OF OTHER PEOPLE			
Tell about the work people do in your church. Find a way to help.	A. Explore your neighbourhood. List things that are good and things you could help make better. B. From your list, choose ways and spend time making your neighbourhood better.	A. Know and explain your national anthem and flag. B. Name your country's capital and the leader of your country.	Choose a world culture to study. Find a way to share Jesus' love with some of the people of that culture.
III. THE WORLD OF NATURE			
Earn the Friend of Animals Adventurer Award.	Earn the Friend of Nature Adventurer Award.	Earn an Adventurer Award for nature, not previously earned.	Earn the Environmentalist Adventurer Award.

THE WORLD OF FRIENDS

Upon completion of the Adventurer requirements the children will:

Know: how to develop and participate in friendships in a positive way,

Feel: a confidence in dealing with social situations which will enable them to act with compassion and courage, and

Act: to enjoy fulfilling friendships by applying Christian social skills.

THE WORLD OF OTHER PEOPLE

Upon completion of the Adventurer requirements the children will:

Know: that they are a part of the wide variety of people and groups in God's world,

Feel: a respect and compassion for individuals and groups, and

Act: wisely to become a model of God's love and plan for His people.

THE WORLD OF NATURE

Upon completion of the Adventurer requirements the children will:

Know: some of the special things which God's creation has to offer,

Feel: an appreciation and concern for the natural world, and

Act: wisely to enjoy and care for nature.

This is taken from pages 14 - 26 of the printed manual.