

An illustration of a young Girl Scout with short brown hair, wearing a white shirt with a neckerchief and a dark blue skirt, standing with her arms crossed on a green hill. To her left is a green tree, and above it is a small red bird. The background features rolling green hills and a blue sky with white clouds.

# THE HISTORY & PURPOSE AND UNDERSTANDING THE ADVENTURER

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# 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. **Matt. 18:6 NIV**





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)

# QUESTIONS & COMMENTS



A stylized landscape illustration featuring rolling green hills in the foreground, a small tree with a brown trunk and purple and pink foliage on the left, and blue and white wavy bands representing hills or clouds in the background.

# Philosophy & Curriculum



# 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 & 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






# QUESTIONS & COMMENTS



# Through the Years

A Historical Overview



This is how it  
all began

# ADVENTURER PLEDGE AND LAW

Pledge: Because Jesus loves me, I can always do my best

Law: Jesus can help me to:

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
- New Jersey 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





# QUESTIONS & COMMENTS



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# **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

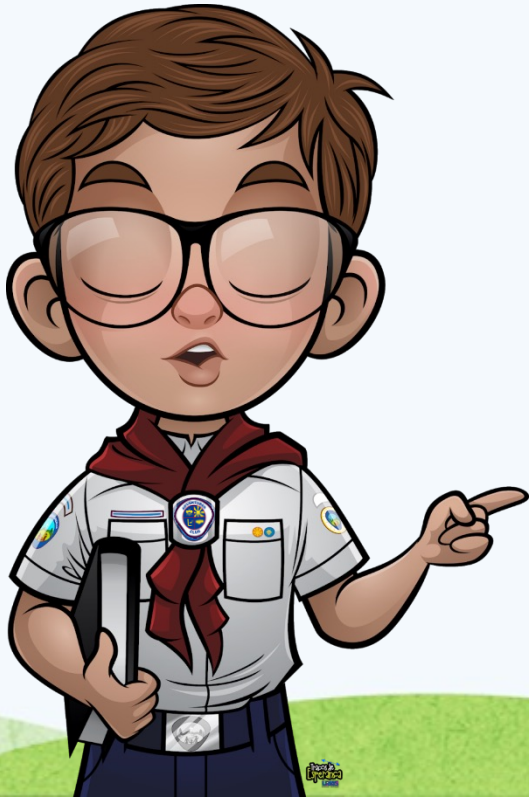
# Mental Characteristics

- 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





# 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.





# Questions, Answers, Discussion



# Club Strategies

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

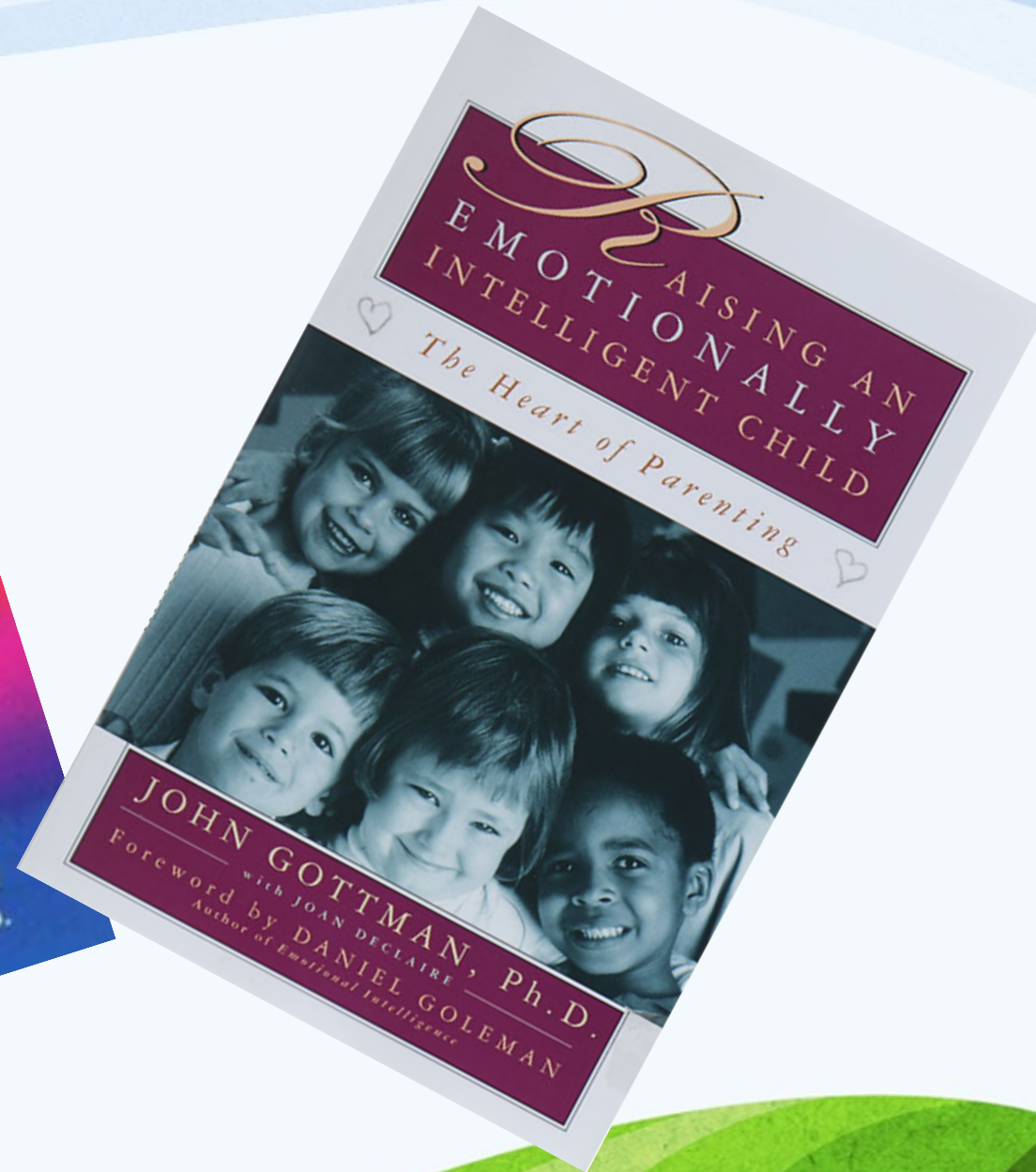
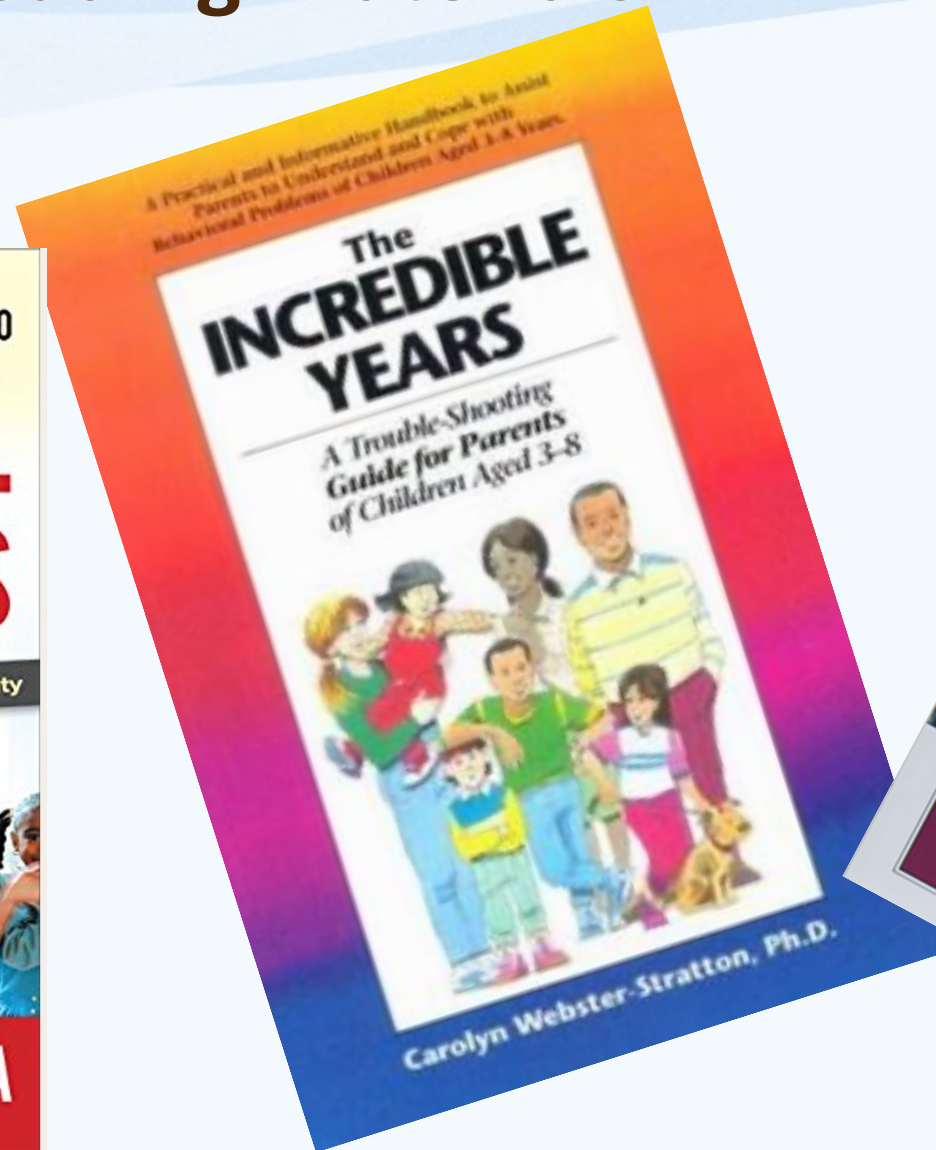
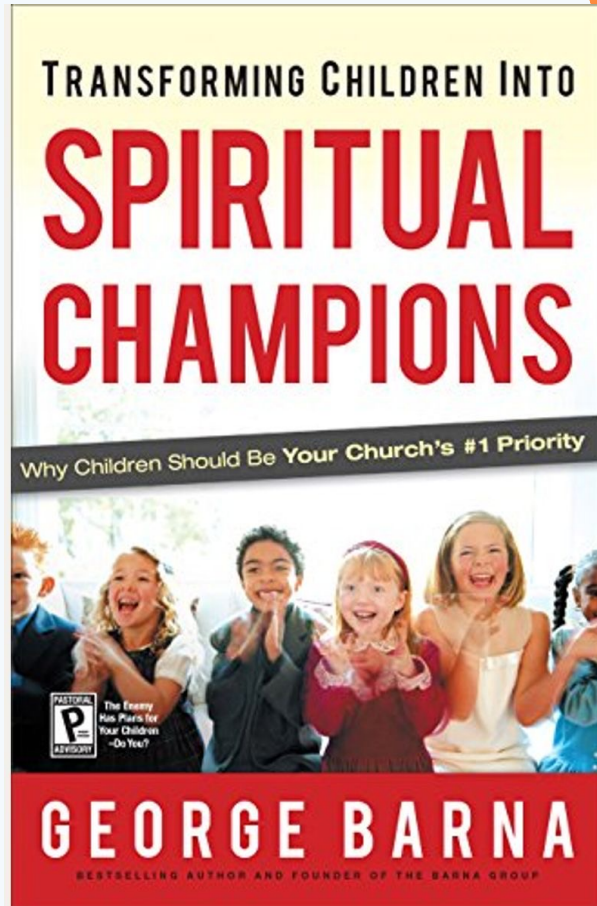


# Idea Swap






# Suggested Reading Materials





# Questions, Answers, Discussion





When we pray,  
God hears more  
than we say,  
answers more than  
we ask,  
gives more than  
we imagine...  
in HIS own time  
and HIS own way.

CLOSING  
PRAYER

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