



# PATHFINDER AND ADVENTURER MINISTRY

## HISTORY, PURPOSE, AND PROGRAMS



# PATHFINDER AND ADVENTURER MINISTRY

## PURPOSE AND PHILOSOPHY OF PATHFINDERING



# WHY DO PATHFINDERS?

## Objective

To develop an awareness of the purpose and uniqueness of the Pathfinder and Adventurer ministry.



# WHY DO PATHFINDERS?

Pathfinder and Adventurer Clubs are Church-centred spiritual and recreational programs for young people aged 4-15, dedicated to their development of social, physical, mental and spiritual elements.



PATHFINDERS

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The Pathfinder and Adventurer Clubs are Church-centred 'partnership' spiritual and recreational programs for young people aged 4-15, dedicated to their development of social, physical, mental and spiritual elements.



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The Adventurer Club is designed to strengthen parent-child relationships by providing specialized weekly activities tuned into the wholistic needs of this age group while simultaneously support care-givers in leading and encouraging their children in a growing, joyful love relationship with Jesus





# ELEMENTS OF PATHFINDERING

- Help the youth to understand that God loves, cares, and appreciate them
- Encourage youth to discover their own God given potential
- Inspire young people to give personal expression of their love for God
- Make the Personal Salvation of each young person the priority of the club
- Build into the child's life a healthy appreciation and love for God's creation
- Teach skills and hobbies that will make their lives more satisfying and occupy their time with profitable accomplishments
- Encourage young people to be physically fit
- Provide opportunities to develop leadership skills



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# QUIZ

What 4 elements in a young person are Pathfinder and Adventurer Clubs geared to?



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# QUIZ

What 4 elements in a young person are Pathfinder and Adventurer Clubs geared to?

Social, physical, mental and spiritual



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# QUIZ

What is the age group of Adventurers?



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# QUIZ

What is the Age Group of Adventurers?

4 - 9 Years Old



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# QUIZ

Name One Element that covers the Pathfinder and Adventurer Program?



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# ELEMENTS OF PATHFINDERING

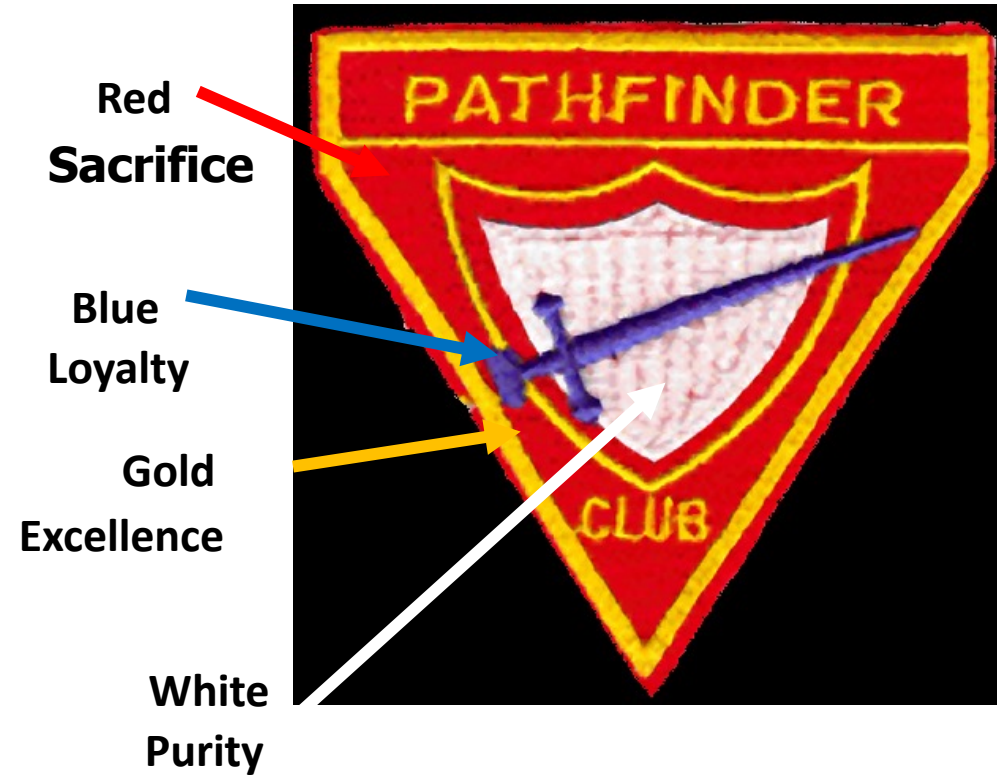
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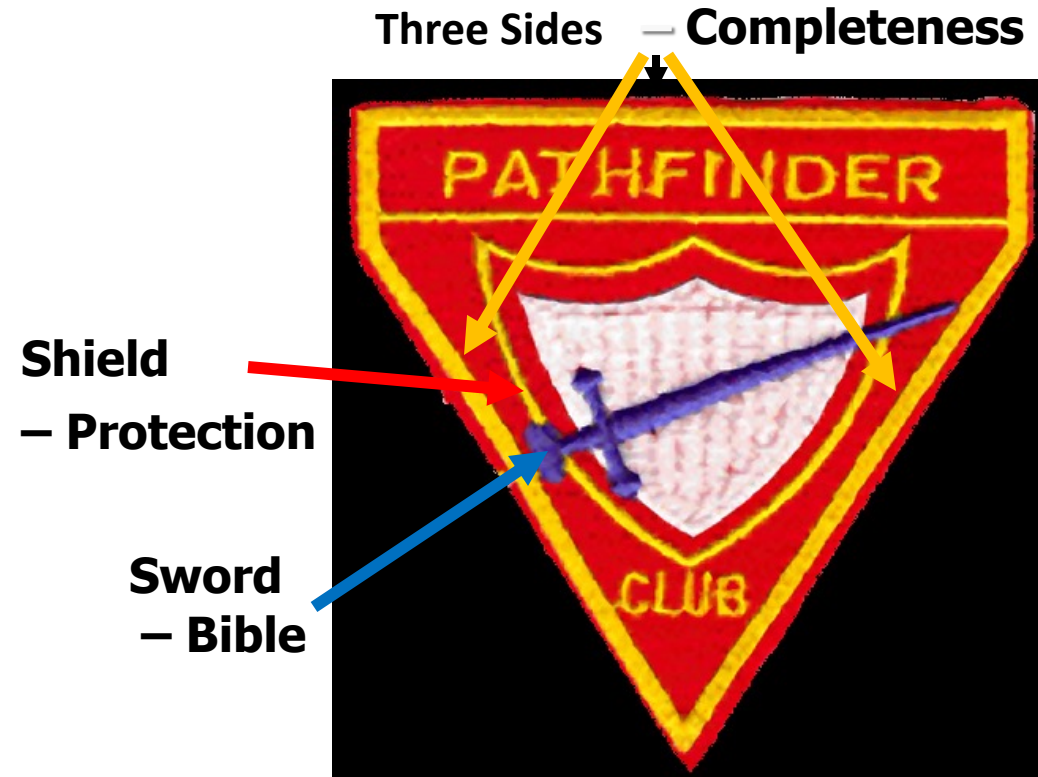


# Pathfinder Club Emblem





# Pathfinder Club Emblem



# Adventurer Club Emblem



**Cross:** In the Adventurer ministry Jesus is at the centre. The cross at the centre means that Jesus should be at the core of the Adventurers life.

**Nature:** The Adventurer ministry recognises God through nature. Parents and children engage with nature to learn more about God.

**Family:** The Adventurer ministry strengthens the family. A journey where parents and children actively follow Jesus together

# Adventurer Club Emblem



Green represents growing and blooming where one is planted. It is representative of a Christian life that produces good fruit and finds rest in Christ.

Scarlet in the Bible represents blood and redemption. The life of man is in the blood (Leviticus 17:11) and Christ's blood atonement is necessary for the redemption of man.

White represents righteousness because of its purity of color and light. It points to the Righteous One and the righteousness He imputes to all who come to Him in faith.

Blue represents Heaven. Blue is the color of the sky and a reminder of the heavenly realm.

# Pathfinder Pledge, Law, Aim, Motto

## PLEDGE

By the grace of God,  
I will be pure and kind and  
true.  
I will keep the Pathfinder  
Law.  
I will be a servant of God  
and a friend to man.

Motto  
The Love of Christ  
constrains us



## Aim

The Advent message to all  
the world in this Generation



## LAW

The Pathfinder Law is for me to:  
Keep the morning watch.  
Do my honest part.  
Care for my body.  
Keep a level eye.  
Be courteous and obedient.  
Walk softly in the sanctuary.  
Keep a song in my heart.  
Go on God's errands.

# We are the Pathfinders Strong



## Pathfinder Song

Oh we are the Pathfinders strong  
Servants of God are we  
Faithful as we march along,  
In kindness, truth and purity  
A message to tell to the world  
A truth that will set us free  
King Jesus the Saviour is coming back  
For you and me.



# Adventurer Pledge, Law, Song

## **Pledge**

Because Jesus loves me I  
can always do my best

## **Law**

Be Obedient  
Be Pure  
Be True  
Be Kind  
Be respectful  
Be Helpful  
Be Cheerful  
Be Thoughtful  
Be Reverent

## **Song**

We are adventurers  
At home at school at play  
I'll be honest kind and true  
Be like Jesus through and through  
We are Adventurers



# PATHFINDER AND ADVENTURER MINISTRY

## HISTORY OF PATHFINDER AND ADVENTURERS





ANN



# GENERAL CONFERENCE OF SEVENTH-DAY ADVENTISTS

ADVENTIST YOUTH MINISTRIES

## World Pathfinder Directors Timeline



**LAURENCE SKINNER**  
1950-1963  
CANADA



**JOHN HANCOCK**  
1963-1970  
USA



**LEO RANZOLIN**  
1970-1980  
BRAZIL



**MIKE STEVENSON**  
1980-1985  
SOUTH AFRICA



**MALCOLM ALLEN**  
1986-1996  
AUSTRALIA



**ROBERT HOLBROOK**  
1997-2005  
USA



**JONATAN TEJEL**  
2005-2017  
SPAIN



**ANDRES J. PERALTA**  
2018-  
DOMINICAN  
REPUBLIC

**WORLD  
PATHFINDER  
DAY** WHERE DO I BELONG?  
Sept. 19, 2020



 [YOUTH.ADVENTIST.ORG](http://YOUTH.ADVENTIST.ORG)

**SEC**  
  
**PATHFINDERS**



- The **Adventurer Club** was created in 1972, which was inspired by its "older brother", the Pathfinder club. This was set up by the Washington Conference and was called Beavers. (Also running was pre MJV)
- In 1988 The NAD set up a committee to study and evaluate the Adventurer club concept. In 1989 the committee met and updated the Adventurer curriculum, developed Adventurer awards, and wrote guidelines for Adventurer Club organization.
- Piloting of the program in the NAD began in 1990



- In 1991, the General Conference authorised a global program, setting goals, curriculum, flag, uniform and ideals for the Adventurer club.
- Adventurers started as Pre-JMV's, then Pre-Pathfinders, then Adventurers.
- Adventurers used to be part of the Sabbath School Department, but later was adopted under the Pathfinder Department
- By 2019 – Little Lambs and Eager Beavers were adopted as Adventurers.
- By 2020 – 'Eager Beavers' were changed to 'Early Birds'



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# A Brief History - UK



- Pathfinderering came to Britain in the early/mid **1960s**
- **1985** Pst Mike Stickland at Conference level given responsibility for Pathfinders
- **1991** Warren O'Hara appointed Area Coordinator
- **1992** Trevor Harewood appointed Area Coordinator
- **1993** First female Area Coordinator appointed, Sharon Daniels
- **1995** First group of PLA and BELA Awardees



- **1997** Natalie Bryan (Simon), youngest invested Master guide
- **1998** Cynthia Harewood appointed Area Coordinator and Leader of the SEC Master Guide Club (1999)
- **2001** Attendance at SEC Pathfinder Camporee exceeds the 800 mark
- **2002** Attendance at SEC Adventurer Camporee passes 400 mark
- **2012** Pathfinder Bible Experience (PBE) introduced in the UK by SEC
- **2013** Teens Leadership Training (TLT) introduced in the UK



- **2013** SEC Drum Corps established, and members picked at the October drill and Drum Camp
- **2017** First Batch of TLTs complete the 4 year program
- **2018** First Union Level PBE where whole Union was represented
- **2018** First Union Adventurer Camporee
- **2018** Adventurer Bible Experience (ABE) Introduced by BUC



- **2019** Largest cohort of Level 1s join the TLT program – 66
- **2019** First year ABE tested at Area, Conference and Union levels
- **2019** Record representation at Divisional Level PBE in USA by the British Union with 56 teams
- **2019** Attendance at SEC Adventurer Camporee exceeds 1000 mark
- **2020** First Hybrid PBE and ABE Test for British Union
- **2020** First Online E-Camporee in South England Conference
- **2021** First Fully Online Virtual ABE and PBE Test for SEC, BUC and TED

# QUIZ

In what year and who began the first recorded Pathfinder club in California





# QUIZ

In what year and who began the first recorded Pathfinder club in California

**1938 – John Hancock**



# QUIZ

In what year was the Pathfinder program formally adopted by GC for use around the world



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# QUIZ

In what year was the Pathfinder program formally adopted by GC for use around the world

**1950**



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# QUIZ

What was the name of the first Area Coordinator in the SEC



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# QUIZ

What was the name of the first Area Coordinator in the SEC

Warren O'Hara - 1991



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What was the name of the first Area Coordinator in the SEC

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# PATHFINDER AND ADVENTURER MINISTRY

## PATHFINDER and ADVENTURER PROGRAM



# PATHFINDER CLASSES

1. FRIENDS
2. COMPANIONS
3. EXPLORERS
4. RANGERS
5. VOYAGERS
6. GUIDES





# PATHFINDER CLASSES

1. FRIENDS
2. COMPANIONS
3. EXPLORERS
4. RANGERS
5. VOYAGERS
6. GUIDES



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# PATHFINDER CLASSES

1. FRIENDS Aged 10
2. COMPANIONS Aged 11
3. EXPLORERS Aged 12
4. RANGERS Aged 13
5. VOYAGERS Aged 14
6. GUIDES Aged 15



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# ADVENTURER CLASSES

1. LITTLE LAMBS
2. EARLY BIRDS
3. BUSY BEES
4. SUNBEAMS
5. BUILDERS
6. HELPING HANDS



# ADVENTURER CLASSES

- |                  |        |
|------------------|--------|
| 1. LITTLE LAMBS  | Aged 4 |
| 2. EARLY BIRDS   | Aged 5 |
| 3. BUSY BEES     | Aged 6 |
| 4. SUNBEAMS      | Aged 7 |
| 5. BUILDERS      | Aged 8 |
| 6. HELPING HANDS | Aged 9 |

# ADVENTURER CLASSES

1. LITTLE LAMBS

Aged 4



2. EARLY BIRDS

Aged 5



3. BUSY BEES

Aged 6



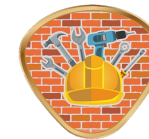
4. SUNBEAMS

Aged 7



5. BUILDERS

Aged 8



6. HELPING HANDS

Aged 9



# Adventurer Curriculum Overview

## OVERVIEW OF THE ADVENTURER CLASSWORK

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 three 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
<b>BASIC</b>	To ensure that the children have the background necessary to receive maximum benefit from the Adventurer program.	<b>I. Responsibility</b> <b>II. Reinforcement</b>	I. Commitment to the common goals of the group II. Introduction and review of the Adventurer concepts through reading
<b>MY GOD</b>	To facilitate the development of a growing and fruitful relationship between the child and Jesus Christ.	<b>I. His Plan To Save Me</b> <b>II. His Message To Me</b> <b>III. His Power In My Life</b>	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
<b>MYSELF</b>	To enhance the children's care and appreciation for the individuals God created them to be.	<b>I. I Am Special</b> <b>II. I Can Make Wise Choices</b> <b>III. I Can Care For My Body</b>	I. Uniqueness and value of each person, responsibility for service, talents II. Feelings, values, decision-making, media III. Health, fitness, anatomy, temperance, sexuality
<b>MY FAMILY</b>	To empower the children to be happy and productive members of the families God gave them.	<b>I. I Have A Family</b> <b>II. Families Care For Each Other</b> <b>III. My Family Helps Me Care For Myself</b>	I. Uniqueness of families, family changes, roles and responsibilities II. Authority and respect, appreciation, family activities III. Safety, stewardship, indoor skills, outdoor skills
<b>MY WORLD</b>	To enable the children to encounter God's world with confidence and compassion.	<b>I. The World Of Friends</b> <b>II. The World Of Other People</b> <b>III. The World Of Nature</b>	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



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# Pathfinder Curriculum Overview

## AY/PATHFINDER CLASS CURRICULUM

AY/PATHFINDER CLASSES	Friend	Companion	Explorer	Ranger	Voyager	Guide
PERSONAL GROWTH I Involvement II Commitment III Growth	THE PARTICIPANT					
SPIRITUAL DISCOVERY I Scripture II Church Heritage III Christian Heritage	SPIRITUAL DEVELOPMENT AND SPIRITUAL HERITAGE					
SERVING OTHERS I One to One II Group Witness III Community Outreach	THE CARING CHURCH					
MAKING FRIENDS I Building Relationships II Christian Lifestyle III Good Citizenship	UNDERSTANDING OF ONESELF					
HEALTH & FITNESS I Health Principles II First Aid/Safety III Fitness/Exercise	BEING HEALTHY					
YOUTH ORGANIZATION I Leadership II Club Awareness III Pathfinder Programming	BEING A PATHFINDER					
NATURE STUDY I Spiritual Lessons II Nature Appreciation III Nature Honor	LEARNING IN NATURE					
OUTDOOR LIVING I Outdoor Skills II Outdoor Activity	LIVING SAFELY IN THE OUT-OF-DOORS					
HONOR ENRICHMENT I Arts & Crafts & Hobbies Household Arts II Recreational/Vocational Outdoor Industries	HAVING FUN WITH AY HONORS					
ADVANCED AY/PATHFINDER CLASSES	Trail Friend	Trail Companion	Wilderness Explorer	Wilderness Ranger	Frontier Voyager	Frontier Guide
* Requirements: See Class Cards or Instructor's Manual						

11



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# Adventurer Awards & Pathfinder Honors

- Introduces kids to a variety of interests
  - Arts & Crafts, Household Arts, Nature, Outdoor Industries, Outreach Ministries, Recreational, Vocational
  - Provides an opportunity for kids to learn and discover new hobbies or even find careers





# TLT – Teens Leadership Training



- ❖ Introduced in 2013 in the UK (Established in 1995)
- ❖ Begins at Voyager stage – age 14
- ❖ Challenges – Teen who commits to learning more about leadership in the Pathfinder organization
- ❖ Empowers with new responsibility - Assists staff members in all functions of the club
- ❖ During a 4-year program, the TLT is trained in Club Administration, Counseling, Classwork & Honors, Finances, Outreach, Camping, & Security

# Master Guide



- This continues to be the highest level of Invested leadership within the Adventurer/ Pathfinder programs of the church.
- It focuses on one's personal spiritual life and growth first and foremost. General leadership skills are then woven into the sharpening of those skills, which are specifically geared to leading youth in God-ordained areas of development: understanding God's world of nature, outreach ministry, service to others, and a life-style that denotes healthy living

# Master Guide Objective

- To provide opportunities for participants to develop an awareness of the role of child/youth leadership and become better prepared to accept this role by receiving training in:
  - Personal and Spiritual Development
  - Skills Development
  - Leadership Development
  - Fitness Life-style Development



# ABE - Adventurer Bible Experience



- ❖ Introduced in 2018
- ❖ For Adventurers aged 4 - 10
- ❖ Each given certain books of the bible to study
- ❖ Clubs can have as many teams as they wish each team comprising of 6 Adventurers.
- ❖ Levels – Area / Conference / Union / Divisional

**2021 books - Hebrews James**

# Pathfinder AND Adventurer Annual Programs

**Within a Club year:**

- **Registration**
- **Induction**
- **Club Sessions**
- **Investiture**
- **Pathfinder Day**
- **Camps**



# QUIZ

What is the new name of the 'Eager Beaver' Adventurer Class?

# QUIZ

What is the new name of the 'Eager Beaver' Adventurer Class?

**EARLY BIRD**



**PATHFINDERS**

# QUIZ

Name one category of Honour or Award covered by the Pathfinder or Adventurer Club

**EARLY BIRD**



**PATHFINDERS**



# QUIZ

Name one category of Honour or Award covered by the Pathfinder or Adventurer Club

**Arts & Crafts, Household Arts, Nature,  
Outdoor Industries, Outreach Ministries,  
Recreational, Vocational**



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