# South England Conference Adventurer & Pathfinder Ministry



# BASIC STAFF TRAINING Participants Guide



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### **Pathfinder and Adventurer Basic Staff Training Certification**

#### INTRODUCTION



The Pathfinder and Adventurer Basic Staff Training Certification (BST) is designed to develop awareness in leaders of the fundamentals of the Pathfinder and Adventurer Ministry and to help club leaders and staff become familiar with the procedures, policies, and resources necessary to commence and maintain a Pathfinder/Adventurer Club.

This course is not intended to teach the basics of what Pathfinders/Adventurers learn, but rather those basic elements of information necessary for any Pathfinder/Adventurer staff member or leader to fulfil his or her duties.

Participants will attend a minimum of 10 hours of seminar training conducted by the South England Conference Pathfinder Ministry personnel. This training shall include seminar lectures, group activities and discussion.

Each participant should have access to a copy of the Pathfinder/Adventurer Staff Manual.

In addition to the seminars each participant is required to attend the SEC "Keeping the Church Family Safe" (KCFS) training.

On completion of the BST seminars and the SEC KCFS training a BST certificate will be issued by the South England Conference to each participant.

This BST curriculum is based on the General Conference Club Ministries Training (CMT) for Pathfinder Leaders with section contents adapted from the 10-Hour Pathfinder Staff Training Course. In addition, a few edits were made to suit the South England Conference context.

This guide will introduce you to the SEC CMT Basic Staff Training seminar content.

#### **CMT BST – Prerequisites**

- 1.Be at Least 16 years old or be in the Guide class
- 2.Particpants must be committed to the Youth/Children's Ministry Volunteer Code of Conduct
- 3.Be currently approved by the child protection screening verification of the South England Conference
- 4. Intend to be an active Pathfinder/Adventurer staff member AND/OR participating in the Master Guide training program

#### **Seminars**

- 1 Pathfinder and Adventurer Club ministry: It's purpose, history, and relationship to church
- 2 Introduction to Pathfinder/Adventurer Club Organization and Leadership
- 3 Introduction to Pathfinder/Adventurer Club Programing and Planning
- 4 Introduction to Pathfinder/Adventurer Club Outreach
- 5 Introduction to Basic Drill
- 6 Developmental growth: Ages 4-9 and 10 16
- 7 Introduction to Teaching Skills
- 8 Introduction to medical, risk management, child safety issues, and outdoor safety

#### **Required Field Work**

- 1. Create a Portfolio that contains any hand-outs and your personal notes from the seminars you attend.
- 2. Attend the S.E.C Keeping the Church Family Safe (KCFS) training 1 day seminar

All participants should actively participate in the sessions, the group work and discussions.

## Participants are also encouraged to do the following, though it is not compulsory, it is highly recommended:

- 1/ Attend SEC Drilling Training Days
- 2/ Complete a certified First Aid Training Course
- 3/ Complete Basic Food Hygiene Training
- 4/ Attend the appropriate Club Ministries Training (CMT) for their role

# Pathfinder and Adventurer Club Ministry: Its History, Purpose, and Relationship to Church, Adventurers and Master Guides Purpose

To provide an introduction to Pathfinder and Adventurer club ministry with emphasis on the role Pathfindering plays in developing faith in a young person's life.

#### **Objective**

To develop an awareness of the purpose and uniqueness of the Adventurer and Pathfinder ministry and to give an overview of the history of the Adventurer and Pathfindering ministry.

#### **Seminar Content**

- 1. History of Pathfinders / Adventurers
- 2. Pathfinder/Adventurer Club Emblem meaning
- 3. Pathfindering as a Discipleship Ministry
- 4. Pathfinder Adventurer Mission, Philosophy, and Objectives
- 5. Introduction to programs of the Adventurer, Pathfinder, TLT & Master Guide ministries

#### **Additional Resource**

Pathfinder / Adventurer Staff Manual

Highly recommended: Read the book The Pathfinder Story by John Hancock

https://youth.adventist.org/Ministries/Pathfinders https://youth.adventist.org/Ministries/Adventurers

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# Introduction to Pathfinder Club Organization and Leadership Purpose

To introduce the standards and requirements of the Pathfinder /Adventurer Club and introduce effective leadership traits.

#### **Objective**

To introduce basic procedures and policies relevant to the establishment and maintenance of the Pathfinder Club and give an introduction to leadership.

#### **Seminar Content**

- 1.1. Start-up and Structuring
- a. How to organize a Pathfinder / Adventurer Club
- b. Pathfinder staff and their roles
- c. Structure from General Conference to Local Club
- 1.2. Conference Operating Policies and Club Administration
- a. Club Constitution
- b. Staff Training and DBS checks
- c. Calendar of Events
- d. Club Insurance
- e. Finance and budgeting
- f. Application Forms, Medical Info and Consent Forms
- g. Registration Fees, dues
- h. Yearly Certificate of Registration
- I. Uniform
- j. Club Inspections & Investiture Assessments
- 2. Club Leadership
- a. Introduction to Leadership, a Leaders role and goal and leadership styles
- b. Qualities of a Christian Servant-Leader

#### **Additional Resource**

Pathfinder / Adventurer Staff Manual

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#### **Introduction to Club Programming and Planning**

#### **Purpose**

To learn how to plan strategically in conjunction with the mission and goals of Pathfinder ministry.

#### Objective

To develop familiarity with the activities and features that form the Pathfinder program, and to provide for leaders a background which enables them to plan and coordinate a successful ministry within the local Pathfinder club.

#### **Seminar Content**

- 1. Strategic Planning
- a. Mission and Goals of the Pathfinder Adventurer Ministry
- b. Specific Objectives and Strategies
- 2. Yearly Programs
- a. Based on a ten-month calendar
- b. Regular meetings, area events, rallies, campouts, conference events
- c. Ceremonies: Induction, Investiture, and Pathfinder Sabbath
- d. Investiture Achievement classes
- e. Pathfinder Parents' Association
- 3. Club Meetings
- a. Program models
- b. Sample meeting timetable
- c. Steps in planning a club meeting
- 4. AY Honours /Adventurer Awards
- 5. Club Morale

#### **Additional Resource**

Pathfinder / Adventurer Staff Manual

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#### Introduction to Pathfinder Club Outreach

#### **Purpose**

Mentoring youth as evangelists to serve their community is a core goal of club ministry. This workshop explores faith development within the Investiture Achievement curriculum, particularly in the Personal Growth, Spiritual Discovery, and Serving Others sections. It discusses techniques for integrating outreach into all Pathfinder activities. Many Honors from the Spiritual Growth, Outreach and Heritage categories provide opportunities for reaching your community.

#### **Objective**

To understand the true potential of what an army such as this rightly trained could accomplish.

#### **Seminar Content**

- 1. Understand how Adventurer & Pathfinder class requirements enable personal growth
- 2. Identify ways we can encourage spiritual discovery in our Adventurers & Pathfinders through the Bible and history
- 3. Explore methods to engage our Adventurers and Pathfinders in connecting with their community through Share your Faith Activities
- 4. Consider how to Integrate outreach events into your club calendar

#### **Additional Resource**

Pathfinder / Adventurer Staff Manual, Serving Communities honor requirements, Investiture Achievement requirements for Companion, Explorer, Ranger. Honors Requirements—Serving Communities, Pledge and Law.

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#### **Introduction to Basic Drill and Ceremonies**

#### **Purpose**

To learn orderliness by standing tall and straight, simple drill and marching as a group with discipline and order.

#### **Objectives**

To develop a theoretical and practical understanding of the benefits that a Pathfinder and Pathfinder Club can obtain through drills and ceremonies.

To become confident in the ceremonial procedures connected with the Pathfinder Club.

#### **Seminar Content**

- 1. Philosophy for drill and ceremonies within Pathfindering
- 2. Become familiar with club ceremonies
- 3. Proper Use of Flags
- 4. Become familiar with basic drill and drill commands

#### **Additional Resource**

Pathfinder / Adventurer Staff Manual Attend SEC Drill Training days and Boot Camp [SEC Drill Training Video]

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#### **Introduction to Developmental Growth**

#### **Purpose**

Introducing the mental, spiritual, physical, and social growth and needs of the typical Adventurer / Pathfinder and how to relate to them effectively. Including practical pointers on leading, nurturing, and disciplining them.

#### **Objective**

To develop an understanding of the developmental needs of Adventurer and Pathfinder age youth and learn how to relate to them effectively. The goal is to enable leaders to help Pathfinders mature in the full stature of Jesus Christ.

#### **Seminar Content**

- 1. Developmental Characteristics of the Pathfinder and Adventurer aged children and youth looking at the different needs that emerge in the following periods of their individual growth:
- i. Ages 4 5
- ii. Age 6-9
- iii. Pre-adolescence (10-12 years)
- iv. Early Adolescence (13-15 years)
- v. Mid-adolescence (16-18 years)
- 2. Principles of Effective Club Discipline
- i. Discipline vs. Punishment
- ii. Discipline vs. Procedures
- iii. Distinguishing Abuse
- iv. Motivating Pathfinders / Adventurers

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#### **Introduction to Teaching Skills**

#### Purpose

To explore the different learning and teaching styles and teachable moments conducive for Adventurers and Pathfinders' physical, mental, social, and spiritual development.

#### Objective

To discover the importance and value of creative approaches to teaching and to learn ways of developing one's own creative style of teaching.

#### **Seminar Content**

- 1. Investiture Achievement Levels
- a. Adventurers

Little Lambs, Eager Beavers, Busy Bees, Sunbeam, Builders, Helping hands

b. Pathfinders

Friends, Companions, Explorers, Rangers, Voyagers, Guides

- 2. Understanding Creativity
- a. Purposes and values in use of creative activities
- b. Steps in the creative process and creative tools
- 3. Teaching the Pathfinder Adventurer Curriculum Creatively
- a. Need to study and understand the class curriculum
- b. Assess the number and needs of your class
- c. Work out your teaching plan
- d. Available resources
- 4. Teaching A.Y. Honours and Adventurer Awards

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# Introduction to Medical, Risk Management, Child Safety Issues, and Outdoor Safety

#### **Purpose**

To ensure that Pathfinder leaders make the safety of children/youth under their care their top priority.

#### **Objective**

To provide introductory information on medical history and liability release forms, child abuse prevention, staffing levels and supervision, and outdoor safety.

#### **Seminar Content**

- 1. Introduction to Risk Management
- a. Definition of Risk Management
- b. Trip planning
- c. Conference/Church Board Authorization
- d. Accident Insurance/Reporting
- e. Medical Info and Consent forms
- f. Videography/Photography Consent forms
- g. GDPR What it means for our Clubs
- h. Fast treatment of common life-threatening medical conditions\*

#### \*In addition strongly recommend Basic First Aid Training

#### 2. Introduction to Child Protection \*

- a. Vulnerable Sector Screening
- b. Protecting Children and the Church
- c. Child Abuse Prevention
- c. Sexual Harassment/Misconduct
- d. Duty to Report
- e. Accountability

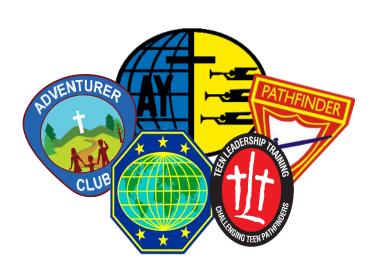
### \*Attendees are required to attend the 1 day SEC "Keeping the Church Family Safe" (KCFS) Seminar in order to complete this section

- 3. Introduction to Camping and the Outdoors and Outdoor Safety
- a. Choosing a campsite
- b. Camp Safety
- c. Equipment
- d. Kitchen/ Mess Tent / Food safety
- e. Tent Allocation (safeguarding)
- f. Inspections

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This booklet has been produced by South England Conference Pathfinder Department as an aid to the Basic Staff training for the Pathfinder and Adventurer Ministry.





Working with our **Pathfinders Today** to Produce **Leaders** 4 **Today & Tomorrow**