

Pathfinder and Adventurer Ministry



Cassandra Burton




Objective

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



We will look at;

- ❖ History in Brief
 - ❖ Pathfinder & Adventurer Emblem meaning
 - ❖ Pathfinder/Adventurer Mission, Philosophy and Objective
 - ❖ Adventurer & Pathfinder Programs
- 

A Brief History

Through generations the church has taken on the responsibility of sharing Jesus with our children



The Pathfinder and Adventurer Clubs are departments of the SDA Church, dedicated to the development of the social, physical, mental and spiritual element of youths aged 4-16



What is PATHFINDERING

- Pathfindingering is the world-wide, coeducational, junior youth ministry of the Seventh-day Adventist Church, which was created and developed in Southern California between the summer of 1928 and the end of 1949 with the program adopted by the church (GC) for use around the world in 1950. It is similar to the scouts but has the religious aspect to it. It is for youth aged 10 to 16. Started as MV (Missionary Volunteers)



What is PATHFINDERING

- For those who are familiar with it, “Pathfindingering” conjures up images of marching, camping, and curious hobbies.
- Enlarging their windows on the world and building a relationship with God are the dual objectives of Pathfindingering.
- With nearly 2 million members around the world, this Seventh-day Adventist Church-sponsored club accepts any youth who promises to abide by the Pathfinder Pledge and Law regardless of their church affiliation.





What is Adventurers



- The **Adventurer Club** is a program for young children 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

What is Adventurers

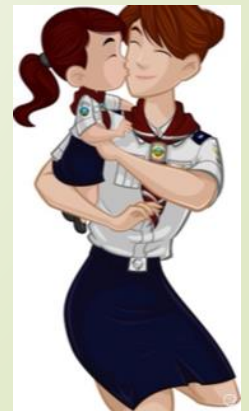


- In 1991, the General Conference authorised a global program, setting goals, curriculum, flag, uniform and ideals for the Adventurer club.
- The Adventurer Club is designed to strengthen parent-child relationships for kids ages 4-9 by providing specialized weekly activities tuned into the psychological needs of this age group while simultaneously giving parents opportunities for learning parenting skills and enjoying special activities with their children.

What is Adventurers



- Eager beavers (age 4) and Little lambs (age 3) were introduced for parents with younger children who were involved in the ministry.
- Eager Beavers and Little Lambs were officially incorporated into Adventurers by the General Conference in 2015



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 TEJUEL
2005-2017
SPAIN



ANDRES J. PERALTA
2018-
DOMINICAN
REPUBLIC

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



YOUTH.ADVENTIST.ORG



 ANN

What do you Know



Quick Quiz Recap



Question 1

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

1938 – John Hancock



Question 2

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

1950



Question 3

- What was Adventurers called when first started in Washington in 1972

Beavers



Question 4

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

1991

Question 5

- Who designed the Pathfinder Emblem
- Who wrote the pathfinder Song
- Who created the Pathfinder flag

John Hancock designed the Pathfinder emblem.

1947 Henry Bergh wrote the Pathfinder Song, which was copyrighted in 1952

Helen Hobbs created the pathfinder flag 1948

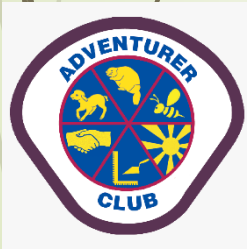
Question 6

What year were the

- Adventurer Club Handbook printed
- Adventurer Club Logo and World Emblems designed
- Adventurer Awards introduced

1989

**The logo was then
redesigned by GC and
launched in 2016**





Question 7

Pathfinders have Honors what do
Adventurers have

Stars, Chips, Awards



Question 8

Can anyone join Pathfinders and Adventurer Clubs

YES

It's not exclusive
It should be inclusive to all
children in the church and
it's local community



Question 9

What were Master Guides first called and when was it changed

**Master Comrade changed to
Master Guide in 1951**



Question 10

When was World Pathfinder Day first started and when was it added to the church calendar

1950 and in 1963 added to the church calendar. (September)

2020 we will celebrate the **70th** World Pathfinder Day

- **1962** Basic Staff Training was introduced

It was a **60 hour** course

Revised in 1991

Now it's just 10 hours across 2 days



A Brief History - UK



- Pathfinding came to Britain in the early/mid **1960s**
- **1967** 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
- **2016** First SEC Joint Overseas Camporee in Jamaica
- **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

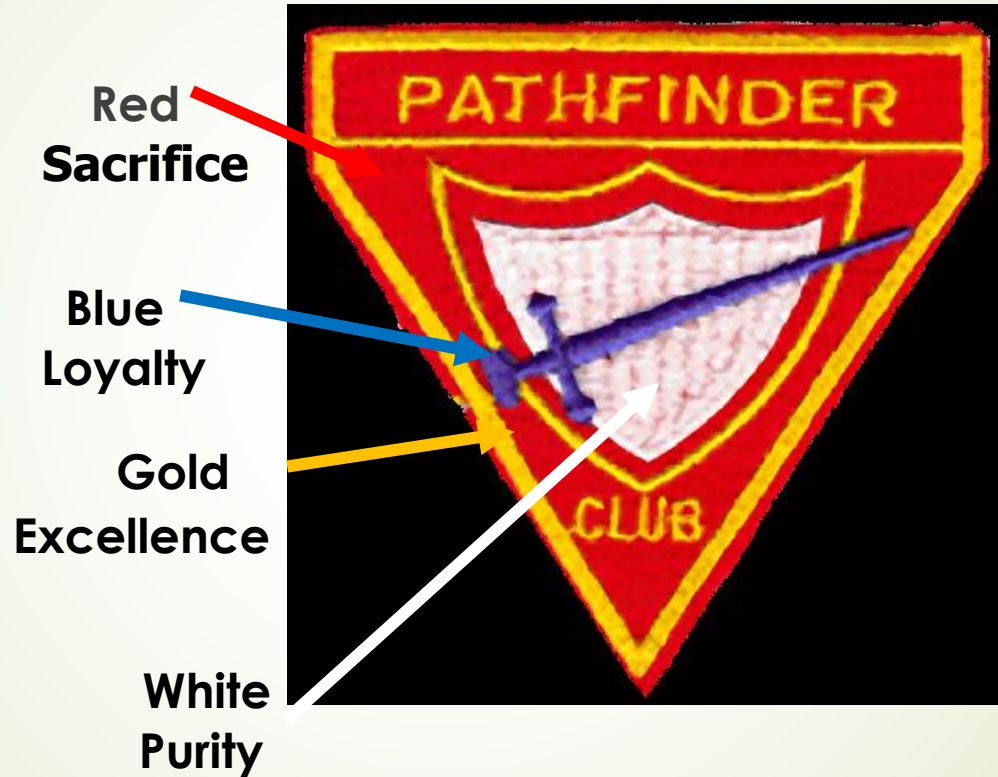
➤ 2020 – To come

1st TED Divisional level PBE and ABE – April 2020

The Adventurer & Pathfinder Emblems



Pathfinder Club Emblem



Pathfinder Club Emblem

Three Sides – Completeness

Shield
– Protection

Sword
– Bible



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



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.

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.

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

Pathfindinging as a Discipleship Ministry

- Ministry is from the Greek word diakoneo, meaning “to serve”
- Ministry is seen as service to God and to other people in his name
- ‘...the Son of Man did not come to be served, but to serve.....’

- 
- **Jesus demonstrated the importance of ministering to children when He was on earth.**

“Let these little children come to Me. Don’t stop them! For the Kingdom of Heaven belongs to such as these” Mt 19:14.

- **There are numerous references in the Bible regarding teaching and training children when they are young.**




Philosophy of Pathfinderering

“Train a child in the way he/she should go, and when he/she is old he/she will not turn from it.”

Proverbs 22:6 NIV





THE PHILOSOPHY OF PATHFINDERING

- **The Seventh-day Adventist Church is committed to understanding young people and training them for leadership and service to humanity.**
- **Pathfinding is a church-centred spiritual-recreational program.**
- **Pathfinding provides opportunities for the development of new attitudes and skills that produce personal growth, team or community spirit and a sense of loyalty and respect for God, His creation and His church.**
- **Pathfinding is designed on the premise that children learn best by example.**

PATHFINDERING as an Outreach Program



- The main purpose of the church is to spread the Advent message, Pathfindering has this at its core “The Advent message to all the world in this generation”.

It is a tool that will:

- Help Pathfinders and Adventurers understand that God loves them, cares for them and appreciates them.
- Encourage Pathfinders and Adventurers to discover their own God-given potential.
- Inspire Pathfinders and Adventurers to give personal expressions of their love for God.
- Therefore the number one priority of the club program is the personal salvation of each Pathfinder and Adventurer.



We have the opportunity to:

- **Build a healthy appreciation and love for God's creation into a Pathfinder's life.**
- **Teach Pathfinders and Adventurers specific skills and hobbies that will make their lives more meaningful and will occupy their time with profitable accomplishments.**
- **Encourage Pathfinders to keep physically fit.**
- **Give opportunity to develop and enlist leadership skills.**
- **Foster the harmonious development of the physical, social, intellectual and spiritual life of each Pathfinder and Adventurer.**



Philosophy of Pathfinding

“Finally, brothers, whatever is true,
whatever is noble, whatever is right,
whatever is pure, whatever is lovely,
whatever is admirable
if anything is excellent or
praiseworthy
think about such things.”

Philippians 4:8 NIV



Philosophy of Pathfinding

➤ Phil. 4:8

➤ Pathfinding is fundamentally principles- and experience-based training so that young people can more easily transfer the learning to other areas of life.

— **Everything** (honours, awards, classwork, etc.) must be affected by Biblical truth because we are painting a picture of God for our kids



Goals of Pathfinder Leadership

- Work for the salvation of each individual Pathfinder.
- Assist in developing the Pathfinder's appreciation for nature and a concern for the environment.
- Teach Pathfinders specific skills and hobbies that will make their life meaningful and will occupy their time profitably.
- Help keep Pathfinders physically fit.
- Give opportunities for the development of leadership.
- Assist Pathfinders in developing a balanced physical, mental, social, and spiritual life.



Philosophy of Pathfinderering

A Song by Ponder, Harp & Jennings goes:

You're the only Jesus some will ever see

You're the only words of life
some will ever read

So let them see in you the
One in whom is all they'll ever need

**For you're the only Jesus
some will ever see**

Pathfinder & Adventurer Program

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





➤ Adventurers

- Little Lamb – Reception / Age 4
- Eager Beaver – Year 1 / Age 5
- Busy Bee - Year 2 / Age 6
- Sunbeam - Year 3 / Age 7
- Builder - Year 4 / Age 8
- Helping Hand - Year 5 / Age 9

➤ Pathfinders

- Friend - Year 6 / Age 10
- Companion - Year 7 / Age 11
- Explorer - Year 8 / Age 12
- Ranger - Year 9 / Age 13
- Voyager - Year 10 / Age 14
- Guide - Year 11 / Age 15

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
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

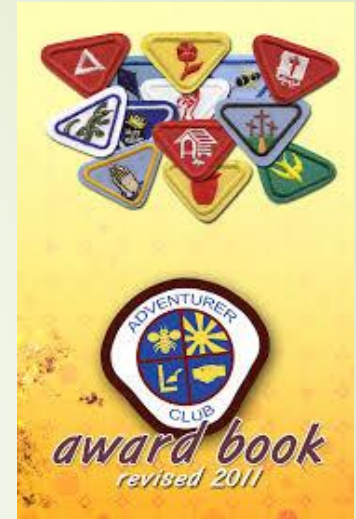
Pathfinder Curriculum Overview

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							

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



PATHFINDERING Programs

Within a Club year

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



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



PBE - Pathfinder Bible Experience



- ❖ Introduced in the UK in 2012 by the SEC
- ❖ For Pathfinders aged 10+
- ❖ They are given certain books of the bible to study along with commentary introduction to those books.
- ❖ Clubs can have as many teams as they wish each team comprising of up to 6 pathfinders.
- ❖ Levels – Area / Conference / Union / Division
- ❖ Book for 2020 are;
Ezra, Nehemiah, Hosea, Amos, Jonah, Micah &
The Bible Commentary intro

2021 books - Hebrews James 1st & 2nd Peter

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 (2020)
- ❖ Book for 2020 are;
Ezra & Nehemiah

2021 books - Hebrews James 1st & 2nd Peter