

Adventurers and Pathfinders Growth and Development Module

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Basic Staff Training Course
Sis Kamere
28th February 2016



Prov. 22:6

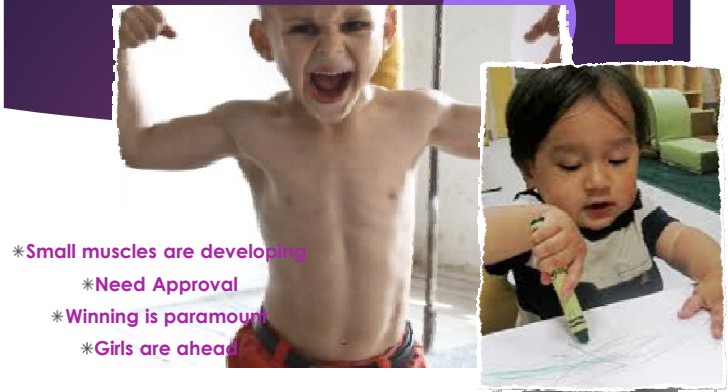
Train up a child...and he will not depart.

Objectives

- To develop an awareness of the Adventurers' development and needs.
- To develop an understanding of the developmental needs of Pathfinder-age young people and how to relate to them effectively.
- To provide an awareness of the need for providing discipline.

Activity 1

- * Share a testimony with your neighbour about the most embarrassing incident in your life.




- *Small muscles are developing
- *Need Approval
- *Winning is paramount
- *Girls are ahead

6-7 Year Old Characteristics

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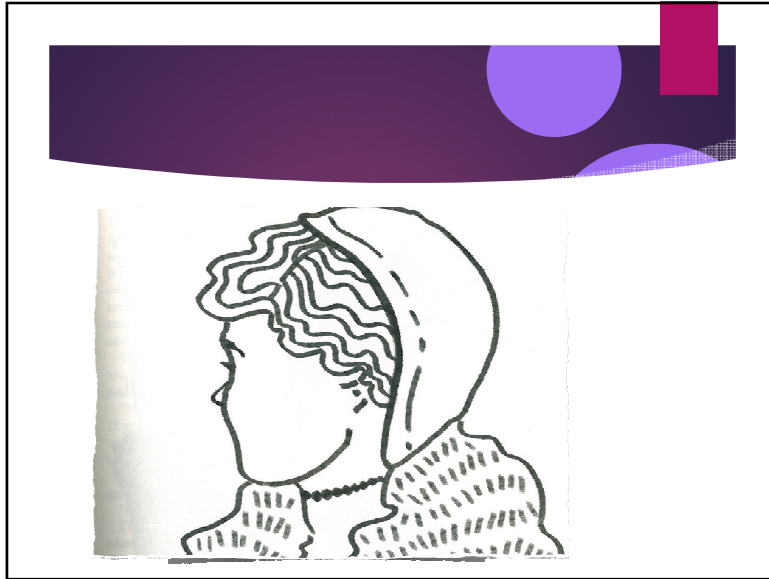
- * Eager to learn & thinks everyone shares their views
- * Need examples of Jesus showing love.
- * Need time to pray



Teaching Tips 6-7 Year Olds



- *Cutting, Writing, Moving
- *Know Names & Love them
- *Encourage taking turns



8-9 Year Old Characteristics

- *Good Muscle co-ordination
- *Can work longer periods
- *Developing identity & sense of right and wrong
- *Status and peer group

- *Varied opinions & Reasoning.
- *Creativity
- *Desire for a personal saviour
- *Keen sense for God's guidance

8-9 Year Old Characteristics

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- *Clear instruction & allow independence.
- *Encourage creativity & self concept.
- *Promote research
- *Provide opportunities for worship.

EXERCISE 1

MY SELF-REQUIREMENTS

BUSY BEE	SUNBEAM	BUILDER	HELPING HAND
I. I AM SPECIAL			
Make a booklet showing different people who care for you as Jesus would.	Make a tracing of yourself. Decorate it with pictures and words which tell good things about you.	Put together a scrapbook, poster, or collage showing some things you can do to serve God and others.	A List some special interests and abilities God has given you. B. Demonstrate and share your talent by earning one of the Adventurer awards that allow expressions of personal talent.

Plan a lesson to teach the above.
Consider, Materials, Duration etc
Consider their Physical, Social, Emotional and Spiritual Stage (10mins)

*Awareness of Adventurer Development



What's Been Covered

Discipline

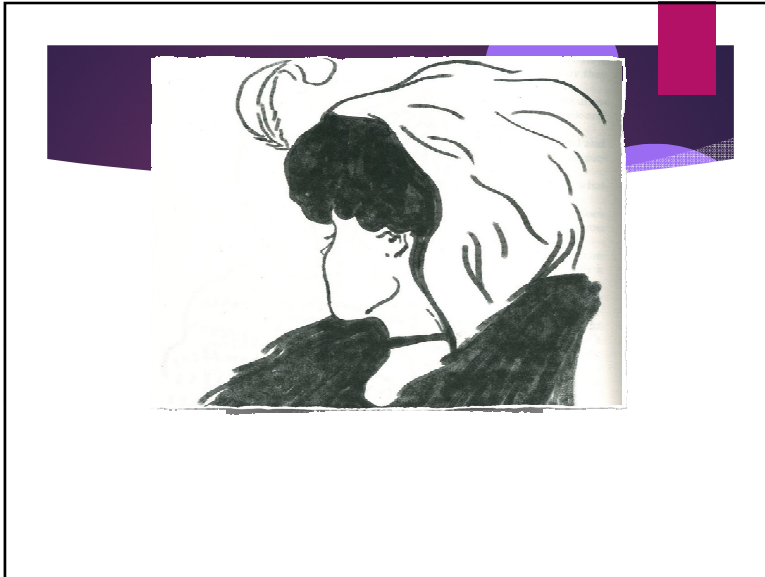


- *Be an Example
- *Organized Room
- *Be Prepared
- *Set Specific Expectations
- *Redirect Misbehaviour

- *Awareness of Adventurer Development
- *Awareness of the need for Discipline



What's Been Covered



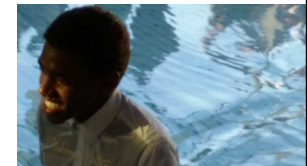
Resources

- * <http://www.adventurer-club.org/AdvancedLeadership/AgeLevelCharacteristics.pdf>
- * The Adventurer Manual on your new memory stick :-)




Generally Pre-Adolescence (9-12)

- - a. Full of noise and ceaseless activity
 - b. Slow growth and boundless health
 - c. Tendency for independence and self-assertion
 - d. Quick to learn and have amazing power of recall
 - e. Great admiration of skilled people
 - f. Love hero stories
 - g. Lively interest in religion
 - h. Naturally want to commit to Christ




Mentally:

- * Mentally:
 - Golden age of memory
 - Alert and very eager to investigate
 - Love stories and good books
 - Collect any and every thing



Physically:

- Healthiest period of life
- Well-balanced body and mind
- Restless



Socially:

- ▶ Likes secret codes and adventure
- ▶ Learning teamwork
- ▶ Loves to explore
- ▶ Hero worship
- ▶ Little interest in opposite sex

Spiritually:

- Spiritually:
 - Keen interest in spiritual things
 - Peak age of baptism (12)
 - Like witnessing and delights in awards
 - Loves truth and honesty
 - Credulity makes religious instruction easier

Generally Early Adolescence (13-15)

- ▶ Rapid growth and awkwardness
- ▶ Embarrassment and fear of physical life
- ▶ Belonging to peer group is paramount
- ▶ Interest in the opposite sex and bashfulness
- ▶ Mental development accelerates/more critical
- ▶ Day-dreaming about future life
- ▶ religious interest continues; prefers experience rather than the facts
- ▶ Altruistic and want to make a difference

Mentally:

- Alert but with day-dreaming periods
- Learns quickly
- Boys – scientific data;
girls - homemaking

Physically:

Health is excellent

- Rapid growth and appetite
- Massive muscular development
- Sex organs develop/rapid changes
- Growth rate changes

Spiritually:

Waning interest in spiritual things/group dictates

- Good age of baptism (13)
- Life's work is determined
- Less demonstration of spiritual feelings
- Conflict with conscience

Generally Middle Adolescence (16-17)

- a. Accelerated growth in males
- b. Reach full height
- c. Develops in individuality and now becomes persons in their own right

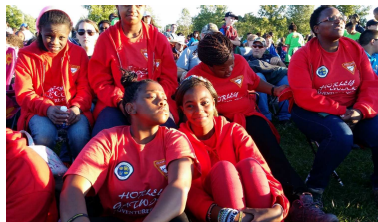


Mentally:

- Questions everything and desires proof
- Respects "scholarship"/scholars
- Ideals are shaped and there is a desire to attain them




- Physically:
 - Sexually, they are a force to reckon with
 - 85% height and weight
 - Muscles developed
 - Likes physical fitness



Socially:

- Likes cliques and special friends
- Critical and brutally frank
- Very sensitive and guided by public opinion





□ Spiritually:

- Spiritual (and social) values become paramount or they lose interest
- What has not been done in laying a foundation to base his or her thinking on, now becomes difficult to do.

Basic Principles of Effective Club Discipline

- ▶ Morale, or Club spirit, is the tangible element that determines the success of any Pathfinder Club.
- ▶ All Pathfinders and staff members will need to work together in developing a sense of unity and belonging, and maintaining interest and enthusiasm.

Task 2

- ▶ **In groups of 4 discuss and then make a list of :**
- ▶ **5 things you should do to maintain good discipline with pathfinders.**
- ▶ **5 things you should never do in disciplining young people.**
- ▶ **(10 minutes)**

Check List

- * Spiritual Objectives
- * Attendance
- * Home Contact
- * Round-table Discussions
- * Unit Captains' Council
- * Making Members Welcome
- * Putting Friends Together

Checklist 2

- * Reviewing the Counsellors' Work
- * Planning a Balanced Programme
- * Developing Unit Cohesiveness
- * Pathfinder Meeting Place
- * Equipment
- * Camping Equipment
- * Teaching Materials



Pathfinder Club Discipline

- ▶ **The goal of disciplining children must be to guide them as sons and daughters of God; to show them love and understanding; to teach them God's character as revealed in order and discipline; to make them useful members of the church and community; to help them respect their leaders and parents**

Pathfinders must

- a. Feel that they are being born into a new experience
- b. Learn that they are being loved by the kind of correction and discipline they receive
- c. Learn to discipline their desires

Good Discipline

- a. Provides an environment that supports cheerful attitudes and cooperative behaviour
- b. Emphasises guidance rather than restraint; constructive rather than destructive
- c. Enables not cripples
- d. Encourages self-control and purposeful activity
- e. Is present not seen
- f. Teaches a child to do the right thing at the right time in the right way and for the right reason
- g. Prevents trouble

How to Keep Discipline

A well-planned programme will avoid problems and mistakes. Order and system inspire confidence.

Children learn by example.

Club meeting starts on time – staff are there before the start of the programme and the programme runs smoothly to its conclusion.



Improper Administration of Discipline

The **WRONG** Way:

- a. Crush or break the spirit
- b. Use of strict force
- ▶ Result: development of distrust, evasiveness and hatred for authority



Prevention of Discipline Problems

- * Plan an extensive program of activities
- * Never go to meetings unprepared
- * Be friendly, caring and approachable
- * Cultivate a sense of humour
- * Avoid the use of ridicule and sarcasm
- * Don't be a fault finder
- * Be fair and impartial
- * Show self-control
- * Watch the use of your voice
- * Maintain eye contact
- * Give clear, precise instructions and commands
- * Eliminate mannerisms that could lead to ridicule

Punishable Offences

- * Clear and unjustifiable insubordination
- * Indecency
- * Impudence to counsellor
- * Offensive language
- * Injuring others
- * Damaging property
- * Cheating and stealing

Methods of Discipline

Do

- * Give personal counsel
- * Use group judgement
- * Take care of individual difference
- * Expel if necessary

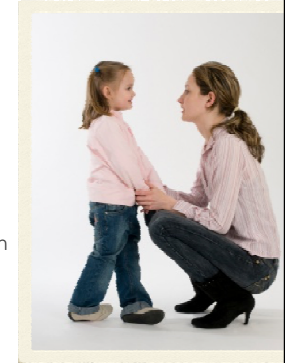
Don't

- Punish is anger
- Use threats
- Force apologies in public
- Detain after club meeting
- Assign extra tasks
- Apply "Dunce Cap" discipline
- Use corporal punishment

Proper Administration of Discipline

The CORRECT Way:

- a. Inspire right and order by love, kindness
- b. and consistent example
- c. Win confidence
- d. Show love to youth by kindness
- e. Expect loyal cooperation
- f. Develop trust, compliance, cooperation
- g. and love



Discipline Procedures

- ✓ Speak tactfully
- ✓ Explain what is expected
- ✓ Have a private visit and pray
- ✓ Privately counsel together with Pathfinder
- ✓ Earnestly solicit cooperation
- ✓ Pray with Pathfinder



- ✓ Refer to Disciplinary Committee
- ✓ Notify Parents of meeting
- ✓ Visit Pathfinder during 'vacation time'

What's been covered

- ▶ Development stages of pathfinders
- ▶ Development stages of adventurers
- ▶ Discipline in the clubs.

