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# Introduction

## TO THE ADVENTURER CLUB MINISTRY



Jesus said, “Let the little children come to me, and do not hinder them, for the kingdom of heaven belongs to such as these” **(Matthew 19:14, NIV)**.

Welcome to the exciting world of Adventurer Club leadership! Every year volunteers like you help thousands of pre-kindergarten through fourth grade children experience Jesus’ love while exploring their world through fun, age-appropriate activities. And the Adventurer Club isn’t just for kids! The Adventurer Club is designed to include parents and guardians in all aspects of the program, and you’ll find the more involved parents and guardians are, the more successful your club will be.

Whether you’re an old pro or just starting out as an Adventurer Club director, this guide will help you organize and manage your Adventurer Club. Throughout this book, you’ll find information about Adventurer-age children, organizing your year, safety tips, and much more.

Adventurer meetings should be fun and kid-centered. Remember that children look to adults to set the pace of the meetings and model how they should act. So . . . take a deep breath, say a prayer, and keep your sense of humor. Your adventure is about to begin!

# Section 1

## Adventurer Club Basics

In this overview of the Adventurer Club we'll take a quick look at the mission, curriculum, Pledge, Law, song, and all the patches your kids can earn as part of the club.





## Adventurer Mission

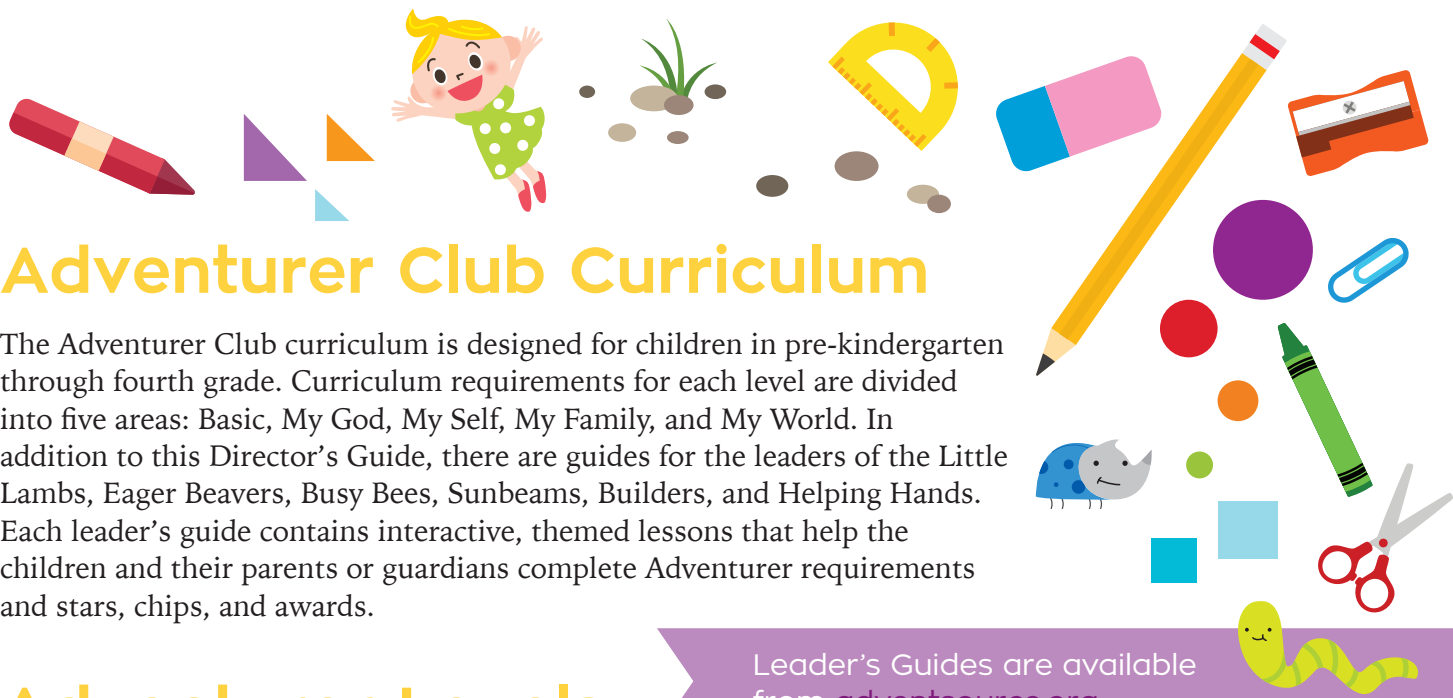
The mission of the Adventurer Club ministry is to serve an intercultural community of children from pre-kindergarten through fourth grade and their parents or guardians and assist Adventurer families in growing as followers of Jesus.



## Family Network

An important part of the Adventurer Club ministry is providing parents and guardians in your church, as well as your community, with a support network. The Family Network is an intentional way for the Adventurer Club and the church family to provide support and training on parenting topics to parents and guardians.





# Adventurer Club Curriculum

The Adventurer Club curriculum is designed for children in pre-kindergarten through fourth grade. Curriculum requirements for each level are divided into five areas: Basic, My God, My Self, My Family, and My World. In addition to this Director's Guide, there are guides for the leaders of the Little Lambs, Eager Beavers, Busy Bees, Sunbeams, Builders, and Helping Hands. Each leader's guide contains interactive, themed lessons that help the children and their parents or guardians complete Adventurer requirements and stars, chips, and awards.

## Adventurer Levels

Leader's Guides are available from [adventsource.org](http://adventsource.org)

Little Lamb  
Color:  
**LIGHT BLUE**



Pre-kindergarten

Eager Beaver  
Color:  
**GREEN**



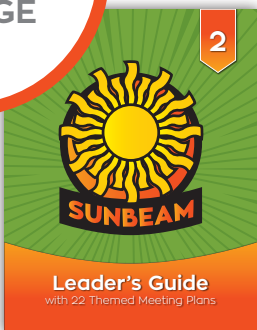
Kindergarten

Busy Bee  
Color:  
**YELLOW**



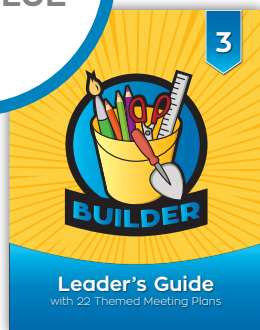
First Grade

Sunbeam  
Color:  
**ORANGE**



Second Grade

Builder  
Color:  
**DARK BLUE**



Third Grade

Helping Hand  
Color:  
**BURGUNDY**



Fourth Grade

A decorative border at the top of the page features various colored stars (purple, green, yellow, blue, red, orange) and squares (red, blue, green, purple, yellow, orange, red, blue, green, red, blue, purple) scattered across a yellow background.

## Adventurer Stars, Chips, and Awards

Stars, chips, and awards are fun ways for Adventurers to explore their world, learn skills, and be creative. When the requirements are completed, the Adventurer receives a patch that is proudly worn on his or her sash. Patches for Little Lambs are called stars, for Eager Beavers they are called chips, and for Busy Bees through Helping Hands they are called awards. In addition to patches that Adventurers earn during club meetings, there are many additional patches that parents and guardians can help their children earn at home. The requirements for all current Adventurer stars, chips, and awards are included on the Resource USB Flash Drive available from [adventsource.org](http://adventsource.org). However, there are new stars, chips, and awards being developed all the time. Check out [Adventurer-Club.org](http://Adventurer-Club.org) for new options and suggestions for teaching the requirements.

A decorative area featuring various colored triangles (blue, red, yellow, orange, green) and a blue butterfly with white spots on its wings, set against a yellow background.

Adventurer Club poster available from [adventsource.org](http://adventsource.org)





## ADVENTURER PLEDGE

Because Jesus loves me,  
I will always do my best.



## ADVENTURER 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



Adventurer Club flags and banners are available from [adventsource.org](http://adventsource.org)





## 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!



A CD with the Adventurer Song may be purchased from [adventsource.org](http://adventsource.org).  
Sheet music available on p. 105.



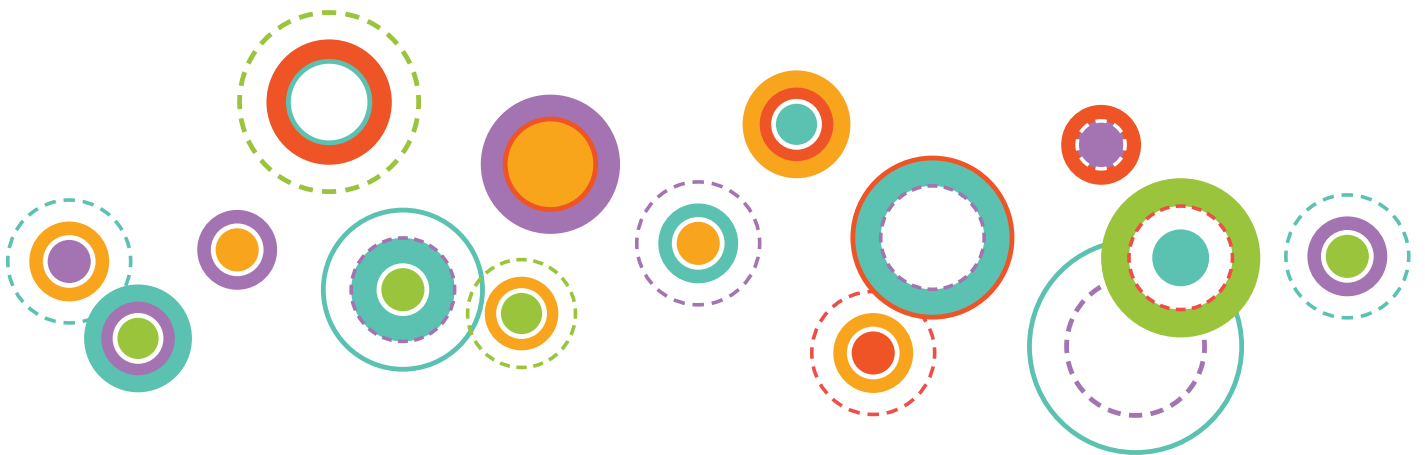
*The Adventurer Story*  
gives a more complete history  
of the Adventurer Club.  
It's available at [adventsource.org](http://adventsource.org).



# Section 2

## Starting and Running an Adventurer Club

So you're excited about starting an Adventurer Club, but you're not sure where to begin? Read on for the steps you'll need to take to get started. Already a club director? This section also contains important information on abuse prevention and club safety.





# How to Start an Adventurer Club



The following steps don't necessarily have to be done in the order listed; however, some of them will need to be done first, such as meeting with the pastor and getting approval to start the club.

## Do you want to have an Adventurer Club that is focused on the community?

That's a great idea! You could invite neighborhood kids to come to your church-based club or you could take your Adventurer Club to where the kids are by having club meetings in a community center or YMCA.

Even if your club meets outside of the church building your club still needs to be sponsored by your local church. That means that the director will be appointed by the church board, calendar approved by the board, and club reported to the conference, just like a church-based club.

## WHERE TO BEGIN

### TALK TO YOUR PASTOR

Make an appointment with the pastor to talk about starting the Adventurer Club. You may want to invite parents who are planning to be involved, so the pastor sees that families are also interested. Having pastoral support is important to the success of your ministry. Make sure to clearly communicate the goals of the club; many pastors have never been involved in Adventurer ministry and may think it is just Pathfinders for younger children.

### CONNECT WITH YOUR CONFERENCE LEADER

Talk to the conference Adventurer/youth director, conference coordinator, or the area Adventurer Club coordinator. These people are responsible for guiding all clubs in the conference and can give you some good advice.

### ELECT A DIRECTOR AND ASSOCIATE DIRECTOR(S)

The nominating committee/church board will recommend the Adventurer Club director and, in some cases, the associate directors to the church for approval. If you have a small club you may not need associate directors.

### FORM AN ADVENTURER CLUB EXECUTIVE COMMITTEE

If you are in a large church, an Adventurer Club executive committee may be helpful. Included in this group might be the Adventurer Club leadership, a pastor, kindergarten and primary Sabbath School leaders, church school teacher(s) of Adventurer-age children, and Adventurer parent(s). The Adventurer director is chairperson. This group sets major policies for the operation, goals, and objectives, and coordinates the club calendar with the church calendar. This committee may also give direction on the selection of additional staff.



## GET CHURCH BOARD AUTHORIZATION

Once your staff has met and outlined a basic schedule, submit these plans to the church board for authorization to organize an Adventurer Club. This is very important because this vote allows for you to let the conference know your club is official.

## FORMALLY INFORM THE CONFERENCE

Make sure that the conference Adventurer/youth department knows that your church is starting an Adventurer Club. There may be an application or other paperwork that must be completed prior to your first meeting. Don't forget to do this—if you don't register your club, activities will not be insured.

## GATHER SUPPORT OF PARENTS

It is important that the parents and guardians of Adventurer-age children support the plan to organize an Adventurer Club. This is a family club and parents and guardians are expected to attend Adventurer Club meetings and activities. You may want to hold an initial meeting with a small group of parents and guardians that you believe will be part of your core leadership team and have them help you spread the word!

## CALL AN ORGANIZATIONAL MEETING

A special meeting should be scheduled to bring together those who would be interested in being part of the Adventurer Club ministry. Invite Master Guides, parents and guardians of Adventurer-age children, teachers in the appropriate Sabbath School divisions, and others interested in working with children. During this meeting, explain the goals of the Adventurer ministry. An appeal should be made for volunteers to help in the Adventurer Club, and an informational questionnaire should be circulated.

## INFORM THE CONGREGATION

It is important that all church members know about the Adventurer Club and how it is going to minister to families in your church and community. This can be done by the local director and staff, or you can invite a conference/area Adventurer leader to speak to the entire church, preferably during the worship hour on Sabbath. Having a few Adventurers visiting from a neighboring club demonstrate some of their accomplishments and display their uniforms is a great way to show your church what other churches are doing for families.





## RECRUIT VOLUNTEER LEADERS AND STAFF

You'll need to identify adults who love kids and are willing to commit to your club. Leaders and staff will be actively involved in teaching level and patch requirements to the Adventurers, so members of the Adventurer team need to be excited about kids!

## PARTICIPATE IN ADVENTURER CLUB MINISTRY TRAINING

Most conferences offer the Adventurer Basic Staff Training course as part of their Adventurer Leadership convention held each year. Get that date on your club calendar and strongly encourage all of your staff to attend. Not only will they learn from the seminars, but they will meet others who have been involved with Adventurers and have great ideas to share. For your staff who cannot attend the convention, you will want to schedule some time to share the basics so you are all on the same page.

## PRAY

Pray for leaders, pray for families, and pray that God will send the right people to join your Adventurer Club team.

## Adventurer Club Team

The Adventurer Club team is responsible for planning the program of the club. For the best results, the team should include some parents of Adventurers in planning the club's program. The local Adventurer leadership team consists of a director, one or more associate directors, and instructors. The director is selected by the nominating committee and voted into office by the church body. The associate director(s) and additional staff may be selected through the nominating committee process or selected by the executive committee or director. Check with your conference leaders to see what the standard practice is in your conference.

All members of the Adventurer Club team must work well with children, as well as being committed Seventh-day Adventists who demonstrate a growing friendship with Jesus.

Each Adventurer team member must complete the Staff and Parent Volunteer Form. This form provides the team leadership with information about the skills and abilities of each team member. Completed forms must



## Characteristics of Adventurers

Adventurers are children in pre-kindergarten through fourth grade. When leading Adventurers, it's important to remember that they develop at their own speed, depending on genetics, environment, and social situations. Some Adventurers seem to mature quite rapidly while others appear to take their time. This is to be expected. While each child is unique, here are some typical Adventurer characteristics:

They have boundless energy.

They are developing coordination.

They like a variety of activities.

They are learning social skills.

They learn by doing.

They are curious about everything.

They have short attention spans.

They need to be successful.

They are learning to be independent.

They crave approval.



## Adventurer Fun Day

Adventurer Fun Day is a giant kids' fair and is usually a conference-wide event full of fun for Adventurers and their families. During the day, Adventurers might earn stars, chips, and awards, participate in parades, compete in games, experience educational activities, make crafts, learn lessons about Jesus, and just have fun!



### Is your church doing an evangelistic series this year?

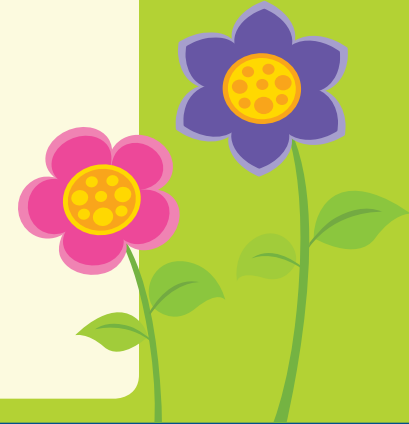
Your Adventurers can earn the Adventurer Evangelism patch by participating. See p. 101 for the requirements.



# Suggested 9-Month Calendar

This suggested calendar includes 20 club meetings and six Family Network meetings. Your club's calendar may vary from this example.

<b>SEPTEMBER</b>	Registration Club meeting Club meeting
<b>OCTOBER</b>	Club meeting Family Network meeting Club meeting Induction Service/Family Blessing
<b>NOVEMBER</b>	Club meeting Family Network meeting Club meeting
<b>DECEMBER</b>	Club meeting Club meeting
<b>JANUARY</b>	Registration (new members) Club meeting Family Network meeting Club meeting
<b>FEBRUARY</b>	Club meeting Family Network meeting Club meeting
<b>MARCH</b>	Club meeting Family Network meeting Club meeting Club meeting
<b>APRIL</b>	Club meeting Family Network meeting Club meeting
<b>MAY</b>	Club meeting Club meeting Investiture Service



# Adventurer Club Membership Application

Child's name \_\_\_\_\_ Birth date \_\_\_\_\_ Pre-k K 1 2 3 4  
*Circle one*

Parent/guardian name(s) \_\_\_\_\_

Address \_\_\_\_\_  
*Street City State/Prov. Zip/PC*

Home phone \_\_\_\_\_ Cell phone \_\_\_\_\_

Parent/guardian email \_\_\_\_\_

Church \_\_\_\_\_ School \_\_\_\_\_

Check level(s) the child has completed:  Little Lamb  Eager Beaver  Busy Bee  
 Sunbeam  Builder  Helping Hand

## Pledge

Because Jesus loves me, I will 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.

## Applicant Commitment

I, \_\_\_\_\_, want to join the \_\_\_\_\_.  
*Name of applicant Club name*

I will attend meetings, activities, field trips, and other club activities. I will proudly wear my Adventurer uniform and obey club guidelines. I will be cheerful, helpful, honest, kind, and courteous.

\_\_\_\_\_  
*Signature of Adventurer*

## Parent/Guardian Commitment

As parent/guardian, I understand that the Adventurer Club is active and includes many opportunities for service, adventure, fun, and learning. I will support the program by:

1. Encouraging my Adventurer to take an active part in all club meetings and functions.
2. Attending events in support of my Adventurer.
3. Assisting club leaders by serving as a helper when needed.
4. Not holding any individual club staff member liable in the event of an accidental injury.
5. Giving my permission for the above named Adventurer to attend Adventurer activities.

\_\_\_\_\_  
*Signature of parent/guardian*