



SEVENTH-DAY ADVENTIST CHURCH

# Adventurer Leader



A NEWSLETTER FOR THOSE WHO LEAD CHILDREN AND PARENTS IN ADVENTURER MINISTRY

## Starting an Adventurer Club

3rd North  
American  
Division Youth  
Ministry Con-  
vention

Jacksonville, Florida  
Adam's Mark Hotel  
February 23-26,  
2006

Tracks include  
Youth Ministry  
Leadership  
Adventurer Club  
Leadership  
Pathfinder Club  
Leadership  
Master Guide  
and more 

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Starting an Adventurer Club in your church may not seem a simple task, but with a little guidance and good advice, it doesn't have to be a real headache, either. Before you start pulling your hair, start with these guidelines designed to help you get things going and limit your stress level:

**Seek Counsel** from the conference Adventurer Specialist or Children's Ministries Director, whichever is responsible for guiding the clubs in your conference.

**Evaluate the Level of Interest and Support Levels** by taking the time to contact and talk with parents of Adventurer age children.

**Present Your Plan** to the church board. You need their authorization to organize an Adventurer Club. The conference Adventurer specialist should be invited to meet with the board. It is important that parents of Adventurer-age children have already expressed support for your plan.

**Inform the Congregation** during the worship service. A conference Adventurer coordinator is qualified by experience to speak in behalf of the Adventurer Club and the needs of the children, so invite the coordinator to make a presentation to the entire church, preferably during the worship hour.

**Call a Special Meeting** to get organized. Invite all Master Guides, parents of Adventurer-age children,

teachers in Primary Sabbath School, and others interested in working with children. Make an appeal for volunteers to help in the Adventurer Club, and circulate an informal sign-up sheet so they can tell you where their special interests lie.

**Train Staff.** Request that the conference Adventurer specialist teach a staff training course to all club leadership personnel.

**Elect Officers**, such as director and associate directors. The church board may be familiar with those best qualified to lead in these positions and recommend them to the church.

**Create an Adventurer Club Executive Committee**, comprised of the Adventurer Club leadership, pastor, Primary Sabbath School leader, teachers of the involved church school grades, and an Adventurer mother and father. The Adventurer director chairs the committee, which sets major policies for the operation, goals and objectives of the club, and selects counselors and instructors.

**Build the Program** with long-range planning. Break the year's program into three or four segments with distinct activities and objectives. Then each meeting should be planned in detail weeks in advance. Be prepared.

**Hold a Guest Program** as a general activity two to three weeks before enrollment. Each Adventurer

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## Starting and Adventurer Club cont.

may invite friends to the meeting. The director should get acquainted with each visiting child and find out if they would like to joining the club. If so, visit the home that week and explain the complete program to the family.

**Hold an Enrollment Program.** Encourage children to join. Before the enrollment program:

- a. Advertise the Adventurer program.
- b. Receive membership applications and health record forms.
- c. Train and uniform staff (director, associate directors, counselors, and instructors) before enrollment night. Ensure that training occurs a number of times, and that the insignia is place on all uniforms.

d. Publicize, publicize, publicize.

**Four weeks before:** on the church bulletin boards, and a directors letter to potential Adventurer families.

**Three weeks before:** publicize with attractive bulletin boards and a Guest program.

**Two weeks before:** publicize in the Children's Sabbath School program and during Church missionary period.

**One week before:** Pastor's letter to parents of potential Adventurer families and a Church service emphasizing the program.

**Implement a Home Visitation Program.** Counselors should visit the home of each Adventurer in their unit immediately after enrollment night, introducing themselves as the child's counselor. Use this time to complete filling out application and health record and answer questions.

**Hold an Induction Program** approximately three weeks after enrollment night.

**Create a Vision for Evangelism.** Make an effort to get acquainted with each Adventurer family and introduce each non-Adventist Adventurer to the pastor. Be evangelistic.

**Make the First Meeting Fun.** It is important that this meeting be full of fun and excitement, with members and staff involved in the activities.



## Update Your Resources

In the front of your manual is a card to register your manual. This card needs to be returned to Advent Source. Manual revisions, updates, new awards will be sent to you as they become available from that day forth.

In the front of your manual is a copyright date. Copyright 1996, Edition 2 uses an updated layout. In the appendix the Family Networking and the Curriculum sections have more pages and a bit more data.

If you forgot to register your manual, you can call Advent Source and explain you forgot to register your manual and they will send you the packet of revisions.

You can get a new manual and give your old manual to your assistant. Go through the manual and copy the pages that the old manual needs to make it complete. Advent Source has given permission to update old manuals in this way. Make sure both manuals are registered, and you will receive updates in the future.

## The Induction Ceremony

The Induction Ceremony's purpose is to give a distinctive start to the year by dedicating the children, the parents and the staff to the Lord. Children like pageantry. The ceremony is outlined in detail in the manual under Club Organization, Program, Induction Service. Kathy Klocko, a pioneer of the NAD Adventurer Committee provided this outline of how she presents the altar:

### Induction Ceremony Talk

You have all observed that for our Induction Service an altar is before me. Parents and Adventurers may ask, what does an altar have to do with an Induction Service? I am going to tell you.

When a person is inducted into an organization you have to make a commitment to that organization. In other words, an oath is taken. During Bible times, especially Abraham, Moses, Jacob, and Joshua, the Lord commanded that they build an altar when they arrived at a new place. [Tell a short story about one of these men.]

One individual that is mentioned is Joshua. Read Joshua 27:1-8 and it tells that the Lord asks of them that they write something such as the law on the stones [Enlarge on this part]

Tonight we are going to have an opportunity to do just that on this altar. We are going to place our names on it. Tell them the importance of placing their name on this altar. It is like taking an oath — we are making a commitment to an organization, which is the Adventurer Club and to God.

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## Garden Activities

<http://www.naturepark.com/act.htm>

**1. Go on a Bug Hunt** Equip your child with a baby food jar or bug jar and encourage them to look for natural life around them. Look under leaves & stumps (be sure to turn them back over), on tree trunks & leaves and in flowers. Handle the bugs gently and let them go when you are done.

**2. Listen to the World Around You** Have your child sit and listen to the sounds of nature by closing their eyes, and counting on their fingers the different sounds they hear. Compare natural vs. unnatural sounds. Try this in several different habitats such as in a field, near a pond and in a forest and compare the kinds of sounds heard.

**3. Get a New Perspective** Have your child lie face upward under a large tree. Have them look into the branches. Can they see the top branch? What patterns can they see. What other things are present? What animals can they see moving around in the tree?

**4. Wet Noses** Wet the underside of your child's nose with a small wet sponge. This improves their sense of smell just as it does for deer and rabbits.. Find familiar smells such as flowers to try, then go on to other things like rubbing a leaf between your fingers and smelling or scratching a pine needle. Also try moss, bark, pitch or grabbing an handful of leafy soil etc.

**5. Discover Color in Nature** Get 10 old paint swatches of various natural colors from a paint store. Cut them into individual squares and take these and your child to a natural area. One at a time, have your child look for each color in nature. You will be amazed at what colors you can find if you really look!

**6. Touching Nature** Blindfold your child and lead them to a tree to get to know it by feeling the bark texture, finding branches and any other way to recognize a specific tree without looking at it. Still blindfolded, lead your child back to where you started. Now take off the blindfold and have them try to find their tree using their sense of touch to confirm it. What other senses helped them to locate their tree? (sounds, sense of balance, smells, warmth etc.)

**7. A Rainy Day Experience** Dress to stay dry but with your hands free (no umbrellas) and go out on a rainy day with your child. Peek into puddles, listen for bird & frog calls. How many kinds of raindrops can you see? Can you find plants with a drip tip? Try to find out where animals go when it is raining.

## Vegetarian or Meat Eaters?

<http://www.gp.com/educationalinnature/index.html>



All birds do not eat the same things. Some eat insects and meat, while others eat vegetables and plants. It's fun to see what different birds eat. Attach five or six shallow dishes to a board. Fill each dish with a different food birds like to eat. Use cracked corn, worms, bird seed, fat, cheese or any other food you prefer. Change the food from time to time and record what birds eat what foods. Before long you can feed your favorite birds and watch them whenever you wish.

## Water Works

**Caterpillar Relay**--Create two teams. Have teams each form a line, and place a bucket filled with water and a car-washing sponge at the front of each line. Show the children how to pass the sponge down the line and back, having children alternate the sponge over their heads and then between their legs. Have the first person in line return the sponge to the bucket, then run to the end of the line. Repeat the game until each child has gotten a turn to be in the front of the line.

*Children's Ministry Magazine, May/June 2000, pg 20*

## Induction Ceremony Talk cont.

[Especially emphasize God at this point. They may need to know what an oath is. Oath: (1) a solemn formal calling upon God to witness that one sincerely intends to do what one says (2) a solemn attestation of the truth or inviolability of one's words; something as a promise, corroborated by an oath.]

After the talk is given have the Adventurers that have been Inducted at a previous Induction, repeat the Adventurer Law and say what it means. (This is in the manual) Proceed with the service as printed.

In all your variations and ideas, keep in mind that the Adventurer Club is a club for children AND their parents. Find ways to incorporate the parents into the natural flow of the activities. The reward for your efforts will be visible when you see the parents and the children interact in positive, meaningful ways