

Little Lambs to Master Guide— Seeing the forest and the trees



It may have been a phone call from the nominating committee; It may have been an invitation from a staff member; Or it may have been the Holy Spirit at work on your soul, encouraging you to take an active role in the mentoring of young people.

However it happened, you have accepted the challenge, the mission, the ministry of Pathfinders. In doing so, you have agreed to be on the front lines of ministry, to field challenging questions of faith, failings, and fulfillment, to open yourself to new, sometimes uncomfortable situations, and to grow with others in those situations, to more fully understand our purpose as Christians.

You are in for a wild, wonderful ride!

Perhaps you know nothing about Pathfinders at all. You've enlisted, but you are not sure what you are in for, or perhaps you were a Pathfinder when you were a child. Well, many things will be familiar to you, but much has changed as well.

The Basics

The Pathfinder Club is a worldwide youth organization sponsored by the Seventh-day Adventist Church, though young people of any religious persuasion, or none at all, are welcome and encouraged to join. The target group is young people in grades 5 to 10. In 2008, there were nearly 65,000 clubs in 180 countries, with a total membership of close to two million.

It's called a club because you join up because you want to, not because it's required. Remember, being a Pathfinder (that includes staff) is supposed to be fun and exciting. If it's not, then something is wrong. New members become official at a special ceremony called Induction.

Club activities provide opportunities for the young people to learn Christian values, develop self-discipline, make friends, acquire skills and hobbies, learn teamwork and leadership skills, and come to love and serve all of God's creation, including mankind.

Pathfinders do this during weekly or bimonthly club meetings, monthly camp outs, Saturday and Sunday field trips, outreach activities, and during Conference-wide events such as fairs and camporees.

The Pathfinder club uses two learning curriculum, Honors and Investiture Achievement. A third, the Teen Leadership Training curriculum, trains teens in club and church leadership.

Honors are lists of learning activities related to a specific field of study such as stamp collecting, swimming, or sewing. If you were a Scout as a child, then Honors are similar to Merit Badges. Honors are available in over 350 areas of study. General categories include Arts & Crafts, Health & Science, Household Arts, Nature, Outdoor Industries, Spiritual Growth, Outreach, Heritage, Recreation, and Vocations.

Individual honors can require anywhere from hours (Dogs) to years (Teaching) to complete. Honor tokens (felt patches) are issued to a Pathfinder when they complete the Honor.

Investiture Achievement is a highly developed curriculum of learning in six levels: Friend, Companion, Explorer, Ranger, Voyager, and Guide. Typically,

People were bringing little children to Jesus to have him touch them, but the disciples rebuked them. When Jesus saw this he was indignant. He said to them "Let the little children come to me, and do not hinder them, for the kingdom of God belongs to such as these. I tell you the truth, anyone who will not receive the kingdom of God like a little child will never enter it." And he took the children in his arms, put his hands on them and blessed them.

—Mark 10:13-26 NIV

Points to Ponder

If the Adventist Church in America had kept its own children over the last 150 years, there would now be nine million Adventists in North America. [Rather than 1 million.]

— NAD Report, 1999

Christ's method alone will give true success in reaching the people. The Savior mingled with men as one who desired their good. He showed His sympathy for them, ministered to their needs, and won their confidence. THEN He bade them, "Follow Me."

—Ministry of Healing, p. 143

Everyone who is fully trained will be like his teacher.

—Luke 6:40

Ministry is developed around relationships. If you don't have the relationship, you don't do the ministry.

—Ron Whitehead

The nurture we give in Sabbath School can be undone if the children have to turn to secular places for socialization, or if the youth program in the church becomes defunct.

—Barbara Manspeaker



The meaning of the Pathfinder Logo

Three sides represent the completeness of the Godhead—Father, Son, Holy Ghost. It also represents the tripod of education: Mental—Class levels and honors, Physical—Campouts and activities, Spiritual—Bible Study and outreach.

The **shield** represents God's protection.

The **sword** is the Bible, the Word of God. We are in a battle against sin, and our weapon is the Word of God.

Red represents the sacrifice of Christ.

White represents the purity of Christ and our desire to have Him in our life.

Blue represents loyalty. The Pathfinder Club will teach us to be loyal to our God in heaven, our parents and our church.

Gold is the standard of measurement. Pathfinders have high standards to help build strong character for the kingdom of heaven.

a level is earned each year. Completion of an Investiture Achievement level is awarded at a special ceremony near the end of the year called Investiture.

Why do Pathfinders?

It is our hope that through the activities and study of Pathfinding, we may help young people in their Christian walk and assist them in their development into an outstanding Christian leader.

In a more fundamental way, we simply want to provide these wonderful young people with a safe place to fellowship and grow.

At the core of this is the Pathfinder Pledge and Law:



The Pathfinder Pledge

By the grace of God, I will be pure, kind and true. I will keep the Pathfinder law. I will be a servant of God and a friend to man.

The Pathfinder 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 and go on God's errands.

We want them

Many young people feel that adults do not like them. Sometimes they even question if their own parents like them. Most adults send out these vibes because they feel that the young people do not like them, and so starts an ever descending spiral of misunderstanding, frustration, and pain.

We are committed to a different course. We want our members to know that they are loved and that we look forward to having them around. That's one reason we have such a full calendar. We want them to know that we are going to look out for them, we are ready to listen to them, to care for them, and guide them.

The program of Pathfinders includes, Bible study, service activities, nature study, community outreach, hiking, camping, exploring, wilderness skills, art, homemaking skills, healthy living, marching, ceremonies, uniforms, and pagentry.

The program of Pathfinders is not for spectators. It is intended to be an active program. That means more than lots of things on the schedule, it means a minimum of sitting, a minimum of lectures, a minimum of indoor stuff. It should be out and about. And in an important aside, all members, including adult leaders should study, explore, play, and pray with their Pathfinders. There should be no circle of chatting staff in the back or sitting on the side lines. *Everyone* participates.

But most of all, the program of Pathfinders is a mentoring ministry. A ministry focused on connecting children to Christ. All of these activities, while good in and of themselves, are part of the program for a higher reason. We are not talking about learning objectives or mandated skill sets, we are talking about root purpose. The *Pathfinder Staff Manual* outlines the Pathfinder philosophy, objectives, mission statement, and goals. If you get nothing else from *Basic Staff Training*, make sure you take the Pathfinder goals to heart or Glen's easy to remember Pathfinder Purpose.

NAD Pathfinder Mission Statement

The North American Division Pathfinder Ministries is an organization of the Seventh-day Adventist Church, dedicated to meeting the social, physical, mental, and spiritual developmental needs of junior and teen youth by challenging the Pathfinder to experience a personal relationship with Christ, having a sense of achievement and responsibility, and developing respect for God's creation including his fellow man.

NAD Pathfinder Goals

Pathfinder Ministries seeks to meet the Pathfinder's present and unfolding needs, to the end that we bring them to self-fulfillment and maturity in Christian faith, characterized by their decision to:

- Accept Jesus Christ as a personal Savior and Lord
- Reflect internalized Christian values through mature decision-making and behavior
- Exhibit the righteousness, true holiness, and fullness of stature of Christ
- Demonstrate leadership skills, enabled and empowered to become full partners in active, selfless service supporting the mission of the church

Mission and Goals voted January 29-31, 1995

Glen's easy to remember Pathfinder Purpose

Do you know the mission statement of your local church? Most people do not. They tend to be too business like and often too long. "While the above Mission Statement and Goals are accurate, complete, and well thought out, for me they lack passion and flow. So after many years of talking with Pathfinder leaders around the globe, I offer you my own 'five-finger' purpose:

1. To lead our young people to the foot of the cross.
2. To enable them to lead others to the foot of the cross.
3. To keep them connected to, and obedient to the Lord who died for them on the cross.
4. To encourage a lifetime of exploration, learning, leadership, and service.
5. To provide them with caring, Christian life mentors.

For Adventurers we would change the fifth purpose:

5. To build the bonds of Christian families."



Adventurer Club

As a Pathfinder leader, you need to have a basic understanding of the Adventurer Program which reaches out to families, and often feeds young people into Pathfinders.

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

NAD Adventurer Program

There are six levels of the Adventurer curriculum: Little Lamb, Eager Beaver, Busy Bee, Sunbeam, Helping Hand, and Builder.

Parents are required to attend most Adventurer meetings since the focus is on families.

Adventurers wear uniforms.

Adventurers earn Stars, Chips, and Awards in various activities and areas of study.

Adventurers have Family Fun Days and Family Camp Outs.

Adventurers do NOT camp without their families and do NOT march.

Online NAD Adventurers

- www.clubministries.org/adventurers/

Club ministry time line

- 1879 First recorded SDA young people's missionary society.
- 1907 Missionary Volunteer Societies organized.
- 1909 Junior MV Societies organized the forerunner of Pathfinders/
- 1922 JMV (now Investiture Achievement) Progressive Classes introduced - Friend, Companion, Comrade (now Guide) and Master Comrade (now Master Guide.)
- 1927 First Pathfinder Club of record, started by John McKim in Anaheim, CA. He called it the Pathfinder club after explorer John Fremont. Guy Mann was the Southeastern California Conference Youth director.
- 1928 First 16 Honors introduced.
- 1930 Pre-JMV/AJY classes developed: Busy Bee, Sunbeam, Builder, and Helping Hand.
Second Pathfinder Club of record, directed by Lester & Ione Martin and Theron & Ethel Johnston in Santa Ana, CA, Southeastern California Conference
- 1938 Third Pathfinder Club of record, Loma Linda, CA, Southeastern California Conference
- 1946 Fourth Pathfinder Club of record under the direction of Francis Hunt. John H. Hancock was the Youth Director. Pathfinder Club emblem designed by John H. Hancock.
- 1948 First area pathfinder coordinators appointed by Elder Henry T. Bergh in Central California Conference.
- 1949 Henry Bergh writes Pathfinder song. First Pathfinder Leadership Event, Camp Wawona, CA, Central California Conference
- 1950 General Conference officially authorizes establishment of JMV Pathfinder Clubs for world field.
First Pathfinder Fair held at St Helena, CA, Northern California Conference
Second Pathfinder Fair held at Lynwood, CA, Southern California Conference
- 1951 Master Comrade changed to Master Guide.
Comrade changed to Guide.
- 1952 Halloween can collecting idea developed in Wisconsin.
- 1953 First Pathfinder Camporee held in the Atlantic Union. Southern New England Conference at Camp Winnekeag, October 9-11.
- 1956 Explorer class added.

My childhood church experience

As you consider the answers to these questions from your own personal experience, ask yourself, how would the children under your care respond to these same questions? Would their response be the response you would like it to be? What do you need to do differently? If you did not attend church as a child, then answer the questions from the viewpoint of your own early walk in faith.

1. I grew up attending religious services on a weekly basis. T F
2. In general, that experience was positive. T F
Explain, either way. _____

3. As a child, I enjoyed Sabbath (or Sunday) School. T F
4. On average, my class had ___ members attending each week.
5. On average, the age range in my classes were ___ years.
6. On average, each class had ___ staff members there each week.
7. In a word or phrase, I would describe the physical environment of my classes as _____.
8. As a child, under 12, I was blessed by most church services. T F
9. As a teen, I was blessed by most church services. T F
10. As a child, my favorite part of the service was _____
_____.
11. As a child, I participated in an Adventurer Club. T F
12. In general, that experience was positive. T F
Explain, either way. _____

13. As a child, I participated in a Pathfinder Club. T F
14. In general, that experience was positive. T F
Explain, either way. _____

15. For most of my childhood, I attended a Christian school. T F
16. In general, that experience was positive. T F
Explain, either way. _____

17. As a child, I felt involved with my church. T F
18. As a child, I felt loved and cared for by my church. T F
19. My childhood church intentionally introduced Christ to me. T F
20. My childhood church invited me to participate up front. T F
21. My childhood church encouraged me to think and explore. T F
22. My childhood church encouraged me to share my faith. T F

What vectors do we use to reach children?

The Adventist church uses many venues to connect with and evangelize its own children, as well as others. These include, but are not limited to: AY Society, Baptismal Class, Children's Choir, Children's Church, Children's Evangelistic Meetings, Children's Story, Mentoring, FLAG Camp, Short-term Mission Trips, Summer Camp, and Vacation Bible School.

However, there are three primary venues: Schools, Sabbath schools, and Club ministries, which includes Adventurers, Pathfinders, Master Guides, and in some parts of the world, Ambassadors. If our children are not enrolled in church school, then club ministry becomes the number one hourly church contact with the children.

The Adventurer Club provides a place for the family to bond, while jointly exploring the world God has created. The Pathfinder Club provides a safe place for young people to begin their journey to independence, under the supervision of caring Christian mentors. Master Guides and the Ambassador Club provide a safe community where young adults can experience making a difference for Christ. These programs encourage peer bonding and service under the advice and counsel of older adults. The TLT curriculum is focused training on church leadership.

Age	Grade	Sabbath School	Club
0		Beginners	
1		B _____	
2		B _____	
3		K _____	
4		K _____	Little Lambs
5	K	K _____	E _____
6		P _____	B _____
7		P _____	S _____
8		P _____	B _____
9		P _____	H _____
10		J _____	F _____
11		J _____	C _____
12		E _____	E _____
13		E _____	R _____
14		Y _____	V _____
15		Y _____	G _____
16		Y _____	MG _____
17		Y _____	MG _____
18		Y _____ A	?
19		Y _____ A	?
20		Y _____ A	?
21		Y _____ A	?

Time line continued

- 1959 First Union Pathfinder Camporee held at Snoqualmie National Forest, WA, North Pacific Union
- 1960 Second Union Pathfinder Camporee held at Lone Pine, CA, Pacific Union
- 1965 Eager Beaver program instituted.
- 1966 Pioneer class added (later changed to Ranger in 1970.)
- 1979 MV changed to AY. JMV changed to AJY. Pre-AJY changed to Adventurers.
- 1982 Voyager Class added. NAD Pathfinder uniform revised to tan and green.
- 1985 First NAD Pathfinder Camporee, Camp Hale, Colorado. Over 15,000 attend.
- 1989 Friendship Camporee in PA, 18,000 attended from NAD. Pathfinder Leadership Award adopted.
- 1991 First Pathfinder float in the Tournament of Roses Parade, Pasadena, CA.
- 1993 New Office of Pathfinder Ministries. NAD Adventurer Ministries begun. Eager Beaver program revised and re-piloted.
- 1994 Dare to Care International Pathfinder Camporee, Denver, CO. Over 12,000 attend. TLT (Teen leadership Training) program adopted by NAD.
- 1996 Adventurer Ministry moved to Children's Ministries.
- 1998 First NAD Master Guide Convention held in Los Angeles, CA.
- 1999 Discover the Power International Pathfinder Camporee, Oshkosh, WI. Over 22,000 attend.
- 2000 Adventurer Ministries moved back to Youth Ministries. NAD Pathfinder uniform revised to tan and black
- 2004 Faith on Fire International Pathfinder Camporee, Oshkosh, Wisconsin.
- 2009 Courage to Stand International Pathfinder Camporee, Oshkosh, Wisconsin.
- 2011 Pathfinder Bible Experience adopted by NAD.
- 2013 AYMT staff training program adopted for Pathfinders in NAD.
- 2014 Forever Faithful International Pathfinder Camporee, Oshkosh, Wisconsin.
- 2019 Chosen International Pathfinder Camporee, Oshkosh, Wisconsin.
- 2020 NAD authorizes Master Guide Clubs.

