# ADVENTURER CLUB BASIC STAFF TRAINING CERTIFICATION



# Adventurer Club Curriculum **ADV 005**



### **Objectives of the Session:**

- 1. Describe the outline and structure of the Adventurer curriculum.
- 2. Outline the four components of the curriculum.
- 3. Show how each level builds on the next.
- 4. List the minimum requirements to qualify for Investiture.
- Discuss ways to record the child's achievements.



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# **Goals of the Adventurer Club:**



- Children will commit their hearts and lives to Jesus
- Acquire habits, skills, and knowledge to live for Jesus today

Turn these goals into fun and practical activities!



















#### **Overview of the Curriculum**

- Each level encourage age-appropriate, active learning.
- Introduces general concepts and kids apply to their own lives.
- Curriculum is divided into six levels

## Four Basic Relationships in the Child's Life: Matching



My God

a. Discover and appreciate uniqueness and value of each person.

My Self

- b. Learn how to be good friends and to value people who are different from them.
- My Family
- c. Learn about God' love for each one of us.
- My World
- d. Discover uniqueness of the family and learn about responsibilities.







# My Self



#### I. I Am Special (Meeting 4)

- Little Lamb: Hooray for Me (My Self part of the Puzzle Patch); Sing a song about the body, make a craft about bodies, Complete an activity about bodies
- Eager Beaver: Alphabet Fun 😊
- Busy Bee: Make a booklet showing different people who care for you.
- **Sunbeam:** Make a tracing of yourself. Decorate it with pictures and words which tell good things about yourself
- **Builders:** Put together a scrapbook, a poster, or collage showing things you can do to serve God and others.
- Helping Hand:
  - A. List some special interests and abilities God has given you.
  - B. Share your talent using one of the following: talent show, show and tell



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# Planning your calendar and working your plan



#### Questions to ask yourself:

- When will the requirements be taught?
- What requirements/meetings are required for Investiture?
- Who will teach the requirement?
- What information do the instructors need to know?
- How will they teach it?
- Are there any special needs or interests?



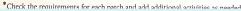




# Adventurer Curriculum Scope and Sequence

Date	Time	Title	Lo
15-Sep	5:00pm-7:00 pm	Registration	Mountain Vi
21- Sep	2:00pm-4:00pm	Sabbath Meeting (1, 2)	Mountain Vi
22- Sep	10:00am-12:00pm	Sunday Meeting (3, 4)	CWAA Gym
6-Oct	9:30am-2:30pm	Adventurer Fun Day	Burman Univ
26- Oct	2:00pm-4:00pm	Induction	Bridgeland S
27- Oct	10:00am- 12:00pm	Sunday Meeting (6, 8)	CWAA Gym
23- Nov	2:00pm- 4:00pm	Sabbath Meeting (5, 7)	Mountain Vi
24- Nov	10:00am-12:00pm	Sunday Meeting (9, 12)	CWAA Gym
14- Dec	5:00pm-8:00pm	Christmas Party	Mountain Vi
25- Jan	2:00 PM-4:00 PM	Sabbath Meeting (10,11)	Mountain Vi
26- Jan	10:00am-12:00pm	Sunday Meeting (13, 15)	CWAA Gym
22- Feb	2:00pm-4:00pm	Sabbath Meeting (14, 16)	Mountain Vi
23- Feb	10:30am-12:30pm	Ice Skating	Bowness Par
25- Apr	2:00pm-4:00pm	Sabbath Meeting (19, 20)	Mountain Vi
26- Apr	10:00am-12pm	Sunday Meeting (21, 22)	CWAA Gym
23- May	2:00pm-4:00pm	Sabbath Meeting (17, 18)	Mountain Vi
24- May	10:00am-12pm	Fun Day – Bike Rodeo	Bowness Par
12-14 June	Weekend	Adventurer Family Camp	Foothills Car
20- June	11:00-12:00pm	Investiture	Mountain Vi











# **Planning:**



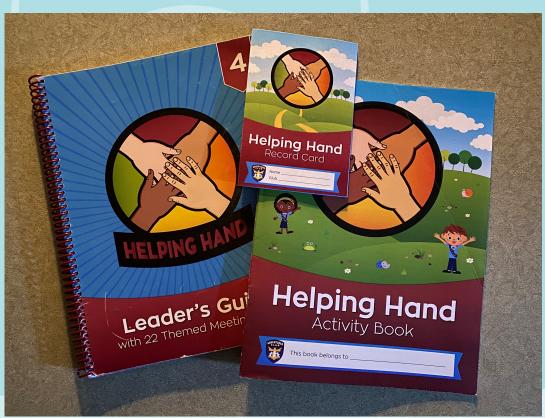
- Begin with good overall planning. Set up a yearly timetable.
- Know your requirements.
- Consider the children in your particular situation
- Invite the parents Let parents know and be familiar with the requirements and how they may assist.
- Schedule your class work. From your yearly timetable, review how much time is available to complete the requirement. Plan what information and skills to present during each period.
- Plan the class period Adventurer class time is usually 30-60 minutes, with a few minutes for information-giving and the rest of the time spent in active learning.







# **Curriculum Materials**













**Little Lamb Example:** 

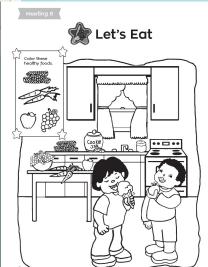






e, Smell, and Touch







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Sing "Jesus Is My Shepherd"







# What is teaching?

Interactive

Engages the child individually

Uses all the senses

Responds to the child

Makes small but critical adjustments in presenting ideas

Makes what is said memorable







# I've taught the requirement, now what?





Busy Bee				Busy Bee			Busy Bee		
Name			Name			Name			
Meeting	Awards	y/n	Meeting	Awards	y/n	Meeting	Awards	y/r	
1			1			1			
2	Bible 1		2	Bible 1		2	Bible 1		
3	Artist		3	Artist		3	Artist		
4			4			4			
5			5			5			
6	Butterfly		6	Butterfly		6	Butterfly		
7			7			7			
8	Health Specialist		8	Health Specialist		8	Health Specialist		
9	Buttons		9	Buttons		9	Buttons		
10			10			10			
11			11			11			
12	Fish		12	Fish		12	Fish		
13	Safety Specialist		13	Safety Specialist		13	Safety Specialist		
14			14			14			
15			15			15			
	Home Helper			Home Helper			Home Helper		
	Music Games			Music Games			Music Games		
	Friend of Animals			Friend of Animals			Friend of Animals		
	Flowers			Flowers			Flowers		
	Guide		20	Guide			Guide		
21			21			21			
22			22			22			
	Invest			Invest			Invest		



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## **Resources:**



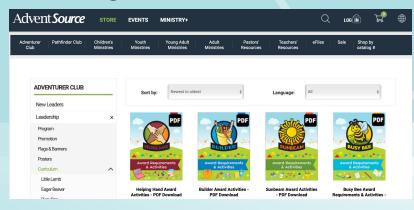
NAD Club Ministries Website:

https://www.clubministries.org/adventurer-club-curriculum/

AdventSource: <a href="https://www.adventsource.org/store/adventurer-">https://www.adventsource.org/store/adventurer-</a>

club/leadership/curriculum

- Pinterest
- Google











# Remember!

- Let God guide you.
- Remember the gospel commission given in Matthew 28:18-20
- Don't reinvent the wheel.





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Q&A







