

ADVENTURER CLUB



The Adventurer Club is designed for children between 4-9 years old. The individual programme starts with:



Little Lambs

4 years old



Early Bird

5 years old



Busy Bee

6 years old



Sunbeam

7 years old



Builder

8 years old



Helping Hand

9 years old



The approach taken in this programme encourages each parent to join with the local club in nurturing their children toward a healthy appreciation of themselves, others, their God and to learn values that will last a lifetime. The children are encouraged to learn life's lessons through play and fun while doing crafts outdoor and through skilled activities. **Why not contact your local club for more information.**

Pathfinder & Adventurer Club



INFORMATION LEAFLET

A Concise Guide on

Pathfinding and Adventuring



Seventh-day Adventist Church
South England Conference
Pathfinder and Adventurers
25 St Johns Road, Watford, Herts. WD17 1PZ
www.secpathfinders.com

About Pathfindingering and Adventuring



The Pathfinder and Adventurer programmes are similar to the Scouts approach to the development of the physical, emotional, mental, social and spiritual dimensions of children and young people aged 4 and 15 years old.

PATHFINDER CLUB



The Pathfinder Club exists to assist in development of the life skills and abilities of young people within the ages of 10-15 years. The organisation is more structured and discipline plays an important role in the way the club is run. The Pathfinders are uniformed with a pledge and law which serves as their code of conduct and a guide to living as they grow into young adults. The Pathfinder organization is sponsored by the Seventh-day Adventist Church in the UK but is part of an organisation that spans the world and numbers over 21 million members.

LIFE SKILLS



Pathfinders are encouraged to become strong and responsible members of their community, to be willing to take on challenges, to be individuals, to work with others as part of a team, to develop leadership skills and ability, to care for their bodies and minds, to keep away from harmful substances. The Pathfinder programme is centred around strong ethical, moral and spiritual values, based on the Christian faith, however young people from all faith traditions are attracted to the programme and are encouraged to participate.

ACTIVITIES



There are opportunities to develop skills and crafts in nearly three hundred activities for which badges can be awarded and placed on the uniform. Some of the highlights of Pathfindingering are: campouts, where skills in the following areas are learnt and developed: map and compass work, camp craft, stars, pioneering, rope work and lashings, camp fires and outdoor cooking, nature studies, health and fitness, serving the local community as well as those abroad.

CURRICULUM

The course takes the children through a curriculum of learning from Friends at 10 years old, then to Companion at 11, Explorer at 12, Ranger at 13, Voyager at

14 and Guide at 15. Many Pathfinders go on to become Master Guides and then take on local and regional leadership

in the organisation.



Every year, there is a Pathfinder Camporee planned at regional, national or international level. This is a time when Pathfinders take the opportunity to meet and enjoy having fun with others from other parts of the UK and Europe.