



BASIC STAFF TRAINING CURRICULUM DETAILS AND EXPLANATION

INTRODUCTION

THE ADVENTURER BASIC STAFF TRAINING COURSE is designed to develop an awareness in leaders of the basic fundamentals of the Adventurer Club and to help the Adventurer Club staff leaders become familiar with the procedures, policies, and resources necessary to commence and maintain an Adventurer Club.

It is not intended that this course should teach the basics of what Adventurers learn, but rather those basic elements of information necessary for any Adventurer staff member or leader to fulfill his or her duties.

Participants will attend a training seminar conducted by the conference Adventurer Ministries personnel. This will normally be conducted over one weekend but may, at the discretion of conference personnel, be broken up into smaller segments, if necessary, to suit the needs of the conference, regional participants, or home scholars. This training includes both seminar lectures and discussion. Each participant must own an Adventurer Staff Manual.



The Adventurer Basic Staff Training Curriculum is a prerequisite requirement to the Master Guide curriculum requirements.

ADVENTURER CLUB MATERIALS

| | |
|---|---|
| Staff Manual * | Describes the goals, objectives, and programs of Adventurer Ministry. Includes information about the Adventurer Club organization, class curriculum, class pins, Awards, and the Family Network. |
| Class Workbooks * | Designed to help children better understand their class requirements. Workbooks (Busy Bee, Sunbeam, Builder, Helping Hand) provide a means through which Adventurer parents or instructors can identify and explain the values taught in each requirement. |
| Class Cards * | Identify Adventurer class curriculum, date of completion, and instructor who approved the completion of the requirement. |
| Brochure * | Identifies the Adventurer Club to non-members. Also communicates the values of the Adventurer program and invites church/community families to enroll in the Adventurer Club. Brochures available in English, French, and Spanish. |
| Club Uniform * | Includes navy blue jumpers/pants, light blue shirts, scarves, award sashes, and ties. For a more detailed description of uniforms and emblems, contact the Conference Adventurer Director. |
| Pledge & Law Banners Adventurer Flag * | Illustrates to parents and the community that the Adventurer program has been accredited by the North American Division. |
| Membership Card ** | Identifies the Adventurer Club member. Parental signature denotes parent's membership in the Family Network and his or her commitment to support the goals and objectives of the Adventurer Club. |
| Reading Certificate ** | Presented to each Adventurer who successfully completes the Club's reading requirements. |
| Leadership Credentials ** | Certifies that Adventurer staff member has completed the Adventurer Staff Training Course, has experience working with Adventurers, is in good standing with Conference Adventurer organization, and is authorized to perform leadership duties in the Adventurer Club by order of the sponsoring Conference. |
| Staff Training Certificate ** | Presented to each adult who successfully completes the Adventurer Basic Staff Training Course. |
| Parent Pin ** | Acknowledges Adventurer parents who are members of the Family Network and who actively support their child(ren) in the Adventurer program. The Family Network provides an opportunity for Adventurer families to support each other in learning parental skills. |

* Available at AdventSource, 5040 Prescott Avenue, Lincoln, NE 68506. Phone: 1-800-328-0525.
** Available through the Conference Adventurer Director. www.adventsource.org

SECTION ONE

| | |
|---|--------------|
| History, Philosophy, and Purpose of the Adventurer Club . . . (45 minutes) | Notes |
|---|--------------|

Purpose

To develop an awareness of the mission and uniqueness of the Adventurer Ministry and its relevance to today's families.

Objective

To recognize the philosophy, goals, purpose, and uniqueness of the Adventurer ministry and gain an overview of the history of Adventuring.

Explanation

1. History of Adventuring (5 min)
2. Adventurer Philosophy (5 min)
3. Who is the Target Audience?..... (10 min)
Answer: The Parent
Why? _____
4. Adventuring as a Ministry (15 min)
 - a. Mission Statement
 - b. Goals and Objectives
 - c. Church
 - d. Community
5. Adventurer Instructor's Manual (5 min)

SECTION TWO

| <p style="text-align: center;">Understanding the Adventurer (60 minutes)</p> | <p style="text-align: center;">Notes</p> |
|---|---|
|---|---|

Purpose

To help Adventurer leaders and parents meet the challenge of leading Adventurer children to Christ.

Objective

To recognize the developmental needs of Adventurers and learn how to deal with them effectively.

Explanation

Participants are required to understand and discuss the following:

1. The Adventurer as a Unique and Special Person .. (5 min)
2. Developmental Characteristics of the Adventurer (20 min)

Particular attention should be given to the different needs that emerge in:

- a. Physical characteristics
 - b. Mental characteristics
 - c. Socio-emotional characteristics
 - d. Spiritual characteristics
3. Importance of Belonging to a Peer Group (10 min)
 4. Principles of Effective Club Discipline (25 min)
 - a. Discipline vs. punishment
 - b. Safety and your club
 - c. Child abuse
 - d. Sexual abuse

SECTION THREE

| Club Leadership (60 minutes) | Notes |
|---|--------------|
|---|--------------|

Purpose

To learn concepts and strategies to experience successful Adventurer leadership.

Objective

To understand different leadership styles and how they affect Adventurers at various age levels.

Explanation

Participants will discuss facets of Christian leadership related to the Adventurer Club.

1. Leadership Defined (5 min)
2. Styles of Leadership (10 min)
 - a. Autocratic
 - b. Laissez-faire
 - c. Democratic
 - d. Authoritative
3. Attitudes and Qualities of Christian Leadership ... (20 min)
4. Duties of the Adventurer Staff (15 min)
 - a. Director
 - b. Associate director
 - c. Counselor
 - d. Instructor
 - e. Family Network Coordinator
 - f. Volunteers
5. Goal-Setting Questions and Considerations (10 min)
 - a. What is to be accomplished?
 - b. How is it to be accomplished?
 - c. When is it to be accomplished?
 - d. Who will accomplish it?
 - e. Control measures
 - f. Steps of communication

SECTION FOUR

| Club Organization (75 min) | Notes |
|---------------------------------------|--------------|
|---------------------------------------|--------------|

Purpose

To introduce the standards and requirements of the Adventurer Club organization.

Objective

To explain basic procedures and policies relevant to the establishment and maintenance of the Adventurer Club.

Explanation

Participants will study three major areas:

1. Club Organization (25 min)
 - a. Church commitment
 - b. Staff training
 - c. Flow chart
 - * denominational flow chart
 - * club organizational flow chart
 - d. Funding
 - e. Public relations

2. Operating Policies (25 min)
 - a. Church Board membership
 - b. Parental involvement
 - c. Club membership
 - d. Uniform
 - e. Calendar and time options
 - f. Registration form
 - g. Medical form
 - h. Safety
 - i. Child Abuse

3. Start-up and Structuring (25 min)

SECTION FIVE

| Club Programming (120 minutes) | Notes |
|---|--------------|
|---|--------------|

Purpose

To help children build friendships with Jesus, guide them toward eternal life, and strengthen their relationship with their parent(s).

Objective

To understand and implement the Adventurer program, its features to be followed and presented, and persons participating.

Explanation

1. Yearly Program (35 min)
 - a. Adventurer Club goals
 - b. Planning the calendar
 - c. Club meeting
 - d. Adventurer curriculum
 - e. Parental involvement

2. Programming Guidelines (10 min)

3. Club Membership (25 min)
 - a. Club membership
 - b. Marketing the Adventurer Club

4. Child-Parent Activities (15 min)

5. Programming (35 min)
 - a. Registration
 - b. Family Network
 - c. Induction
 - d. Adventurer Sabbath
 - e. Field trips
 - f. Conference "Fun Day"
 - g. Investiture

SECTION SIX

| <p style="text-align: center;">Adventurer Curriculum (90 minutes)</p> | <p style="text-align: center;">Notes</p> |
|--|---|
|--|---|

Purpose

To understand the curriculum and its wholistic application to the Adventurer child.

Objective

To suggest methods of teaching the Adventurer curriculum in a creative and meaningful manner.

Explanation

1. Overview Tracks and Objectives (10 min)
2. Goals (5 min)
3. How to Use the Curriculum Materials (10 min)
4. Planning the Calendar (20 min)
 - a. Sharing responsibilities
 - b. Laying out the calendar
5. Teaching a Requirement (45 min)
 - a. Planning for success
 1. Identify special needs and interests
 2. Who will teach the requirement?
 3. When will the requirement be taught?
 4. Where will the requirement be taught?
 5. What information do they need to know?
 6. How will it be taught?
 - b. Understanding creativity
 - c. Special challenges
 - d. Resources

SECTION SEVEN

| Family Network Program (90 minutes) | Notes |
|--|--------------|
|--|--------------|

Purpose

To teach successful parenting techniques and thereby receive God's promised blessing.

Objective

To emphasize the importance of parental accountability, authority, and responsibility of child training.

Explanation

1. Parental Empowerment (15 min)
2. The Adventurer Family (5 min)
3. Adventurer Family Network Meeting (30 min)
 - a. Parental relationships
 - b. Community Resources
 - c. Network program
4. Adventurer Family Network as a Support System .. (30 min)
 - a. Goal
 - b. Family involvement
 - c. Adventurer Family Network is . . .
 - d. Community resources
5. Parental Affirmation (10 min)

SECTION EIGHT

| <p style="text-align: center;">Adventurer Awards (60 minutes)</p> | <p style="text-align: center;">Notes</p> |
|--|---|
|--|---|

Purpose

To help each child achieve various Adventurer goals by participating in fun, meaningful activities.

Objectives

To teach Adventurers that learning is fun;
 To encourage them to grow mentally, physically, socially, spiritually;
 To include Jesus in every activity.

Explanation

To develop an awareness that some children need greater challenges and additional activities while others may find it difficult to accomplish the requirements.

1. Goals (10 min)
 - a. To teach the Adventurer new concepts and activities in fun and creative ways.
 - b. To challenge a more adventurous child without discouraging a lesser achiever.
 - c. To help each Adventurer achieve a balanced life.
 - d. To encourage each child to do his or her best.

2. Be Creative (20 min)
 - a. Enjoy learning on the chosen subject.
 - b. Present ideas in a fun way.
 - c. Collect ideas and materials.
 - d. Have hands-on experience.
 - e. Expand and make the requirements come alive.

3. Awards (30 min)