



# NAD

# LEVEL STUDIES

## Section B

- Little Lamb
- Eager Beaver
- Busy Bee
- Sunbeam
- Builder
- Helping Hand
- Helping Hand Advanced
- NAD ALG Requirements
- NAD Master Guide Requirements

# **LITTLE LAMB**

Be enrolled in Pre-Kindergarten or be 4 years of age by September 1 of the year you begin the Little Lamb program.



## **BASIC REQUIREMENTS**

- I. Recite the Adventurer Pledge.
- II. Sing "Jesus Is My Shepherd."
- III. Complete the Woolly Lamb Star.

## **MY GOD**

- I. Complete three or more of the following:
  1. Sing a song about Jesus.
  2. Listen to a story about Jesus.
  3. Say three things you've learned about Jesus.
  4. Make a craft about Jesus.
  5. Complete an activity about Jesus.
- II. Complete the Bible Friends Star.

## **MY SELF**

- I. Complete three or more of the following:
  1. Sing a song about the body.
  2. Listen to a story about the body.
  3. Say three things you've learned about bodies.
  4. Make a craft about bodies.
  5. Complete an activity about bodies.
- II. Complete the Healthy Me Star.
- III. Complete the Health Food Star.

## **MY FAMILY**

- I. Complete three or more of the following:
  1. Sing a song about families.
  2. Listen to a story about families.
  3. Say three things you've learned about families.
  4. Make a craft about families.
  5. Complete an activity about families.
- II. Complete the Special Helper Star.

## **MY WORLD**

- I. Complete three or more of the following:
  1. Sing a song about creation.
  2. Listen to a story about creation.
  3. Say three things you've learned about creation.
  4. Make a craft about creation.
  5. Complete an activity about creation.
- II. Complete the Community Helpers Star.
- III. Complete two or more of the following Stars:

ABC's	Music	Trains and Trucks
Bodies of Water	My Friend Jesus	Weather
Colors	Numbers	Zoo Animals
Finger Play	Sharing	
Insects	Stars	

# **EAGER BEAVER**

Be enrolled in Kindergarten or be 5 years of age by  
September 1 of the year you begin the Eager Beaver program.



## **BASIC REQUIREMENTS**

- I. Recite the Adventurer Pledge.
- II. Recite the Pledge of Allegiance or National Anthem.
- III. Pray independently.
- IV. Listen to three books:
  - One Bible story
  - One nature story
  - One story of your choice

## **MY GOD**

- I. Complete the Bible Friends Chip.
- II. Complete the God's World Chip.

## **MY SELF**

- I. Complete the Alphabet Fun Chip.
- II. Complete the Crayons and Markers Chip.
- III. Complete the Know Your Body Chip.
- IV. Complete one or more of the following Chips:
  - Beginning Biking
  - Beginning Swimming
  - Left and Right
  - Jigsaw Puzzle
  - Shapes and Sizes

## **MY FAMILY**

- I. Say the fifth commandment: "Honor your father and your mother" (Exodus 20:12).
- II. Complete the Fire Safety Chip.
- III. Complete the Helping Mommy Chip.
- IV. Complete the Manners Fun Chip.
- V. Complete one or more of the following Chips:
  - Pets
  - Toys

## **MY WORLD**

- I. Say the fourth commandments: "Remember the Sabbath day, to keep it holy" (Exodus 20:8).
- II. Complete the My Community Friends Chip.
- III. Complete the Animals Chip.
- IV. Complete one or more of the following Chips:
  - Animal Homes
  - Birds
  - Gadgets and Sand
  - Scavenger Hunt
  - Sponge Art

# **BUSY BEE**

Be enrolled in First grade or be 6 years of age by  
September 1 of the year you begin the Busy Bee program.



## **BASIC REQUIREMENTS**

- I. Recite and accept the Adventurer Pledge.
- II. Complete the Busy Bee Reading I Award.

## **MY GOD**

- I. God's Plan to Save Me  
Create a story chart or booklet showing the order in which these events took place:
  - A. Creation
    - Sin and sadness begin
    - Jesus cares for me today
    - Jesus comes again
    - Heaven
  - OR the Bible stories you are studying in your classroom or Sabbath School.
  - B. Use your story chart or booklet to show someone how much Jesus cares for you.
- II. God's Message to Me
  - A. Complete the Bible I Award.
- III. God's Power in My Life
  - A. Spend a regular quiet time with Jesus to talk with Him and learn about Him.
  - B. Ask three people what they pray about.

## **MY SELF**

- I. I Am Special  
Make a booklet showing different people who care for you.
- II. I Can Make Wise Choices  
Name at least four different feelings. Play the "Feelings" game. (See Busy Bee Activity Book, page 15)
- III. I Can Care for My Body  
Complete the Health Specialist Award.

## **MY FAMILY**

- I. I Have a Family  
Create paint/draw a picture showing something you like about each member of your family.
- II. Families Care for Each Other
  - A. Discover what the fifth commandment (Exodus 20:12) tells you about families.
  - B. Act out three ways you can honor your family.
- III. My Family Helps Me Care for Myself  
Complete the Safety Specialist Award.

## **MY WORLD**

- I. The World of Friends  
Tell how you can be a good friend. Use:
  - Puppets
  - Role-playing
  - Your choice
- II. The World of Other People
  - A. Discuss the work people do for your church.
  - B. Learn about one job by helping the person do it.
- III. The World of Nature  
Complete the Friend of Animals Award.

# **SUNBEAM**

Be enrolled in Second grade or be 7 years of age by  
September 1 of the year you begin the Sunbeam program.



## **BASIC REQUIREMENTS**

- I. Recite and accept the Adventurer Law.
- II. Complete the Sunbeam Reading II Award.

## **MY GOD**

- I. God's Plan to Save Me
  - A. Create a story chart or booklet showing Jesus':
    - Birth
    - Life
    - Death
    - ResurrectionOR the Bible stories you are studying in your classroom or Sabbath School.
  - B. Use your story chart or booklet to show someone the joy of being saved by Jesus.
- II. God's Message to Me
  - A. Memorize and explain two Bible verses about being saved by Jesus:
    - Matthew 22:37-39
    - 1 John 1:9
    - Isaiah 1:18
    - Romans 6:23
    - Your choice
  - B. Name the two major parts of the Bible and name the four gospels.
- III. God's Power in My Life
  - A. Spend a regular quiet time with Jesus to talk with Him and learn about Him.
  - B. Ask three people why they study the Bible.

## **MY SELF**

- I. I Am Special  
Make a tracing of yourself. Decorate it with pictures and words which tell good things about yourself.
- II. I Can Make Wise Choices  
Play the "What-if?" game.
- III. I Can Care for My Body  
Complete the Fitness Fun Award.

## **MY FAMILY**

- I. I Have a Family  
Create a family collage, family crest, or coat of arms.
- II. Families Care for Each Other  
Show how Jesus can help you deal with disagreements. Use:
  - Puppets
  - Role-playing
  - Your choice
- III. My Family Helps Me Care for Myself  
Complete the Road Safety Award.

## **MY WORLD**

- I. The World of Friends  
Complete the Courtesy Award.
- II. The World of Other People
  - A. Explore your neighborhood. List things that are good and things you could help make better.
  - B. From your list, choose ways and spend time making your neighborhood better.
- III. The World of Nature  
Complete the Friend of Nature Award.

# **BUILDER**

Be enrolled in Third grade or be 8 years of age by September 1 of the year you begin the Builder program.



## **BASIC REQUIREMENTS**

- I. Responsibility
  - A. Recite and accept the Adventurer Pledge and Law.
  - B. Explain the Pledge.
- II. Reinforcement

Complete the Builder Reading III Award.

## **MY GOD**

- I. God's Plan to Save Me
  - A. Create a story chart or booklet showing the order in which these stories took place:
    - Paul
    - Martin Luther
    - Ellen White
    - Yourself
  - OR the Bible stories you are studying in your classroom or Sabbath School.
  - B. Use your story chart or booklet to show someone how to give one's life to Jesus.
- II. God's Message to Me
  - A. Find, memorizes, and explains three Bible verses about giving your life to Jesus:
    - Acts 16:31
    - John 1:12
    - Galatians 3:26
    - 2 Corinthians 5:17
    - Psalms 51:10
    - Your choice
  - B. Name the books of the New Testament.
- III. God's Power in My Life
  - A. Spend a regular quiet time with Jesus to talk with Him and learn about Him.
  - B. Complete the Prayer Award.

## **MY SELF**

- I. I Am Special
  - A. Put together a scrapbook, poster, or collage showing some things you can do to serve God and others.
- II. I Can Make Wise Choices
  - A. Earn the Media Critic Award.
  - B. Role play or do a skit to show the results of a good decision and a bad decision.
- III. I Can Care for My Body

Complete the Temperance Award.

## **MY FAMILY**

- I. I Have a Family
  - A. Create a family flag or banner or make a collage of stories and/or photographs about your family.
  - B. Find a story in the Bible about a family that changed.
- II. Families Care for Each Other

Play game by having each family member show appreciation to each of the other members of the family.
- III. My Family Helps Me Care for Myself

Complete the Wise Steward Award.

## **MY WORLD**

- I. The World of Friends
  - A. Make friends with a person of another culture, generation, or someone who is handicapped.
  - B. Invite that person to a family or church event.
- II. The World of Other People
  - A. Know and explain your National Anthem and flag.
  - B. Name your country's capital and the leader of your country.
- III. The World of Nature

Complete an award for nature, not previously earned.

# **HELPING HAND**

Be enrolled in Fourth grade or be 9 years of age by  
September 1 of the year you begin the Helping Hand program.



## **BASIC REQUIREMENTS**

- I. Responsibility
  - A. Recite and accept the Adventurer Pledge and Law.
  - B. Explain the Law.
- II. Reinforcement  
Complete the Helping Hand Reading IV Award.

## **MY GOD**

- I. God's Plan to Save Me
  - A. Create a story chart or booklet showing the order in which these stories took place:
    - Noah
    - Abraham
    - Moses
    - David
    - DanielOR the Bible stories you are studying in your classroom or Sabbath School.
  - B. Use your story chart or booklet to show someone how to live for God.
- II. God's Message to Me
  - A. Complete the Bible II Award.
- III. God's Power in My Life
  - A. Spend a regular quiet time with Jesus to talk with Him and learn about Him. Journal your time by writing, drawing, or recording a video.
  - B. With an adult, choose one thing in your life which Jesus has promised to help you improve. With His help, pray, plan, and work together to reach your goal.

## **MY SELF**

- I. I Am Special
  - A. List some special interests and abilities God has given you.
  - B. Sure your talents using one of the following:
    - Talent show
    - Show and tell
    - Complete an Adventurer Award
- II. I Can Make Wise Choices
  - A. Learn the steps of good decision-making.
  - B. Use them to solve two real-life problems.
- III. I Can Care for My Body  
Complete the Hygiene Adventurer Award.

## **MY FAMILY**

- I. I Have a Family  
Make a story cart or picture book about your family history.
- II. Families Care for Each Other  
Help plan a special family worship, family night, or family outing.
- III. My Family Helps Me Care for Myself  
Complete a level 3 or 4 Adventurer Award not previously earned.

## **MY WORLD**

- I. The World of Friends  
Complete the Caring Friend Adventurer Award.
- II. The World of Other People  
Complete the Country Fun Award.
- III. The World of Nature  
Complete the Environmentalist Adventurer Award.

# **ADVANCED HELPING HAND**



This class was designed for the over-achieving Adventurers who needs additional activities, or fifth-graders, age 10, who just aren't ready to move on to Pathfinders.

## **REQUIREMENTS**

1. Have completed the *Helping Hand* Level requirements.
2. a. Earn the Home Helper Award.  
b. Plan a meeting with the family to discuss a topic important to the child.
3. a. By respecting your body, you should be aware of the food you eat by reading the first three ingredients of your favorite:
  - Cereals
  - Drinks
  - Snacks
  - Dessertsb. Keep a Food Diary of the food you eat in one week.  
c. Sign a Health Pledge card.
4. a. Work with a staff member in planning one of the following:
  - Adventurer activity or outing
  - Club party
  - Club opening exercise
  - Assist in teaching an Award to either Busy Bees or Sunbeamsb. Participate in a church worship service by doing one of the following:
  - Scripture reading
  - Prayer
  - Ushering/offering collection
  - Children's story
5. a. Use a compass to follow directions and reach a goal.  
b. Demonstrate how to stay safe in adverse weather conditions such as:
  - Frostbite
  - Sun stroke
  - Black ice
  - Heat stroke
  - White-out (blizzard)
  - Hypothermia
6. a. Help set up, serve, and/or clean up from a fellowship meal OR prepare sandwiches for a homeless shelter.  
b. Prepare a care package for someone in need.
7. a. Use food coloring to color a carnation to give to a special person OR start a vegetable plant.  
b. Find a creepy crawling creature of your choice **OR** draw and color pictures of the snakes in your area.  
c. Show and tell one of the above or an option of your choice.



# ADVENTURER BASIC STAFF TRAINING COURSE

Is designed to develop awareness in leaders of the basic fundamental 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. For more information, the booklet can be purchase at the Pathfinder store.

- Section 1** History and Purpose of the Adventurer Program Date \_\_\_\_\_  
**Purpose**  
To develop an awareness of the mission and uniqueness of the Adventurer Ministry and its relevance to today's families.
- Section 2** Understanding the Adventurer Date \_\_\_\_\_  
**Purpose**  
To help Adventurer leaders and parents meet the challenge of leading Adventurer to Christ.
- Section 3** Club Leadership Date \_\_\_\_\_  
**Purpose**  
To learn concepts and strategies to experience successful Adventurer leadership.
- Section 4** Club Organization Date \_\_\_\_\_  
**Purpose**  
To introduce the standards and requirements of the Adventurer Club organization.
- Section 5** Club Programming and Planning Date \_\_\_\_\_  
**Purpose**  
To help children build friendships with Jesus, guide them toward eternal life, and strengthen their relationship with their parents.
- Section 6** Adventurer Curriculum Date \_\_\_\_\_  
**Purpose**  
To understand the curriculum and it holistic application to the Adventurer Child.
- Section 7** Adventurer Family Network Program Date \_\_\_\_\_  
**Purpose**  
To teach successful parenting techniques and thereby receive God's promised blessing.
- Section 8** Adventurer Awards Date \_\_\_\_\_  
**Purpose**  
To help each child achieve various Adventurer Goals by participating in fun, meaningful activities.
- Section 9** Club Safety, Camping and Outings Date \_\_\_\_\_  
**Purpose**  
To encourage them to grow mentally, physically, socially and spiritually to include Jesus in every activity.

# Adventurer Leadership Growth (ALG)

These are the BASIC REQUIREMENTS – applicant MUST complete and submit to Florida Adventurer State Administrator (Brad & Lisa Gary) all assignments in the ALG manual.

## I. Prerequisite

- A. Be a Master Guide
- B. Have an Adventurer Basic Staff Training certificate
- C. Be active in Adventurer ministry or other ministries to children

## II. New Skills Development

**23 hours minimum**

### Requirement #1

Develop skills in Adventurer ministry by attending the scheduled minimum hours of those seminars conducted by the conference Adventurer/Children's ministries personnel.

#### A. Leadership

(3 hours)

1. Team Building
2. Parent Involvement
3. Learning to Lead
4. Dealing with Diversity and Working Together

#### B. Home/Parent

(2 hours)

1. Parents as Provider, Disciplinarian and Teacher
2. Habits of Effective Families
3. Purpose of Parenting

#### C. Adventurer Child

(6 hours)

1. Building Self-Esteem and Confidence
2. Learning Styles - \*
3. Modes of Learning - \*
4. Temperament - \*
5. Special "Needs" Child - \*

#### D. Program

(4 hours)

1. Plan Your Work and Work Your Plan
2. Curriculum Objectives through Active Learning
3. Nature Study

#### E. Administration

(4 hours)

1. Risk Management
2. Organizational Vision, Values and Mission
3. Conflict Resolution - \*\*
4. Project Management
5. Child Abuse - \*

#### F. Adventurer is a Ministry

(4 hours)

1. Faith and Development in Life Stages - \*
2. Church Ministry Networking
3. Outreach for Adventurers
4. Teaching Christian Values

Training may also be received through (\*) Children's Ministries and  
(\*\*) Pathfinder Leadership Awards

# Adventurer Leadership Growth (ALG) cont'd

## Requirement #2

During your involvement as a staff member of the local Adventurer club select any two areas listed under New Skills Development (Requirement #1) and demonstrate those skills in the Adventurer club.

## III. Personal Growth

- A. Read the AY Encounter Series II ("Christ the Church").
- B. Read a book on self-esteem or early childhood development.
- C. Select and develop a personal skill through reading, listening to self-study audios, attending an adult training class, or joining a specialized adult professional group.
- D. Hold a current American or Canadian Red Cross Community CPR certificate or its equivalent.
- E. Receive the Adventurer Leadership Certificate of Recognition from your conference Adventurer/Children's/Pathfinder/Adventurer Department.

Please see Adventurer Leadership Growth (ALG) Manual for complete class requirements (more than just seminars are required). Assignments to be sent to State Adventurer Administrator at: [bradlgary@yahoo.com](mailto:bradlgary@yahoo.com)



Adventurer Leadership Growth  
Award Pin



**NO ALG uniforms items can be ordered without authorization letter from State Adventurer Administrator (Lisa & Brad Gary) [bradlgary@yahoo.com](mailto:bradlgary@yahoo.com)**



# Master Guide



## Background

The Master Guide curriculum is one of the leadership programs that the General Conference Pathfinder/Adventurer Department uses to train people for youth leadership. This is the highest level of leadership within the Pathfinder/Adventurer programs of the church. It centers on one's spiritual life and growth first and foremost. General leadership skills are sharpened to lead the youth in God-ordained areas. The study of God's nature and outreach ministry, service to others and a life-style that promotes healthy living increases the amount of development within the youth.

## Mission

To empower leaders through effective training, equipping and deploying them for service.

## Purpose

Develop Christ-like leaders to disciple children and youth.

For more information regarding the Master Guide program, please feel free to contact the following individuals.

## Master Guide Committee Members by area:

### Florida Conference State Director

**Master Guide Director**  
Florida Conference State  
Kathy Gibbons-Adams  
[masterguidewebinar@gmail.com](mailto:masterguidewebinar@gmail.com)  
[adamsk98@yahoo.com](mailto:adamsk98@yahoo.com)  
305-915-5543

### North Area

**Ken Grant**  
[ken@pathfinderradio.com](mailto:ken@pathfinderradio.com)  
904-701-2301

### Central Area

**Lurlet Gordon**  
[tinziela@gmail.com](mailto:tinziela@gmail.com)  
407-446-5297

**Don Wilson**  
[dwilson50.1@netzero.com](mailto:dwilson50.1@netzero.com)  
863-207-1668

### West Area (vacant position)

### South Area

**Ian Binns**  
[mutualbinns@aol.com](mailto:mutualbinns@aol.com)  
305-879-3903

**Horacio López**  
[horaciolopezmasterguide@yahoo.es](mailto:horaciolopezmasterguide@yahoo.es)  
305-303-5587

### Other State Master Guide Committee Members

**Calvin Brooks (Pathfinders)**  
[roy101748@aol.com](mailto:roy101748@aol.com)  
305-773-4352

**Jose Diaz (Varsity)**  
[josnyd@yahoo.com](mailto:josnyd@yahoo.com)  
407-791-3018

**Kim Lucas (TLT)**  
[blubarron@gmail.com](mailto:blubarron@gmail.com)  
941-356-4749

# Master Guide Resources

For more information visit our website @ <https://floridaconference.com/pathfinders/master-guide>

## Master Guide Webinars

There are ongoing webinars that focuses on the different Master Guide Requirements, which include learning styles, drilling, risk management, etc. Everyone is welcome and encouraged to participate!

**If you are interested, contact Ms. Kathy Gibbons-Adams and/or Ms. Kim Lucas.**

You may also email: [masterguidewebinar@gmail.com](mailto:masterguidewebinar@gmail.com) for more information regarding the webinar.

In order to participate, an invite will be sent to you upon your request with the new date, time, and topic for the week.

## **Process for a Master Guide to Become Invested**

Download the forms @ <https://floridaconference.com/pathfinders/master-guide>)

1. Complete the MG Candidate Application Form with all your local church related signatures.
2. Forward MG Candidate Application Form to Area Administrator, MG State Director and Florida Conference Pathfinder/Adventurer Dept. office.
3. Be inducted and complete the Master Guide Registration form requirements.
4. Complete MG Investiture Application Form: include MG Requirement Application and Master Guide Card.
5. Forward MG Investiture Application to Area Administrator, MG State Director and Florida Conference Pathfinder/Adventure Dept. office.
6. Before investiture: initiate a conversation with Florida Conference Pathfinder/Adventure Dept., Area Administrator, MG Committee members. You must present your portfolio to confirm completion of requirements.
7. A Conference MG Committee person needs to be present at the investiture service or a representative for the MG Committee.
8. Clearance from the MG Director (Kathy Adams) needs to be given in order to purchase MG Insignia from the Florida Conference Pathfinder online store. Purchases of MG insignia can be made when the MG Requirements are completed.

# MASTER GUIDE

## READING AND LISTENING and other INFORMATION

### WEBSITES:

1. [www.pathfindersonline.org](http://www.pathfindersonline.org)  
(Official North American Division (NAD) website)
2. [www.ellenwhiteaudio.org](http://www.ellenwhiteaudio.org)  
(books in mp3 version in multiple languages)
3. [www.ellenwhite.org](http://www.ellenwhite.org)  
(The Ellen White G. White Estate, Inc. website: online books and may other items: type in name of book in the search box )
4. [www.adventsource.org](http://www.adventsource.org)  
(purchase items for club and uniforms)
5. [www.floridaconference.com](http://www.floridaconference.com)  
(Information source for church locations, publications, ministries, news and many other things happening in the Florida Conference)
6. <http://www.investitureachievement.com>  
(Pathfinder curriculum PDF)
7. <http://guiasmayores.weebly.com>  
(Master Guide Spanish)
8. <https://www.adventist.org/en/beliefs/>  
(Fundamental Beliefs)
9. [www.flpathfinderstore.com](http://www.flpathfinderstore.com)  
Master Guide Investiture Emblems are Restricted  
(They can be ordered upon clearance from Master Guide State Director and Master Guide Committee via the Florida Conference Pathfinder online store)

- |   |               |            |
|---|---------------|------------|
| 6. Hold a current First Aid & CPR certificate or its equivalent. (Instructor Required)  | Initial _____ | Date _____ |
| 7. Supervise participants through either the Adventurer Curriculum or Pathfinder Inventure Achievement, or teach a Sabbath School class for children ages 6-15, or its equivalent for at least one year. (Candidates under 18 must have a supervising adult). | Initial _____ | Date _____ |

#### IV. Child Development

- |   |               |            |
|---|---------------|------------|
| 1. Read or listen to the book <i>Education and</i> submit a one-page response focusing on the benefits of your reading.                                       | Initial _____ | Date _____ |
| 2. Read or listen to either <i>Child Guidance</i> or <i>Messages to Young People</i> and submit a one-page response focusing on the benefits of your reading. | Initial _____ | Date _____ |
| 3. Attend one seminar dealing with child development relating to the age of your primary ministry group.  | Initial _____ | Date _____ |
| 4. Observe for a period of two (2) hours a group of Adventurers or Pathfinders and write a reflection on their interaction.                                   | Initial _____ | Date _____ |
| 5. Attend a seminar on discipline.  | Initial _____ | Date _____ |

#### V. Leadership Development

- |   |               |            |
|---|---------------|------------|
| 1. Read a current book about "Leadership Skill Development" such as: <ul style="list-style-type: none"> <li>a. <i>Positive Church in a Negative World</i> by John Amias</li> <li>b. <i>Take the Risk</i> by Ben Carson</li> <li>c. <i>Ellen White on Leadership</i> by Cindy Tush</li> <li>d. <i>Help! I'm being Followed</i> by Clinton Vallem</li> <li>e. Another book that is approved by your e conference Youth, Pathfinder or Adventurer Director or their designated Master Guide representative.</li> </ul> | Initial _____ | Date _____ |
| 2. Demonstrate your leadership skills by doing the following: <ul style="list-style-type: none"> <li>a. Develop and conduct three creative worship for children and/or teenagers.</li> <li>b. Participate in a leadership role with your local church children's youth group in a Conference sponsored event.</li> </ul>  | Initial _____ | Date _____ |

- |   |               |            |
|---|---------------|------------|
| c. Teach three Adventurer Awards or two Pathfinder Honors.  | Initial _____ | Date _____ |
| d. Assist in planning and leading a field trip for a group of Adventurers, Pathfinders or Sabbath School class.                             | Initial _____ | Date _____ |
| e. Be an active Adventurer, Pathfinder, or Sabbath School staff member for at least one year and attend at least 75% of all staff meetings. | Initial _____ | Date _____ |
| 3. Write personal goals that you would like to accomplish in your ministry.   | Initial _____ | Date _____ |
| 4. Identify three current goals in your life, at least one of which is spiritually oriented, and list three goals or objects for each.      | Initial _____ | Date _____ |

#### VI. Fitness Lifestyle Development

- |   |                                     |            |
|---|-------------------------------------|------------|
| 1. Participate in a personal physical fitness plan by completing one of the following: <ul style="list-style-type: none"> <li>a. A personal physical fitness program of your choice and according to your abilities, for at least three months.</li> <li>b. A school physical fitness program.</li> <li>c. The physical components of the AY Silver Award. If you already have the AY Silver award then complete the physical fitness components of the AY Gold Award.</li> </ul> | Initial _____                       | Date _____ |
|   | Check one: <input type="checkbox"/> |            |
|   | <input type="checkbox"/>            |            |
|   | <input type="checkbox"/>            |            |

#### VII. Documentation

1. The Master Guide curriculum must be completed in a minimum of one year and a maximum of three years.
2. All Master Guide Candidates must document all work in a portfolio.
3. Curriculum completion is under the supervision of the conference Youth, Pathfinder or Adventurer Director, or their designated Master Guide representative.

\*Books and instructor resource material for Master Guide are available from AdventSource, 402.486.8800

Printed in the U.S.A.

catalog #001123



# Master Guide Record Card

## for Adventurer and Pathfinder Ministries

### 2014 Requirements

With American Division Youth Ministries

# Master Guide Requirements

## I. Prerequisites

- |  | Initial | Date  |
|--|---------|-------|
| 1. Be a baptized member of the Seventh-day Adventist Church.   | _____   | _____ |
| 2. Have a written recommendation from your local church board, stating that the candidate is in regular standing.  | _____   | _____ |
| 3. Be at least 16 years of age to start the Master Guide Leadership course and at least 18 years of age at completion.   | _____   | _____ |
| 4. Have a completed Basic Staff Training Certification and been involved for a minimum of one year in one of the following ministries: <ul style="list-style-type: none"> <li>a. Adventurers Ministries</li> <li>b. Pathfinder Ministries</li> </ul> | _____   | _____ |

\*It will be helpful for a Master Guide in training to have exposure to both ministries, Adventurers and Pathfinders.

## II. Spiritual Development

- |   | Initial | Date  |
|---|---------|-------|
| 1. Read or Listen to the book <i>Steps to Christ</i> or <i>Steps to Christ Youth Edition</i> and submit a one-page response focusing on the benefits of your reading.   | _____   | _____ |
| 2. Complete the devotional guide “ <i>Encounter Series I, Christ the Way</i> ”, or complete another year long Bible reading plan that covers the four Gospels and read the <i>Desire of the Ages</i> or <i>Humble Hero</i> .  | _____   | _____ |
| 3. Do one of the following: <ul style="list-style-type: none"> <li>a. Keep a devotional journal for at least four weeks, summarizing what you learned in your devotional time and outlining how you are growing in your faith.</li> <li>b. Complete the Steps to Discipleship Personal Spiritually Curriculum <input type="checkbox"/></li> </ul> | _____   | _____ |
| 4. Earn the Pathfinder Evangelism Award   | _____   | _____ |
| 5. Prepare a two-paragraph summary on each of the 28 fundamental beliefs  | _____   | _____ |
| 6. Develop and present four of the following beliefs. Use of creative media is encouraged.  | _____   | _____ |

- |  | Initial              | Date  |
|--|----------------------|-------|
| 7. Enhance knowledge of Church Heritage by completing the following: <ul style="list-style-type: none"> <li>a. Earn the Adventist Heritage Honor.</li> <li>b. Read a book about SDA youth ministry such as:                 <ul style="list-style-type: none"> <li>i. <i>The Pathfinder Story</i> by Robert Holbrook</li> <li>ii. <i>We are the Pathfinders Strong: The First Fifty Years</i> by Willie Oliver with Patricia Humphrey</li> <li>iii. Another book that is approved by your conference Youth, Pathfinder or Adventurer Director, or their designated Master Guide representative.</li> </ul> </li> </ul> | _____                | _____ |
| 8. Read a book about church heritage such as: <ul style="list-style-type: none"> <li>a. <i>Anticipating the Advent</i> by George Knight</li> <li>b. <i>Tell It to the World</i> by Mervyn Maxwell</li> <li>c. <i>Light Bearers to the Remnant</i> by Richard W Schwarz and Floyd Greenleaf</li> <li>d. <i>The Church Heritage Manual</i> produced by the General Conference Youth Department</li> <li>e. Another book that is approved by your conference Youth, Pathfinder or Adventurer Director, or their designated Master Guide representative.</li> </ul>  | Check four:<br>_____ | _____ |

## III. Skills Development

- |  | Initial             | Date  |
|--|---------------------|-------|
| 9. Attend a Seminar, or complete a 2 page (minimum) research paper about a standard temperament analysis program and complete the affiliated temperament inventory.  | _____               | _____ |
| 1. Attend and complete a seminar in each of the following ten subjects. (Each seminar must be at least 75 minutes long). <ul style="list-style-type: none"> <li>a. How to be a Christian Leader &amp; Leadership Skills</li> <li>b. Vision, Mission and Motivation</li> <li>c. Communication Theory and Listening Skills</li> <li>d. Practical Communication Practices</li> <li>e. Understanding Teaching and Learning Styles</li> <li>f. Creativity and Resources Development</li> <li>g. How to Prepare Effective Creative Workshops</li> <li>h. Principles of Youth and Children's Evangelism</li> <li>i. How to Lead a Child to Christ</li> <li>j. Understanding your Spiritual Gifts</li> </ul> | _____               | _____ |
| 2. Attend a seminar on Risk Management that focus on Adventurer and Pathfinder Activities.   | _____               | _____ |
| 3. Attend a Seminar on Child Abuse Prevention.   | _____               | _____ |
| 4. Have or earn the following honors <ul style="list-style-type: none"> <li>a. Christian Storytelling</li> <li>b. Camping Skills I-IV</li> <li>c. Basic Drilling and Marching</li> <li>d. Knots</li> </ul>   | _____               | _____ |
| 5. Earn two additional honors not previously earned, one from the list below and a skill level 2 or 3 honor from a list provided by your local conference. <ul style="list-style-type: none"> <li>a. Crisis Intervention <input type="checkbox"/></li> <li>b. Nutrition <input type="checkbox"/></li> <li>c. Flags <input type="checkbox"/></li> </ul>   | Check two:<br>_____ | _____ |



Firma Fecha

6. Tener un certificado vigente de Primeros Auxilios y RCP o su equivalente (instructor requerido).
7. Supervisar a los participantes a través del currículo de Aventureros o Logros para la Inestidura de Conquistadores, o enseñar una clase de escuela sabbática para niños de edades 6-15, o su equivalente por lo menos un año (candidatos menores de 18 años deben tener un adulto supervisando).

Firma Fecha

#### IV. Desarrollo del Niño

1. Leer o escuchar el libro *La Educación* y entregar un resumen de una página enfocándose en los beneficios de su lectura.
2. Leer o escuchar *Condicción del Niño* o *Mensajes para los Jóvenes* y entregar un resumen de una página enfocándose en los beneficios de su lectura.
3. Asistir a un seminario sobre el desarrollo infantil relativo a la edad de su grupo de ministerio.
4. Observar por un periodo de 2 horas a un grupo de Aventureros o Conquistadores y escribir una reflexión sobre su interacción.
5. Asistir a un seminario sobre la disciplina.

#### V. Desarrollo de Liderazgo

1. Leer un libro actual sobre el «Desarrollo de Habilidades de Liderazgo» como:
  - a. «Una Iglesia Positiva en un Mundo Negativo» por James Arrais
  - b. «Corre el Riesgo» por Ben Carson
  - c. «El Líder y el Liderazgo Según Elena G. de White» por Cindy Tutsch
  - d. «Ayuda! Me Están Siguiendo» por Clinton A. Valley
  - e. Otro libro que sea aprobado por el Director de Jóvenes, Conquistadores, Aventureros o representante designado de Guías Mayores de la Asociación local.
2. Demostrar sus habilidades de liderazgo haciendo lo siguiente:
  - a. Desarrollar y conducir 3 cultos creativos para niños y/o adolescentes.
  - b. Participar en un papel de liderazgo en los grupos de su iglesia local de niños/jóvenes en un evento auspiciado por la Asociación.

Firma Fecha

- c. Enseñar 3 especialidades de Aventureros o 2 especialidades de Conquistadores.
- d. Ayudar en la planificación y dirección de un viaje al aire libre con los Aventureros, Conquistadores o con la Escuela Sabbática.
- e. Ser un miembro activo de la directiva de los Aventureros, Conquistadores o Escuela Sabbática por lo menos por un año y asistir a un 75% de las reuniones del personal.

Firma Fecha

3. Escribir metas que le gustaría alcanzar en su ministerio.
4. Identificar 3 metas actuales en su vida, siendo una de carácter espiritual, y escribir 3 metas u objetivos para cada una.

#### VI. Desarrollo de Estilo de Vida Saludable

1. Participar en un programa de salud física personal, completando uno de los siguientes:
  - a. Un programa personal de aptitud física de su elección y de acuerdo a sus habilidades, durante por lo menos 3 meses.
  - b. Un programa de aptitud física de la escuela.
  - c. Los componentes físicos de la Medalla JA de Plata. Si ya tiene la Medalla JA de Plata, entonces completar los componentes físicos de la Medalla JA de Oro.

Firma Fecha

#### VII. Documentación

1. El currículo de Guía Mayor debe completarse en un mínimo de 1 año y a un máximo de 3 años.
2. Todo candidato de Guía Mayor debe documentar todo su trabajo en una carpeta.
3. Completar el currículo está bajo la supervisión del Director de Jóvenes, Conquistadores, Aventureros o representante designado de Guías Mayores de la Asociación local.

\*Libros y recursos gratis para la clase de Guía Mayor disponibles en *AdventSource*, #02\_486\_8890

Impreso en los EE. UU.

catálogo #001123

Nombre



# Registro de Guía Mayor

para los ministerios de Aventureros y Conquistadores  
Requisitos de 2014

Ministerio de Jóvenes y Niños  
Internacional  
North America

# Requisitos de Guía Mayor

## I. Prerrequisitos

1. Ser miembro bautizado de la Iglesia Adventista del Séptimo Día. Firma \_\_\_\_\_ Fecha \_\_\_\_\_
2. Tener una recomendación escrita de la junta de iglesia local, declarando que el candidato está en situación regular. \_\_\_\_\_
3. Tener al menos 16 años de edad al iniciar el Curso de Liderazgo de Guías Mayores y al menos 18 años de edad al completar los requisitos. \_\_\_\_\_
4. Tener un certificado de haber completado el Curso Básico de Entrenamiento de Personal y haber participado durante un mínimo de un año en uno de los siguientes ministerios:
  - a. Ministerio de Aventureros
  - b. Ministerio de Conquistadores

\* Seña de bendición para la Guía Mayor en formación: ver apéndice a ambos ministerios, Aventureros y Conquistadores.

## II. Desarrollo Espiritual

1. Leer o escuchar el libro *El Camino a Cristo o El Camino a Cristo, Edición Juvenil* y entregar un resumen de una página, enfocándose en los beneficios de su lectura. Firma \_\_\_\_\_ Fecha \_\_\_\_\_
2. Completar la Serie #1, «Cristo el Camino», de la guía devocional *Encuentro*, o completar otro plan de lectura bíblica anual que cubra los cuatro evangelios y leer el *Descuento de Todas las Gentes o Humble Hero* [El Héroe Humilde]. \_\_\_\_\_
3. Hacer uno de los siguientes:
  - a. Mantener un diario devocional durante al menos 4 semanas, resumiendo lo que aprendió en su tiempo devocional y describiendo cómo está creciendo en su fe. Marque uno:
  - b. Completar el capítulo de *Steps to Discipleship Personal Spirituality* [Espiritualidad Personal Pasos al Discipulado] (sólo disponible en inglés).
4. Desarrollar la Certificación de Evangelismo del Conquistador. \_\_\_\_\_
5. Preparar un resumen de 2 párrafos por cada una de las 28 Creencias Fundamentales. \_\_\_\_\_
6. Desarrollar y presentar 4 de las siguientes creencias, haciendo uso de medios creativos si es posible: \_\_\_\_\_

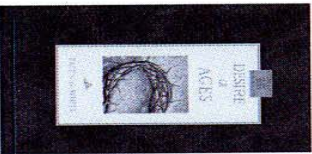
- |  | Firma          | Fecha |
|--|----------------|-------|
| a. La Creación <span style="float: right;"><input type="checkbox"/></span><br>b. La Experiencia de la Salvación <span style="float: right;"><input type="checkbox"/></span><br>c. Creer en Cristo <span style="float: right;"><input type="checkbox"/></span><br>d. El Remanente y Su Misión <span style="float: right;"><input type="checkbox"/></span><br>e. El Bautismo <span style="float: right;"><input type="checkbox"/></span><br>f. Los Dones y Ministerios Espirituales <span style="float: right;"><input type="checkbox"/></span><br>g. El Don de Profecía <span style="float: right;"><input type="checkbox"/></span><br>h. El Sábado <span style="float: right;"><input type="checkbox"/></span><br>i. El Ministerio de Cristo en el Santuario Celestial <span style="float: right;"><input type="checkbox"/></span><br>j. La Segunda Venida de Cristo <span style="float: right;"><input type="checkbox"/></span><br>k. La Muerte y la Resurrección <span style="float: right;"><input type="checkbox"/></span>   | Marque cuatro: |       |
| 7. Aumentar su conocimiento de la Herencia de la Iglesia completando lo siguiente: <ol style="list-style-type: none"> <li>a. Desarrollar la especialidad de Herencia de los Pioneros Adventistas. <span style="float: right;">_____</span></li> <li>b. Leer un libro sobre el Ministerio Juvenil Adventista como:                             <ol style="list-style-type: none"> <li>i. «<i>La Historia de los Conquistadores</i>» por Roberto Holbrook. <span style="float: right;">_____</span></li> <li>ii. «<i>We are the Pathfinders Strong! The First Fifty Years</i>» [Soy Conquistador Fuerte: Los Primeros 50 Años] por Guillermo Oliver con Patricia Humphrey (sólo disponible en inglés). <span style="float: right;">_____</span></li> <li>iii. Otro libro que sea aprobado por el Director de Jóvenes, Conquistadores, Aventureros o representante designado de Guías Mayores de la Asociación local. <span style="float: right;">_____</span></li> </ol> </li> <li>8. Leer un libro sobre la herencia de la iglesia como:                             <ol style="list-style-type: none"> <li>a. «<i>Una Historia Resumida de los Adventistas del Séptimo Día</i>» por Jorge Knight. <span style="float: right;">_____</span></li> <li>b. «<i>Dijo al Mundo</i>» por Marym Maxwell. <span style="float: right;">_____</span></li> <li>c. «<i>Portadores de Luz</i>» por Ricardo W. Schwarz y Floyd Greenleaf. <span style="float: right;">_____</span></li> <li>d. «<i>El Manual de la Herencia de la Iglesia</i>» producido por el Departamento de Jóvenes de la Asociación General. <span style="float: right;">_____</span></li> <li>e. Otro libro que sea aprobado por el Director de Jóvenes, Conquistadores, Aventureros o representante designado de Guías Mayores de la Asociación local. <span style="float: right;">_____</span></li> </ol> </li> </ol> |                |       |

## III. Desarrollo de Destrezas

9. Asistir a un seminario, o completar un informe de investigación de 2 páginas (mínimo) sobre un programa de análisis de temperamentos y completar el inventario afiliado de temperamentos. Firma \_\_\_\_\_ Fecha \_\_\_\_\_
1. Asistir y completar un seminario en cada uno de los siguientes 10 temas (cada seminario debe durar al menos 75 minutos)
  - a. Como Ser un Líder Cristiano y Destrezas de Liderazgo Firma \_\_\_\_\_ Fecha \_\_\_\_\_
  - b. Visión, Misión y Motivación
  - c. Teoría de Comunicación y Destrezas de Escuchar
  - d. Prácticas de Comunicación Práctica
  - e. Entendiendo la Eshtlos de Enseñanza y Aprendizaje
  - f. Desarrollo de Creatividad y Recursos
  - g. Como Preparar Cultos Creativos y Eventos
  - h. Principios de Evangelismo de Niños y Jóvenes
  - i. Como Llevar un Niño a Cristo
  - j. Entendiendo Sus Dones Espirituales
2. Asistir a un seminario sobre la Minimización de Riesgos que se enfoca en las actividades de los Aventureros y Conquistadores. \_\_\_\_\_
3. Asistir a un seminario sobre la Prevención del Abuso Infantil. \_\_\_\_\_
4. Tener o desarrollar las siguientes especialidades:
  - a. Narración de Historias Cristianas
  - b. Arte de Acampar I-IV
  - c. Ejercicios y Marchas
  - d. Nudos
5. Desarrollar 2 especialidades adicionales que no haya obtenido antes: una de la lista siguiente y una especialidad de nivel de habilidad de 2 o 3 de una lista proporcionada por su Asociación local. \_\_\_\_\_
  - a. Intervención en Crisis
  - b. Nutrición
  - c. Banderas



• Here's a venture of spiritual UPREACH too good to miss.  
• Try it.  
• Your OUTREACH for others will take on a new dimension.



## Christ The Way

The life of Christ becomes the pattern of your life as *The Desire of Ages* opens new spiritual insight. Your prayers become meaningful.

<b>SERIES 1</b> "CHRIST THE WAY" The Four Gospels Desire of Ages	<b>SERIES 3</b> "CHRIST OUR REDEMPTION" First half of the Old Testament Patriarchs and Prophets
<b>SERIES 2</b> "CHRIST THE CHURCH" Acts to Revelation Acts of the Apostles The Great Controversy	<b>SERIES 4</b> "CHRIST OUR HOPE" Last half of the Old Testament Prophets and Kings

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