



Section 6: Florida/NAD Course Level Studies

- Age/Class Level Chart.....110
- Requirements for Each Class.....111-117

ADVENTURER LEVELS



Pre-kindergarten



Kindergarten



First Grade



Second Grade



Third Grade



Fourth Grade



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 Wooly 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, memorize, and explain 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
 - Daniel
 - 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 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.



BASIC REQUIREMENTS

- I. Have completed the *Helping Hand* Level requirements.
- II. a. Earn the Home Helper Award.
b. Plan a meeting with the family to discuss a topic important to the child.

MYSELF

- I. 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
 - Desserts
- b. Keep a Food Diary of the food you eat in one week.
- c. Sign a Health Pledge card.
- II. 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 Sunbeams

MY GOD

- I. Participate in a church worship service by doing one of the following:
 - Scripture reading
 - Prayer
 - Ushering/offering collection
 - Children's story

MY WORLD

- I. Use a compass to follow directions and reach a goal.
- II. Demonstrate how to stay safe in adverse weather conditions such as:
 - Frostbite
 - Sun stroke
 - Black ice
 - Heat stroke
 - White-out (blizzard)
 - Hypothermia
- III. 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.
- IV. 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.



Appendix

Appendix A - Pathfinder and Adventurer Committee History119-120

Appendix A

Article II: Statement of History and Purpose

(Excerpt from PAC Constitution)

Section A: Authority - The existence of the Florida Pathfinder/Adventurer Advisory Committee is the direct result of the Florida Pathfinder council system that was approved by the Florida Conference of Seventh-day Adventists Executive committee as recorded in Florida Conference Executive Committee minutes 73-122. In 1973 it was then voted to sponsor and support a Pathfinder council made up of Seventh-day Adventist Pathfinder leaders with many years of experience working with Pathfinder youth. The Florida Pathfinder Council, in legal session, voted in June of 1994 to proceed with the concept of the Administrative Committee. This was done for many reasons; chief among them was to better manage the rapidly growing Florida Pathfinder program. In December of 2000, the Executive Committee of the Florida Conference voted the Pathfinder Advisory Committee as a subcommittee of the Executive Committee with members serving a three year term and elected by the first Executive Committee following the triennial constituency meeting.

Section B: History - The first meeting of the Florida Pathfinder Executive Council was called by Elder Norm Middag, Florida Conference M.V. Leader. It was held at Camp Kulaqua during the month of July in the year 1973. At that time the 12 new members drew lots for one, two and three year terms of service, thus beginning the process of membership. The council also chose a chairman and secretary. In later legislation they added a vice-chairman to take the position of the chairman when the latter's duty was complete. The chairman's role was limited to one year. That first July, the Council then drafted a Constitution to be later presented to the Florida Conference of SDA for their executive approval. In July 1976, the Council approved and voted the Florida Pathfinder Handbook as a guide for directors and Pathfinder leaders.

1. In 1980, a Pathfinder Area Coordinator system was added to the Florida Pathfinder program. Five volunteer area coordinators were appointed to serve as field workers for the Pathfinder Clubs. Their duties were to help form new Clubs, coordinate activities of existing Clubs and provide assistance to local pastors and leaders. Coordinators visit the Clubs in their areas enough to become familiar with local Club programs.
2. In recent years the value of a Pathfinder Council to the Pathfinder work has been proven many times over. Other than its value as an advisory body to the Florida Pathfinder Director, council members have formed clubs throughout this state. This spirit of unity has spread over the borders of the Florida Conference into other conferences. It has helped provide the continuing leadership for our expanded mission program.
3. In 1990, the Florida Pathfinder Council voted to authorize the existence of an Administrative Committee which was to consist of area and program coordinators, council chairperson, associate lay director, finance chairperson and the Conference director who would also chair the committee. This committee only had the power to refer items to the council, not to vote in policies.

Article II: Statement of History and Purpose (continued)

4. In 1994 the Florida Pathfinder Council voted, in session that because of the tremendous growth and accelerated integrating of various ethnic and cultural groups, to implement the Pathfinder Administrative Committee as the governing body of the Pathfinder Club program in the Florida Conference. The Council felt it was also necessary to put more emphasis on the area councils and less emphasis on top level management. Through the years the Florida Council has served gallantly the Florida Pathfinder Club programs. The Council felt there should be at least four area councils to implement this program. The Conference Pathfinder Director is to attend at least one Area Council Meeting in each area per year and more if feasible.
5. In December of 2000, the Florida Conference Executive Committee, in order to give the Pathfinder Advisory Committee credence, voted to reorganize PAC and elect the members at the first Exec Committee following the Quadrennial session. Members would be elected on position, function and area responsibilities. The Executive Committee also appointed the Executive Secretary of the Florida Conference as the Chairperson for the committee. PAC will operate as a subcommittee of the Florida Conference Executive Committee and follow the guidelines of the Florida Conference bylaws and constitution. PAC will also abide by Robert's Rules of Law.
6. In 2010, at the request of the Florida Conference Administration, the Pathfinder and Adventurer Department merged with the Youth/YA Department to create a single Youth Ministries Department under one director with two Associates. A new volunteer structure was also created to better care for local church Club directors/youth leaders. The volunteers were State Administrators, Area Administrators, Zone Administrators, and Cluster Coordinators.
7. In December 2016, at the request of the Conference Executive Committee, the Pathfinder/Adventurer Ministries were separated once again and became an independent department with a director/associate. The volunteer structure stayed the same. The PAD divided the state into four areas: North, Central, West, and South.