

# Adventurer Curriculum



## Introduction

The Adventurer curriculum is the foundation of the Adventurer program. It takes the goals of the Adventurer program—that children will commit their hearts and lives to Jesus Christ and that they will acquire the habits, skill and knowledge to live for Jesus today—and turns them into fun and practical activities that Adventurers will enjoy.

The Adventurer curriculum is based on the questions: “What things do children have to deal with in their daily lives that their families, schools or Sabbath Schools might not have prepared them for?” and “What is so important that it is worth spending time in Adventurer Club making sure that children understand and appreciate it?”

The Adventurer curriculum uses an active learning approach. Instead of asking children to learn a great deal of factual information, it introduces them to general concepts. The children learn to apply these concepts to their own lives by participating in a wide variety of experiences.

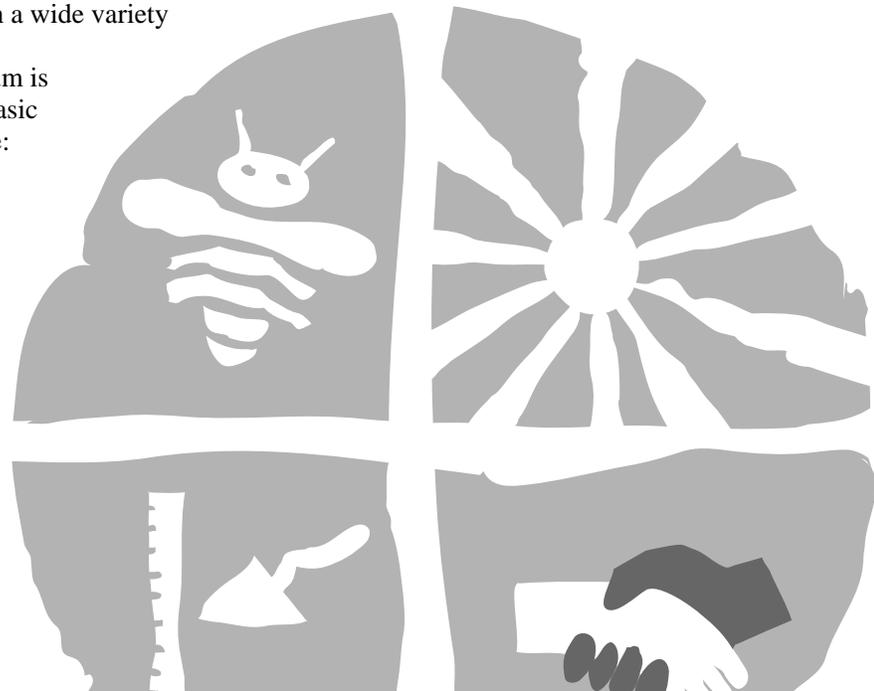
The Adventurer curriculum is organized around the four basic relationships in a child’s life: My God; My Self; My Family; and My World. In the “My God” section, children learn the exciting story of the great controversy, and how to build a relationship with the God who has done so much for them. In the “My Self” section, each child takes part in activities which

help him/her to appreciate and develop his/her own specialness. The “My Family” section helps children to understand and participate in positive family relationships. The “My World” section leads children to experience the excitement of the world God has made for them and their responsibility for its care.

The Adventurer curriculum is divided into four levels: the Busy Bee level is designed for first-graders; the Sunbeam level for second-graders; the Builder for third-graders; and the Helping Hand level for fourth-graders. Each level builds on the levels which came before it and is especially designed to interest, challenge, and provide successful experiences for children of that grade level.

### ADVENTURER PLEDGE

**B**ecause Jesus loves me, I will always do my best.







**Track and Goal**

**Components, Concepts and Objectives**

**My Self**

To enhance the children’s care and appreciation for the individuals God created them to be.

**I. I Am Special** - Uniqueness and value of each person, responsibility for service, talents

- Know: that God created each person in a special way for a special purpose;
- Feel: the assurance of their own unique value as children and co-workers of God;
- Act: by discovering some of their own special strengths and weaknesses and striving to improve them.

**II. I Can Make Wise Choices** - Feelings, values, decision-making, media

- Know: the basic principles of wise decision-making;
- Feel: the value of determining their own happiness and success by making wise choices in Christ;
- Act: by using decision-making skills to make choices in everyday life.

**III. I Can Care for My Body** - Health, fitness, anatomy, temperance, hygiene

- Know: God’s guidelines for a happy healthy body, and why they’re necessary;
- Feel: the importance and value of good health;
- Act: by choosing to follow the basic principles of health so that they become life-long habits.

**My Family**

To empower the children to be happy and productive members of the families God gave them.

**I. I Have a Family** - Uniqueness of families, family changes, roles and responsibilities

- Know: That God made each family for a special reason and that each member has a part to play;
- Feel: appreciative of their own families and comfortable with their role in them;
- Act: by performing their own roles in the family responsibly.

**II. Families Care for Each Other** - Authority and respect, appreciation, family activities

- Know: what family members must do in order to live, work, and play together happily for God’s glory;
- Feel: a growing love for family members and ease in communicating with them;
- Act: by working to enhance positive relationships with each member of the family.

**III. My Family Helps Me Care for Myself** - Safety, stewardship, indoor skills, outdoor skills

- Know: The skills needed for the independence appropriate to their age level;
- Feel: confidence and fulfillment in their growing ability to manage their own lives with Jesus’ help;
- Act: by regularly practicing their growing independence skills.



**Track and Goal**

**Components, Concepts and Objectives**

**My World**

To enable the children to encounter God’s world with confidence and compassion.

**I. The World of Friends** - Social skills, courtesy, prejudice, peer pressure

- Know: how to develop and participate in friendships in a positive way;
- Feel: a confidence in dealing with social situations which will enable them to act with compassion and courage; and
- Act: to enjoy fulfilling friendships by applying Christian social skills.

**II. The World of Other People** - Serving the church, community, country, world

- Know: the wide variety of people and groups in God’s world and how they fit in with them;
- Feel: a respect and compassion for each individual and group; and
- Act: wisely to provide a model of God’s love and plan for His people.

**III. The World of Nature** - God and nature, nature study, nature recreation, concern for the environment

- Know: some of the special things which God is creation has to offer;
- Feel: an appreciation and concern for the natural world; and
- Act: wisely, to enjoy and care for nature.

# Basic Requirements

.....  
 Busy Bee Grade **1**

Sunbeam Grade **2**

Builder Grade **3**

Helping Hand Grade **4**

## I. Responsibility

Recite and accept the Adventurer Pledge.

Recite and accept the Adventurer Law.

**A.** Recite the Adventurer Pledge and Law.

**A.** Recite the Adventurer Pledge and Law.

**B.** Explain the Pledge.

**B.** Explain the Law.

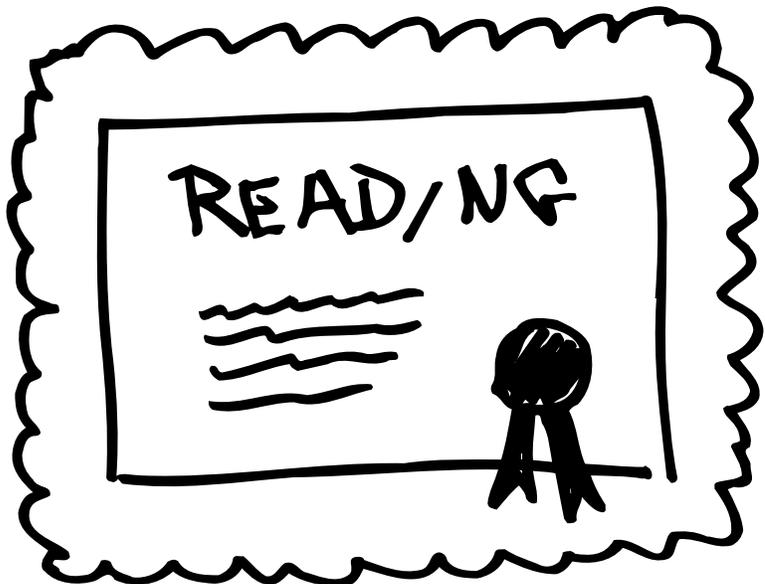
## II. Reinforcement

Earn the Busy Bee Reading Award.

Earn the Sunbeam Reading Award.

Earn the Builder Reading Award.

Earn the Helping Hand Reading Award.



# My God Requirements

Busy Bee Grade **1**

Sunbeam Grade **2**

Builder Grade **3**

Helping Hand Grade **4**

## I. His Plan to Save Me

**A.** Create a story chart or booklet showing the order in which these events took place:

- 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.

**A.** Create a story chart or booklet showing Jesus':

- Birth
- Life
- Death
- Resurrection

**OR** 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.

**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.

**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. His Message to Me

Earn the Bible I Adventurer Award

**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 the four gospels.

**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
- Psalm 51:10
- Your choice

**B.** Name the books of the New Testament.

Earn the Bible II Adventurer Award

## III. His 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.

**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.

**A.** Spend a regular quiet time with Jesus to talk with Him and learn about Him.

**B.** Ask three people why they are glad to belong to Jesus.

**A.** Spend a regular quiet time with Jesus to talk with Him and learn about Him.

**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 Requirements

.....  
 Busy Bee Grade **1**

Sunbeam Grade **2**

Builder Grade **3**

Helping Hand Grade **4**

## I. I Am Special

Make a booklet showing different people who care for you.

Make a tracing of yourself. Decorate it with pictures and words which tell good things about yourself.

Put together a scrapbook, poster, or collage showing some things you can do to serve God and others.

- 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
  - Earn an Adventurer Award.

## II. I Can Make Wise Choices

Name at least four different feelings. Play the "Feelings" game.

Play the "What-If?" game.

Earn the Media Critic Adventurer Award.

- A.** Learn the steps of good decision-making.
- B.** Use them to solve two real-life problems.

## III. I Can Care for My Body

Earn the Health Specialist Adventurer Award.

Earn the Fitness Fun Adventurer Award.

Earn the Temperance Adventurer Award.

Earn the Hygiene Adventurer Award.





# My Family Requirements

Busy Bee Grade **1**

Sunbeam Grade **2**

Builder Grade **3**

Helping Hand Grade **4**

## I. I Have a Family

Paint or draw a picture showing something you like about each member of your family.

Ask members of your family to tell some of their favorite memories.

**A.** Share one way your family has changed. Tell how you felt and what you did.

Make a family flag or banner, **OR** collect stories or photographs about your family history.

**B.** Find a story in the Bible about a family that changed.

## II. Family Members Care for Each Other

**A.** Discover what the fifth commandment (Exodus 20:12) tells you about families.

Show how Jesus can help you deal with disagreements. Use:

- Puppets
- Role playing
- Your choice

Play the “I Care” game by having each family member plan a special way to show appreciation to each of the other members of the family.

Help plan a special family worship, family night, or family outing.

**B.** Act out three ways you can honor your family.

## III. My Family Helps Me Care for Myself

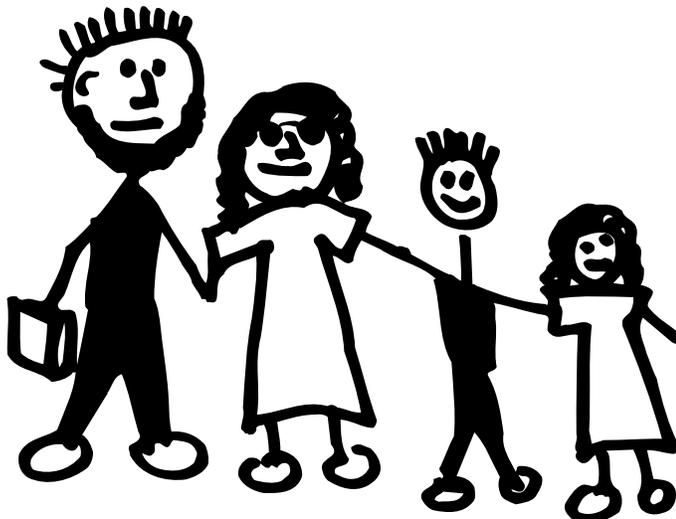
Complete one requirement of the Safety Specialist Adventurer Award.

Complete one requirement of the Road Safety Adventurer Award.

Complete one requirement of the Wise Steward Adventurer Award.

Earn an Adventurer Award, not previously earned, in one of the following areas:

- Finance
- Safety
- Indoor Skills
- Outdoor Skills



# My World Requirements

.....

Busy Bee Grade **1**      Sunbeam Grade **2**      Builder Grade **3**      Helping Hand Grade **4**

## I. The World of Friends

Tell how you can be a good friend. Use:

- Puppets
- Role-playing
- Your choice

Complete requirements #1 and #6 of the Courtesy Adventurer Award.

**A.** Make friends with a person of another culture or generation, or with someone who is handicapped.

Earn the Caring Friend Adventurer Award.

**B.** Invite that person to a family or church event.

## 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.

**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.

**A.** Know and explain your national anthem and flag.

**B.** Name your country's capital and the leader of your country.

Choose a world culture to study. Find a way to share Jesus' love with some of the people of that culture.

## III. The World of Nature

Earn a Friend of Animals Adventurer Award.

Earn a Friend of Nature Adventurer Award.

Earn an Adventurer Award for nature, not previously earned.

Earn the Environmentalist Adventurer Award.



# Busy Bee Class Requirements

## Basic Requirements

- I. **Responsibility**  
Recite and accept the Adventurer Pledge.
- II. **Reinforcement**  
Earn the Busy Bee Reading Award.

## My God

- I. **His Plan To Save Me**
  - A. Create a story chart or booklet showing the order in which these events took place:
    - 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. **His Message to Me**
  - A. Earn the Bible I Adventurer Award
- III. **His 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.

*Reproducible checklists (English, Spanish, and French) are located in the curriculum section of the Appendix.*

## 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.
- III. **I Can Care for My Body**  
Earn the Health Specialist Adventurer Award.

## My Family

- I. **I Have a Family**  
Paint or 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 one requirement of the Safety Specialist Adventurer 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**  
Earn a Friend of Animals Adventurer Award.



# Sunbeam Class Requirements

## Basic Requirements

- I. **Responsibility**  
Recite and accept the Adventurer Law.
- II. **Reinforcement**  
Earn the Sunbeam Reading Award.

## My God

- I. **His Plan to Save Me**
  - A. Create a story chart or booklet showing Jesus':
    - Birth
    - Life
    - Death
    - Resurrection**OR** 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. **His 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 the four gospels.
- III. **His 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

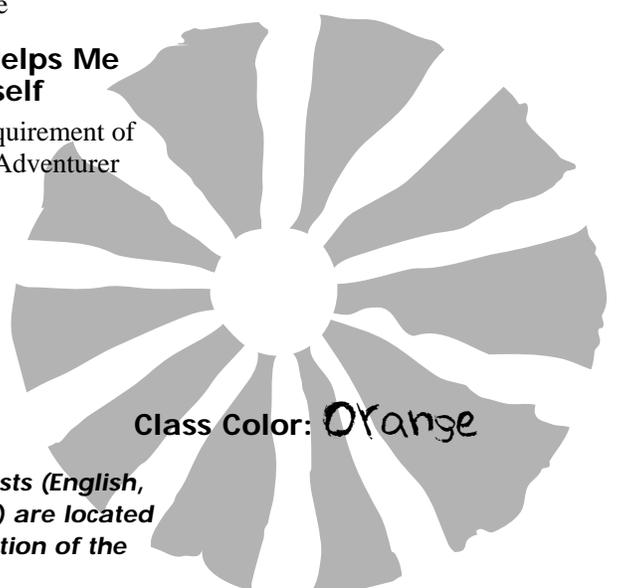
- I. **I Am Special**  
Make a tracing of yourself. Decorate it with pictures and words which tell good things about yourself.
- II. **I Can Make Wise Choices**  
Play the "What-if?" game
- III. **I Can Care for My Body**  
Earn the Fitness Fun Adventurer Award.

## My Family

- I. **I Have a Family**  
Ask members of your family to tell some of their favorite memories.
- 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 one requirement of the Road Safety Adventurer Award.

## My World

- I. **The World of Friends**  
Complete requirements #1 and #6 of the Courtesy Adventurer 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**  
Earn a Friend of Nature Adventurer Award.



Class Color: Orange

*Reproducible checklists (English, Spanish, and French) are located in the curriculum section of the Appendix.*

# Builder Class Requirements

## Basic Requirements

### I. Responsibility

- A. Recite the Adventurer Pledge and Law.
- B. Explain the Pledge.

### II. Reinforcement

Earn the Builder Reading Award.

## My God

### I. His 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. His 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
  - Psalm 51:10
  - Your choice

- B. Name the books of the New Testament.

### III. His 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 are glad to belong to Jesus.

## My Self

### I. I Am Special

Put together a scrapbook, poster, or collage showing some things you can do to serve God and others.

### II. I Can Make Wise Choices

Earn the Media Critic Adventurer Award

### III. I Can Care for My Body

Earn the Temperance Adventurer Award.

## My Family

### I. I Have a Family

- A. Share one way your family has changed. Tell how you felt and what you did.
- B. Find a story in the Bible about a family that changed.

### II. Families Care for Each Other

Play the "I Care" game by having each family member plan a special way to show appreciation to each of the other members of the family.

### III. My Family Helps Me Care for Myself

Complete one requirement of the Wise Steward Adventurer Award.

## My World

### I. The World of Friends

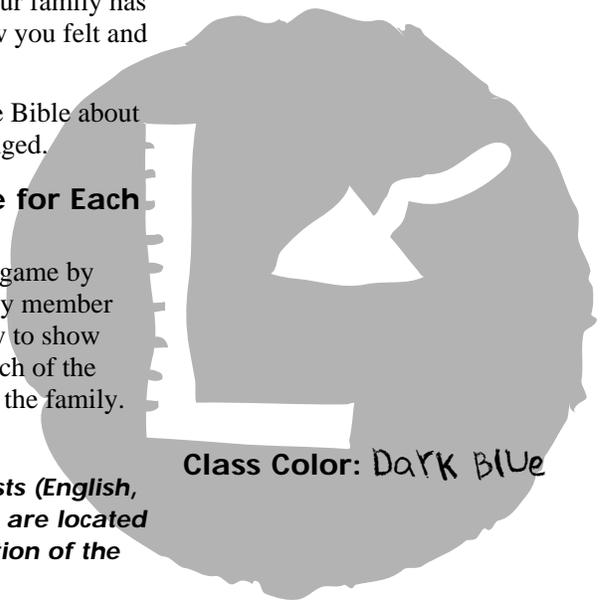
- A. Make friends with a person of another culture or generation, or someone who is handi-capped.
- B. Invite that person to a family or church event.

### 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

Earn an Adventurer Award for nature, not previously earned.



*Reproducible checklists (English, Spanish, and French) are located in the curriculum section of the Appendix.*

# Helping Hand Class Requirements

## Basic Requirements

- I. Responsibility**
  - A.** Recite the Adventurer Pledge and Law.
  - B.** Explain the Law.
- II. Reinforcement**  
Earn the Helping Hand Reading Award.

## My God

- I. His 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. His Message to Me**  
Earn the Bible II Adventurer Award
- III. His Power in My Life**
  - A.** Spend a regular quiet time with Jesus to talk with Him and learn about Him.
  - 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.** Share your talents using one of the following:
    - Talent show
    - Show and Tell
    - Earn 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**  
Earn the Hygiene Adventurer Award.

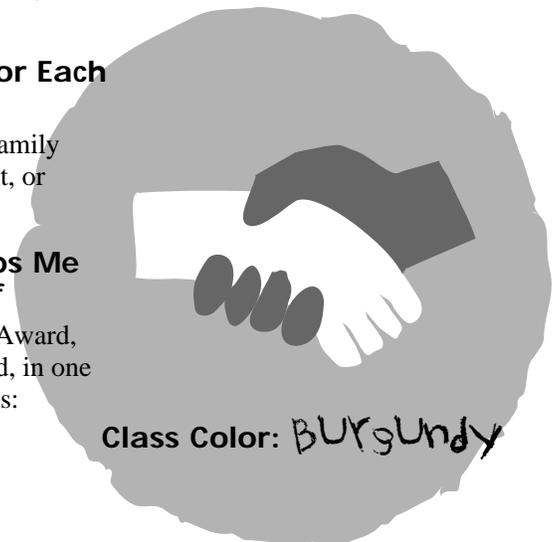
## My Family

- I. I Have a Family**  
Make a family flag or banner, **OR** collect stories or photographs 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**  
Earn an Adventurer Award, not previously earned, in one of the following areas:
  - Finance
  - Safety
  - Indoor skills
  - Outdoor skills

## My World

- I. The World Of Friends**  
Earn the Caring Friend Adventurer Award.
- II. The World Of Other People**  
Choose a world culture to study. Find a way to share Jesus' love with some of the people of that culture.
- III. The World Of Nature**  
Earn the Environmentalist Adventurer Award.

*Reproducible checklists (English, Spanish, and French) are located in the curriculum section of the Appendix.*





# How to Teach an Adventurer Class

1. Begin with good overall planning. Set up a yearly timetable. Know how much time is available to complete each requirement.
2. Know your requirement. Understand the requirement you are working on and how it fits into the overall goal of the Adventurer program.
3. Consider your children. Find out what information and experiences the children will need in order to complete the requirement. What will they be interested in?

## Class Planning Sheet

Award or Requirement to be taught \_\_\_\_\_

DATE	SKILL/INFORMATION TO PRESENT	ACTIVITY FOR FUN & LEARNING	MATERIALS NEEDED

*This is a sample of the planning sheet. A reproducible copy is located in the "Curriculum" section of the Appendix.*

4. Schedule your class work. Review how much time is available to complete the requirement. Plan what information and skills you wish to present during each period.
5. Plan the class period.  
(The time suggested here is based on a class time of 30 minutes.)
  - Catch their interest - Get the children interested in the information by presenting an interesting object, demonstration, or problem to solve. (2 minutes)
  - Present information - Present the necessary information in an interesting way. Use a variety of methods, such as visual aids, pictures, films, stories, special objects, or visitors, discussions, demonstrations, etc. (5 minutes)
  - Practice - Use a variety of active experiences to make learning fun and successful for the children. (20 minutes)
  - Apply to life - Help children apply what they have learned to the things they do each day. (3 minutes)
  - Evaluate - Check to see if each child has completed the requirement and reached your objectives. Stress participation and improvement rather than perfection.
6. Collect resources. Gather the information, supplies, books, and audiovisual materials you need to make the activities exciting and practical.
7. Teach the class. Your enthusiasm for the subject and for Jesus Christ is what will make a difference in the children's lives.
8. Evaluate the class. After the class ask yourself, "Did this class period help the children love and live for Jesus? What things worked well? What could have made it better?" Let the children tell you how they liked the activity.

# Month-to-Month Teaching Guide

This month-by-month guide has been developed to assist you in completing the Adventurer curriculum requirements. The responsibility for assisting the child in completing his/her curriculum is divided between the Adventurer Club and the parents and is marked in the column to the left to indicate to whom the responsibility belongs.

During the parents' meeting, it is recommended that you spend a few minutes explaining what will be expected of them during the next month. Be sure you provide them with the resources they need to help their child get the most from each requirement. A list of suggested materials is provided for each month.

You will note that a parent/child activity is listed for each month. This is not an activity planned by the club; rather, the activity is planned by the parent and child together. One month the child is to choose the activity, and the next month the activity is chosen by the parent.

This curriculum guide has been correlated with the teacher's curriculum in the church schools. If you are directing a club that has some or all of the children in church school, you should discuss with the teacher how you can best work together. The teacher should provide you with verification of the curriculum completed. If the teachers are teaching the curriculum requirements in school, you may want to offer additional awards in the club. However, we still recommend that the parents fill out the parents' sign-off sheet each month.

If you choose not to teach all four class requirements each year but alternate between Busy Bee/Builder one year and Sunbeam/Helping Hand the next, you should alternate in harmony with the already-in-place alternating schedule in the church schools. The schedule would be:

Odd years (such as 1997-98)

Busy Bee and Builder

Even years (such as 1996-97)

Sunbeam and Helping Hand.



**Adventurer Curriculum Guide**  
**September**  
**Parent Sign-off Sheet**

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	Date Completed	Parents' Initials	Fulfill Requirement #
1. Complete application form	_____	_____	
2. Attend club registration	_____	_____	
3. Help your child memorize the Adventurer Pledge - "Because Jesus loves me, I will always do my best."	_____	_____	Basic I
4. Read with your child from simple modern version of the Bible			
Genesis 1:1-2:3	_____	_____	Basic II
Revelation 21:1-22:5	_____	_____	Basic II
5. Provide your child with his/her own Bible	_____	_____	Bible I Award Requirement 1
6. Help your child know name the first and last books in Bible and who wrote them	_____	_____	Bible I Award Requirement 3
7. Do parent/child activity (child's choice)	_____	_____	
What did you do? _____			

*This handout needs to be completed and returned to the club director by the first week in October.*

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***This is a sample of the Monthly Parents' Sign-off form. Reproducible copies of all the monthly forms and the responsibility charts can be found in the "Curriculum" section of the Appendix.***

# Suggested Summer Activities

For clubs that provide Adventurer activities during the summer, it is recommended that the following curriculum requirements be done for all four classes.

## My Self III - I Can Care for My Body

Busy Bee            Health Specialist Award  
 Sunbeam           Fitness Fun Award  
 Builder             Temperance Award  
 Helping Hand     Hygiene Award

## My World III - The World of Nature

Busy Bee            Friend of Animals Award  
 Sunbeam           Friend of Nature Award  
 Builder             Trees Award  
 Helping Hand     Environmentalist Award

You may want to take more than one of the nature field trips suggested in the requirements.

Earn an extra nature and/or physical activity award and/or craft award.

## Suggested Craft Awards

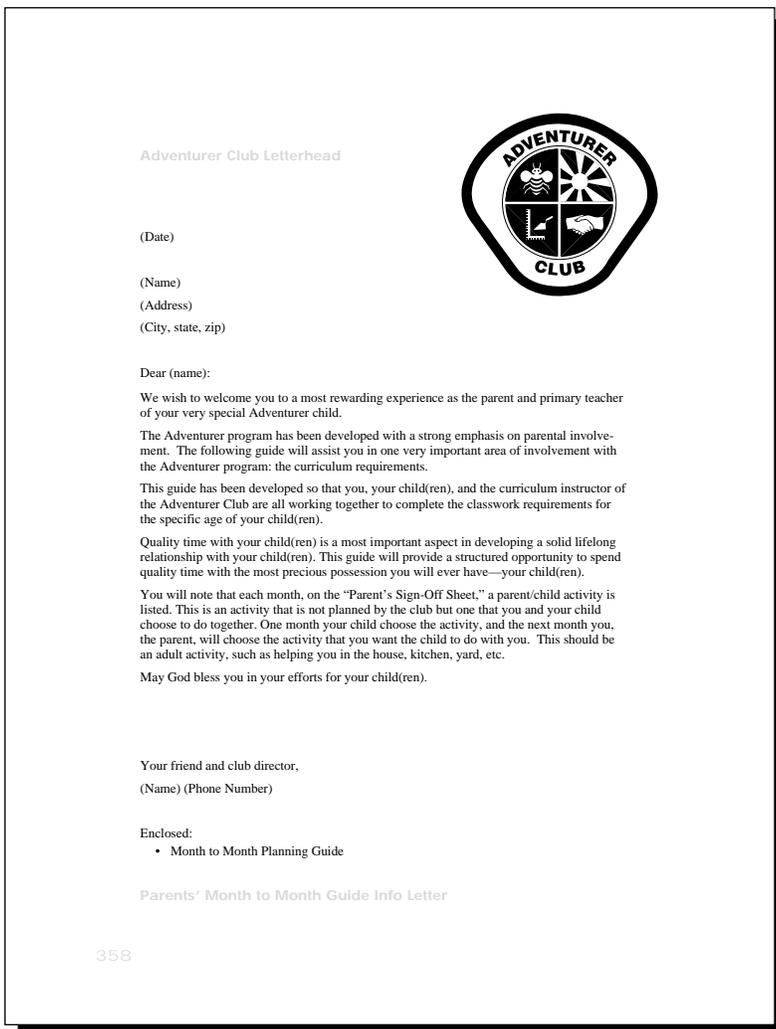
- ▼ Artist
- ▼ Basket Maker
- ▼ Build and Fly (Kite Award)
- ▼ Cooking Fun
- ▼ Handicraft
- ▼ Home Craft
- ▼ Music Maker
- ▼ Sewing Fun

## Suggested Nature Awards

- ▼ Astronomer
- ▼ Feathered Friends
- ▼ Flowers
- ▼ Geologist
- ▼ Outdoor Explorer

## Suggested Physical Activity Awards

- ▼ Camper
- ▼ Cyclist
- ▼ Gardener
- ▼ Gymnast
- ▼ Skater
- ▼ Swimming I
- ▼ Swimming II



***This is a sample of the letter to go to parents introducing Monthly Parents' Sign-off forms. A reproducible copy of this letter can be found in the "Curriculum" section of the Appendix.***