

CLUB PROGRAMMING & PLANNING

BASIC STAFF TRAINING
SOUTH ENGLAND CONFERENCE
PATHFINDERS DEPARTMENT



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CLUB PROGRAMMING & PLANNING

- **WHEN DOES YOUR CLUB YEAR FALL??**
- **THE SCHOOL YEAR?**
- **CALENDAR YEAR?**



WHY ARE YOU DOING PATHFINDERS??

WHAT ?



WHY ?

HOW?



WHEN?

YEAR PLAN

- ◆ **REGULAR MEETINGS**
- ◆ **OUTREACH PROGRAM**
- ◆ **CAMPOUTS**
- ◆ **CONFERENCE EVENTS**
- ◆ **UNIT ACTIVITIES**



CLUB MEETINGS

CLUB MEETINGS



ACTIVITIES



CLOSING EXERCISES

ANNOUNCEMENTS

DISMISS



PROGRAM GUIDE



**STICK TO
THE TIME
SCHEDULE**



**THE
OPPORTUNITY TO
GET INVOLVED**



**ADEQUATE
OPPORTUNITIES
TO LEAD**

SHORT SESSIONS

CLUB MORALE

- ◆ **Encourage Staff**
- ◆ **Keep The Communication Channel Open**
- ◆ **Keep To The Rules**
- ◆ **Ensure There Is At Least One Adult Each Pathfinder Can Relate To On A Spiritual And Personal Level**

HONORS ~ AWARDS

HAVE A VARIETY

HONORS

AWARDS



KEEP IT ACTIVE...



GUIDE & TIMING

Segment 1—1 hour

Minutes	Activity
10	Opening ceremony
10	Object lesson/quiz
30	Curriculum
7	Special Feature
3	Announcements/benediction
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60	

Segment 2—2 hours

Minutes	Activity
10	Opening ceremony
15	Devotional/Guest
15	Games/fair practice
30	Curriculum
40	Honors/hobbies/crafts
10	Closing ceremonies/ benediction
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120	

The following planning guide shows the Pathfinder staff how to use available resources in planning the details for the club program.

CONFERENCE EVENTS

Events

Adventurer Camporee

Pathfinder Camporee

Youth Congress

Master Guide Camp

Pathfinder Rally Day

Youth Live March

Camp meeting

Group Activity

6 GROUPS

1. **Plan A Special Event**
2. **Plan A Conference Event**
3. **Plan A Class Schedule**
4. **Plan A Years Schedule 10 Months**
5. **Plan An Induction Progra**
6. **Plan An Honor Schedule**