

# 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.

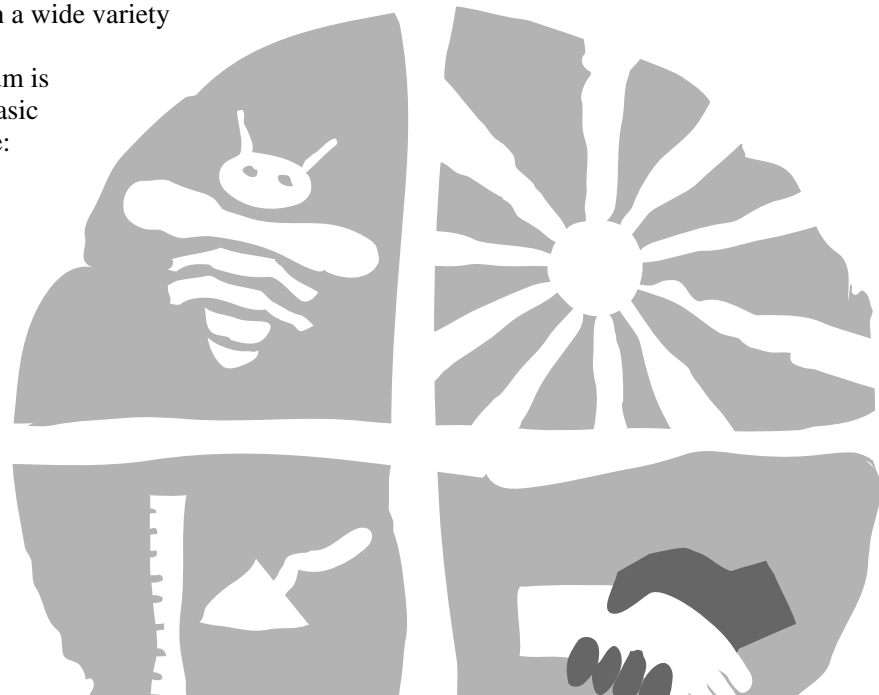
The Adventurer curriculum is organized around the four basic relationships in a child’s life: My God; My Self; My Family; and My World. In the “My God” section, children learn the exciting story of the great controversy, and how to build a relationship with the God who has done so much for them. In the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



# Overview of the Adventurer Curriculum

The Adventurer curriculum focuses upon the four different aspects of the child’s world which are listed below. Each of these four tracks is further divided into three separate components. In addition, a Basic Track leads children to learn the Adventurer Pledge and Law and to read books which reinforce what they are learning. The goals, components, concepts, and objectives are also listed here.

<b>Track and Goal</b>	<b>Components, Concepts and Objectives</b>
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**Basic**  
 To ensure that the children have the background necessary to receive maximum benefit from the Adventurer program.

- I. Responsibility** - Commitment to the common goals of the group
  - Know: the meaning and purpose of the Adventurer pledge and law;
  - Feel: a sense of determination to make the Pledge of Law a part of their lives; and
  - Act: to live by these principles.
  
- II. Reinforcement** - Introduction and review of the Adventurer concepts through reading
  - Know: and understand more about their God, themselves, their families, and their world;
  - Feel: the value and joy of reading; and
  - Act: by continuing to use books for knowledge and pleasure.

**My God**  
 To facilitate the development of a growing and fruitful relationship between the child and Jesus Christ.

- I. His Plan to Save Me** - God’s love, sin and forgiveness, conversion, obedience
  - Know: the broad outlines of God’s plan of salvation and how to experience this gift personally;
  - Feel: the assurance of God’s love and salvation which produces joyful praise and a strong determination to live for Him;
  - Act: by accepting Jesus Christ’s gift of forgiveness and new life.
  
- II. His Message to Me** - Memory verses, Bible books, using and trusting the Bible
  - Know: how to learn of God’s love and His plan for us through history and the Bible;
  - Feel: the desire and confidence to come closer to God through studying the Bible;
  - Act: by studying the Bible regularly, easily and with understanding.
  
- III. His Power in My Life** - Prayer, Bible study, witness, living for Christ
  - Know: how to build a growing relationship with God;
  - Feel: the joy which comes from living for Him, and a determination to persevere; and
  - Act: by spending quiet time with God and growing more like Him every-day.



**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's 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.

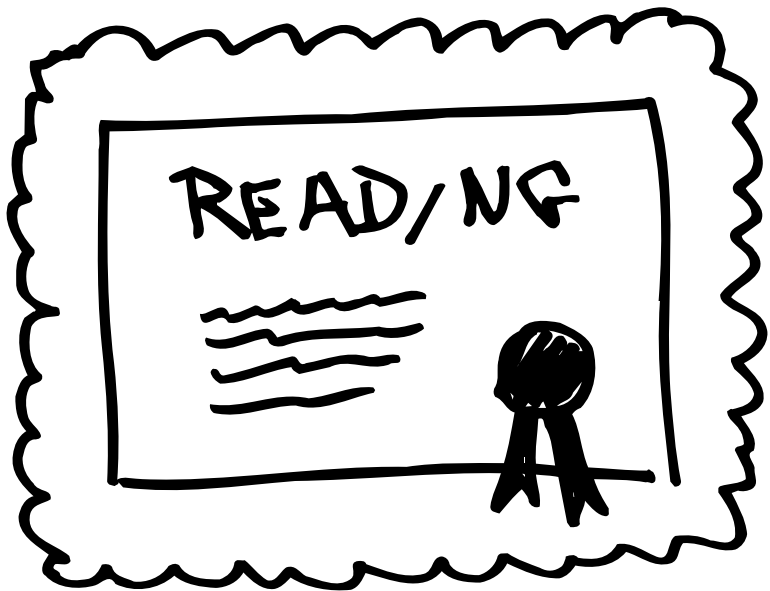
## II. Reinforcement

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.

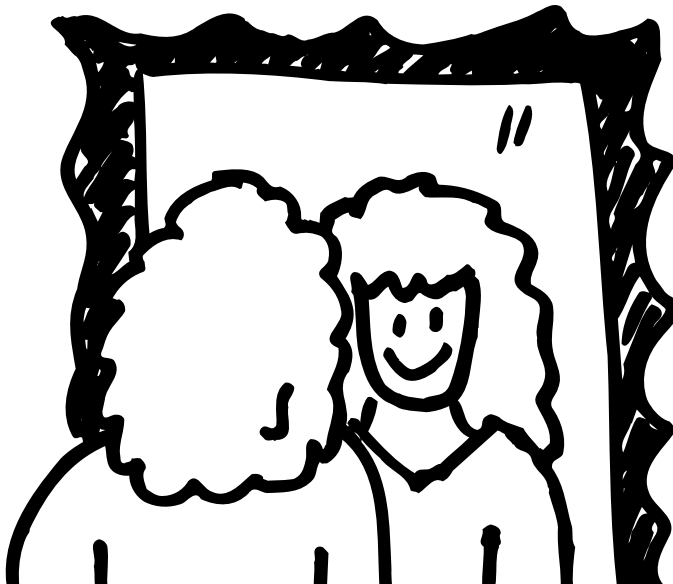
## III. I Can Care for My Body

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

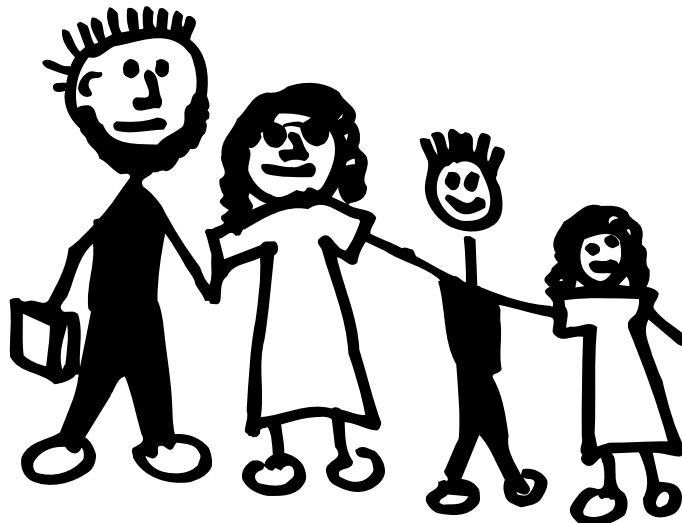
Complete one requirement of the Safety Specialist Adventurer Award.

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

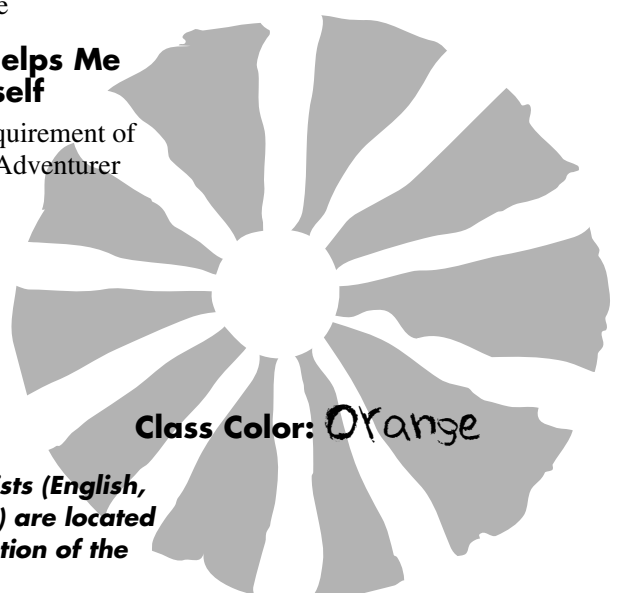
- I. I Am Special**  
Make a tracing of yourself. Decorate it with pictures and words which tell good things about yourself.
- II. I Can Make Wise Choices**  
Play the "What-if?" game
- III. I Can Care for My Body**  
Earn the Fitness Fun Adventurer Award.

## 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

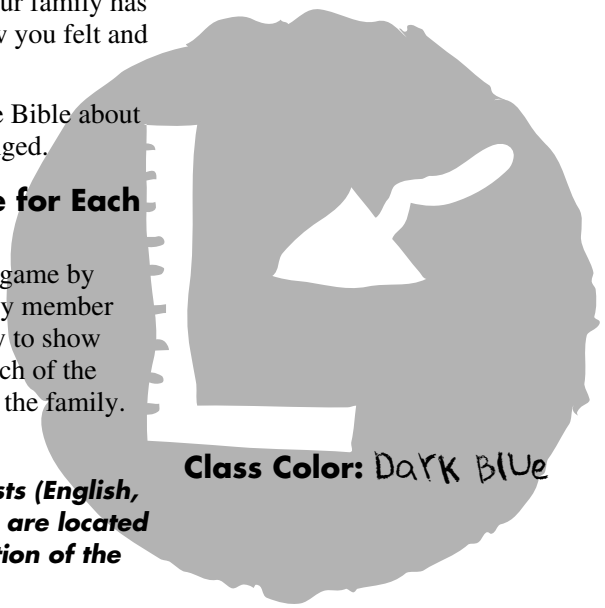
- A. Make friends with a person of another culture or generation, or someone who is handi-capped.
- B. Invite that person to a family or church event.

### 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.



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# 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.

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