

GUIDE



1. Describe the work of a Guide.
2. Tell the locations of four of the following and be able to give directions from your home to reach them.
 - a. post office
 - b. pharmacy
 - c. phone booth
 - d. police station
 - e. church
 - f. fire station
 - g. grocery store
 - h. school
3. Tell how to ask for directions and whom you should ask.
4. Organise a trip for a few friends to visit one of the following in your area.
 - a. Museum
 - b. Monument
 - c. Interesting sight
 - d. Fire station
 - e. Police Station
 - f. Hospital
 - g. Factory
5. Draw a simple map of your neighbourhood, including your house, or give a friend directions to your house.
6. You have been a guide to different places, but who does the Bible say is our true Guide? (See Psalm 48:14.)

HELPS

1. A guide is someone who helps you find your way.
2. Do not expect the Adventurers to use direction words such as *north, south, east, west*. They should give street names and number of blocks, if available.
3. To receive good directions the Adventurer must ask good questions. Children should get directions from people known to them, police officers, teachers, or other officials.
4. Help the Adventurers plan transportation, invitations, things to see and do, etc. When the trip is over, lead a discussion about what was done and seen.
5. Some children will need assistance with this project.
6. Read the text together and discuss its meaning.

The material here is taken from page 195 of the printed manual.