



PATHFINDER LEADERSHIP AWARD



PTHADM003

Pathfinder Programming

Resource Material

January 2009



Resource Material for the Pathfinder Leadership Award.

The Resource Material, Review Booklet and Assessment tools were produced by the Seventh-day Adventist Church Youth Ministries of the South Pacific Division (SPD). We pay tribute to Pastor John Wells, the main contributor in the reshaping, rewriting and adapting of this material. He was assisted by a number of other experienced leaders and an editorial team brought the task to completion. We wish to express our deepest thanks to them all.

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The Unit Outline is unchangeable. However, Conferences/Missions in the SPD are encouraged to be creative in the delivery of the training to suit their local needs. Photocopying of this material is permitted in the context of leadership training. It is not to be used for commercial purposes.

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Contents

Orientation.....	4
Purpose	4
The Resource Material	4
What Additional Resources Do I Need?	4
What Do I Need to Bring for the Training/Review/Assessment Program?	4
How Will I Be Assessed?.....	4
Reassessment Process.....	5
Appeal Process	5
Unit Outline	6
CHAPTER 1: Basic Theories of Programming.....	7
The Programming Process.....	9
The Director.....	9
The Next Steps.....	10
The Calendar.....	10
Outline of the Pathfinder Programming Process	11
CHAPTER 2: Programming Methods	12
Programming Options.....	12
Meeting Styles.....	12
Programming Methods	13
CHAPTER 3: Conference/Mission Events	15
Pathfinder Rally Day.....	15
Pathfinder Fair.....	15
Pathfinder Expedition	15
Teen Expedition	15
Pathfinder Camporee	16
Pathfinder Staff Training.....	16
CHAPTER 4: Local Program Events for the Pathfinder Year	19
Specific Local Pathfinder Programs	19
Pathfinder Day.....	19
Pathfinder Induction Service.....	19
Pathfinder Investiture Service.....	19
Local Pathfinder Programming Ideas	19
Fundraising Activities	22
Other Programming Ideas	22
Bibliography	23

Orientation

Welcome to the Resource Material for PTHADM003 Pathfinder Programming.

Purpose

This unit covers the process of Pathfinder programming and the events and expectations that affect the local Pathfinder Program.

The Resource Material

This Resource Material contains the essential information to meet the competencies outlined for this unit. It should help you to:

- Gain a comprehensive understanding of Pathfinder Programming.
- Understand programming issues as they relate to a Pathfinder Club.
- Prepare for the PLA training/review/assessment program.
- Acquire knowledge that will help with your Pathfinder Ministry.

A basic Review Booklet has been developed for this unit. It contains a small number of worksheets that, once completed, provide evidence that you understand the material. The Review Booklet needs to be completed before the assessment and forms part of the requirements to gain competence in this unit.

Note: If you have any questions, please consult your District Director or your local Conference/Mission Youth Department.

What Additional Resources Do I Need?

- Bible.

What Do I Need to Bring for the Training/Review/Assessment Program?

- Resource Material (if received beforehand).
- Review Booklet (completed, if required).
- Pencil/pen.
- Any other resources or equipment as specified by your Assessor.

How Will I Be Assessed?

At the Conference/Mission training/review/assessment program, your competency will be assessed by one or more of the following methods:

- Written/oral questioning.
- Completed Review Booklet.
- Simulation activities.
- Project/assignment.

Reassessment Process

- You will be given the opportunity for reassessment if you are not found competent.
- There will be no limit to the number of opportunities for re-assessment.

Appeal Process

If you are not satisfied with your assessment you can:

- Discuss the issue with your Assessor.
- Discuss the issue with your District Director.
- Request the mediation of another Assessor.
- Report your concern to the Conference/Mission Youth Director.

Unit Outline

The Unit Outline below summarizes the requirements (Elements) of this unit. Each Element requires completion of various tasks (Performance Criteria).

PTHADM003	Pathfinder Programming
PLA	Pathfinder Leadership Award

DESCRIPTION: This unit has been developed by the Adventist Youth Ministries of the South Pacific Division (SPD). It covers the process of Pathfinder programming, the events and expectations that relate to a local Pathfinder Program.

The Competency Based Training (CBT) method has been adopted for the delivery of this unit.

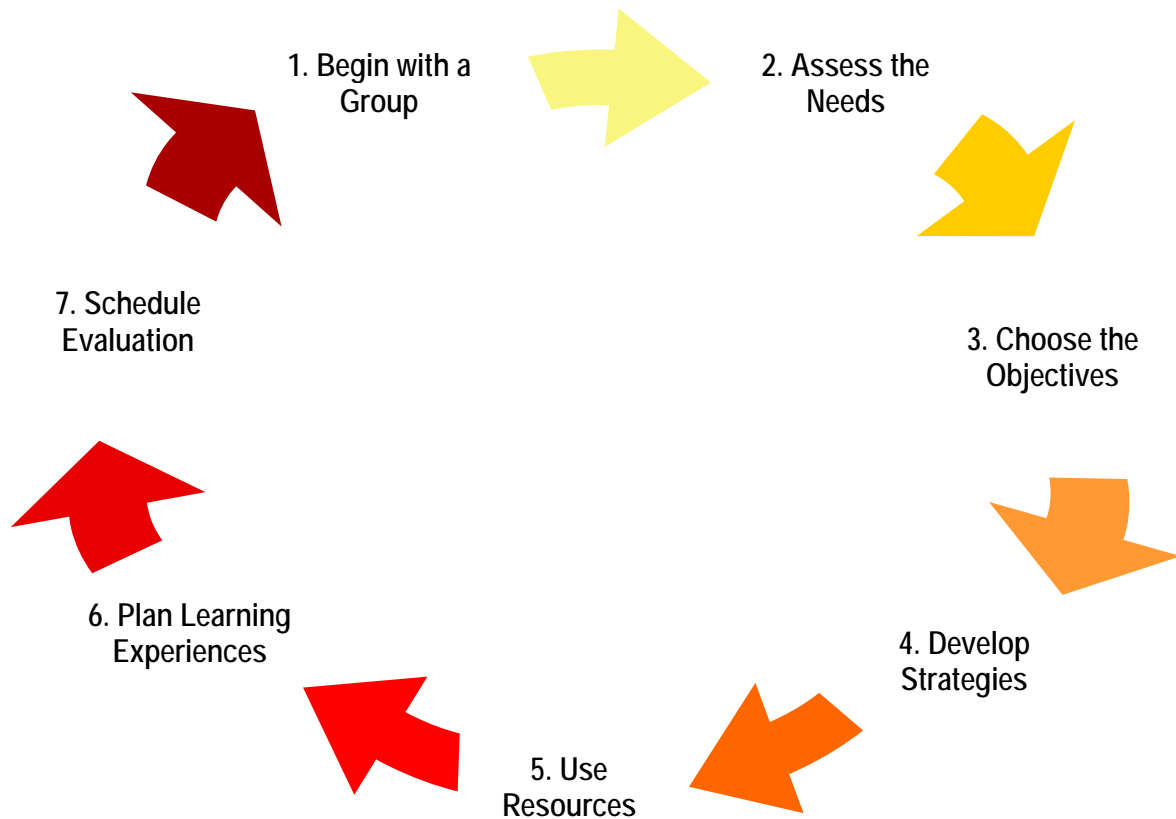
Element	Performance Criteria
1. Summarize the basic theories of programming.	1.1. Explain the programming process. 1.2. Discuss the role of programming in the context of Pathfinding. 1.3. Summarize the advantages of programming. 1.4. Explain the purpose of a Mission Statement and Goal setting in Pathfinding. 1.5. Determine the role of the Director in programming.
2. Explain the different methods of Pathfinder programming.	2.1. Summarize the options for Pathfinder programming. 2.2. Explain the formats of Pathfinder meeting styles. 2.3. Discuss methods of programming that could be used in Pathfinder Clubs. 2.4. Develop a 5-month program for a class that you are leading or co-leading.
3. Identify the Pathfinder Conference/Mission events that affect the local Pathfinder program.	3.1. Explain the role and purpose of the Pathfinder Rally Day. 3.2. Explain the role and purpose of the Pathfinder Fair Day. 3.3. Explain the purpose and different types of Camporees. 3.4. Explain the role and purpose of the Pathfinder training program.
4. Understand the annual local Pathfinder club program events.	4.1. Discuss the possible local club events that need to be allowed for in the Pathfinder program. 4.2. Explain the role and purpose of the Pathfinder Day. 4.3. Explain the role and purpose of the Pathfinder Induction Service. 4.4. Explain the role and purpose of the Pathfinder Investiture Service.

CHAPTER 1: Basic Theories of Programming

Planning and programming are essential parts of Pathfinding. All the key features in the running of a Pathfinder club, including regular club meetings, camping, investitures, Conference/Mission events, demand a planning process and the ability of a club to operate according to a program.

The planning process can be represented in the following ways:¹

(a) Circular process.



¹ Creative Youth Leadership. Judson Press. P60.

(b) Ongoing process.



The process can be seen as circular or ongoing. Programming involves parts of both.

Whichever method a person uses, it is important to know that programming is essential for the Pathfinders, their families and their church. Programming is the key to the smooth running of a Pathfinder Club because:

- A program maps out where the club is going.
- A program allows people time to plan for their involvement.
- A program indicates that the leadership is organised and has purpose.
- A program avoids the possibility of a clash of activity dates with other church departments.
- A program implies that leaders value pathfinders enough to plan for them.
- A program allows for the development of balance in planning to meet Pathfinder needs.
- A program provides structure that can be adapted as needs arise.

The Programming Process

The programming process begins with planning. The first step in planning is to identify the purposes and needs of the local Pathfinder Club. In order to define the needs of the club, the staff has to take a careful look at who the Pathfinders themselves are: their age, family circumstances, attitudes and other important matters. Having identified the needs of the club and who its members are, the club will then be in a position to define its goals and devise plans to achieve those goals. This can then be formulated as a mission statement that will be reviewed annually. The mission statement needs to concisely outline the purpose of that club for that specific year and it will help to define and to be reminded of the goals. For example:

Mission Statement & Goals – Sample

Create a positive, caring and happy environment where Pathfinders can grow spiritually, achieve awards and create awareness in the local community.

The goals of the Pathfinder Club are to:

- 1. Operate a positive happy club.*
- 2. Care for each Pathfinder.*
- 3. Give opportunities for Pathfinders to grow in their understanding of what Jesus means to them.*
- 4. Give opportunities for Pathfinders to develop skills as they complete their class work.*
- 5. Make the club known to the community.*

Each one of these goals creates specific tasks for the Pathfinder Staff. Each task needs to be planned so that Pathfinders are able to achieve these goals.

The club program is informed by its Mission Statement and will ensure that the current year's program will be different from the previous one. The Mission Statement is the standard that the leaders will use to measure the progress of the club. It will be the overriding influence on all aspects of the Pathfinder program and provide motivation and incentive for the staff as they see it achieved for the glory of God.

The Director

Club Directors are key in the programming process. Their attitude to planning will affect the whole Pathfinder program. Directors who do not plan well put at risk the smooth running of their clubs. Their role is to:

- Support the agreed Mission Statement
- Coordinate the planning process.
- Delegate responsibilities to all staff.
- Encourage each member of the team to contribute.
- Monitor the progress of the staff in achieving goals.
- Celebrate as each goal is reached.
- Communicate changes in programming to all staff.
- Plan regular staff meetings that are encouraging and make working together fun.

The Next Steps

The Pathfinder staff needs to examine each one of the goals and the impact they are going to have on the program. They need to have a clear plan of action, allocate responsibilities for each one of the goals and set a time frame for their completion. It is at this point that a number of key questions need to be addressed in bringing the program together.

These questions may include:

- How often will the club meet per month?
 - ◆ This will depend on the type of program that you are running.
- When are the meetings to be held?
- How long will the meetings run for?
- How many campouts?
- When will the bi-monthly activities take place in the Pathfinder year?
- What are the main yearly activities for the local church? e.g. Church Camp, socials
- What are the Conference/Mission programs? E.g. Pathfinder Rally, Junior and Teen camps, Teen Expedition, Pathfinder Expedition, Drug Free Walk etc.
- When are the staff training programs? E.g. they could be up to 3 times per year.
- When are the school exams?
- What are specific staff needs?
- What are the special needs for the club's goals?
- When will they be met?

The Calendar

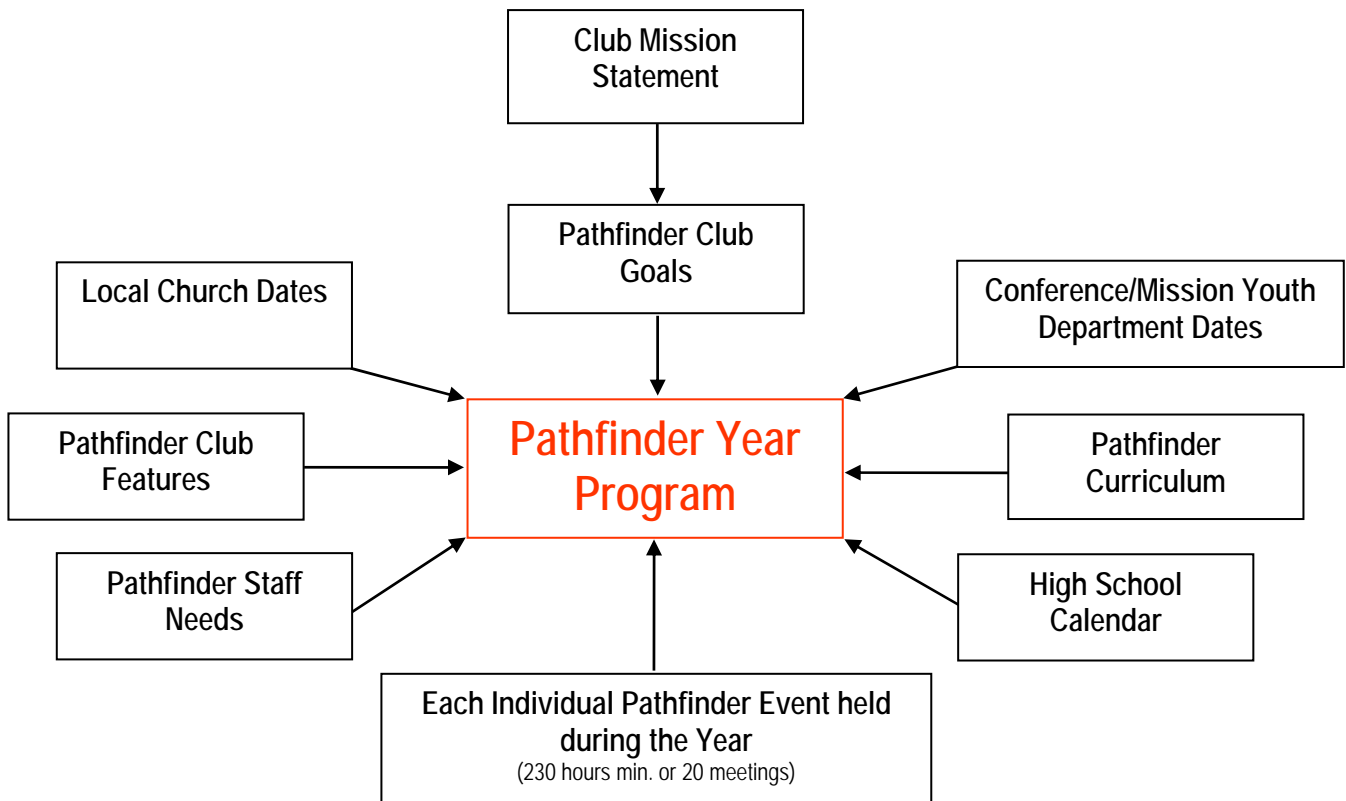
Write out the answers for each of these questions and include them in the calendar. Identify the Pathfinder club activity dates. Wherever possible, try to establish pattern. For example, they will take place on the 1st and 3rd or 2nd and 4th weekends in the month. This makes it easier for parents and other church programs to function.

Things to include in the program:

- Pathfinder meetings.
- Pathfinder campouts.
- Special bi-monthly events.
- Investiture day (often set by the Conference/Mission Youth Department).
- Pathfinder day.
- Staff training dates.
- Conference/Mission Youth events which will affect Pathfinders.
- Special needs identified in the club goals.

Select the curriculum you plan to follow. Structure your calendar accordingly.

Outline of the Pathfinder Programming Process



CHAPTER 2: Programming Methods

Programming Options

The Pathfinder club calendar that is recommended runs for one year. This is the best time period to plan a Pathfinder program because:

- It looks at the whole year's activities. Will all the meetings and activities fit?
- It outlines how the goals will be achieved on a yearly timeframe.
- It helps the church, school, parents and Pathfinders to plan.

Other time frames that could be used are half yearly or monthly programming. Advantages of these approaches include:

- Greater flexibility in planning.
- Ongoing input by staff and Pathfinders.

Disadvantages include:

- Goals may not be met.
- Pathfinders may not be considered in local church programming because of a perceived lack of planning.
- Planning has a short-term focus

Meeting Styles

These are identified as:

- Model A – the meeting is held as one session that may last up to 3 or more hours. It may be held on a Sabbath afternoon or a Sunday morning.
- Model B – the meeting starts on Sabbath afternoon and continues after Sabbath into the evening.

(For more information, see pages 73-74 of the Pathfinder Staff Manual or refer to the PLA Resource CD.)

Programming Methods

There are numerous ways of drawing up a Pathfinder program to fit the specific needs of the local Pathfinder club.

Some methods that have been used include the following:

1. Staff plans the program together before the year begins, following the process outlined in chapter one. This is the preferred method. The advantages are that it involves everyone in the planning process, gives everyone ownership and ensures the support of the whole club. The perceived disadvantage of the process taking longer is far outweighed by its positive outcomes.
2. The Club Director plans the program and then submits it to the staff for comments and adjustments. The advantage is that this saves time and enables staff to own the process. The disadvantage is that staff has not been involved in the process of evaluating club needs, writing a mission statement or formulating goals.
3. The Club Director acts autocratically by drawing up and presenting final plans without any consultation. A variation on this may be the Pathfinder Executive Committee or a select group doing the planning. The advantage is that it allows faster formulation of a program. The disadvantage is that it then requires getting the rest of the staff to take ownership of a program they have not contributed too.
4. The club adopts a program that has been formulated by the Conference/Mission Youth Director or another club. The advantage is this saves time. The disadvantage is that it may not meet local needs.
5. The Director allocates the planning of sections of the program to different staff members or groups of staff. Each staff member/group then reports back to the team and a final program is drafted. The advantage is that it involves all staff and promotes ownership. The disadvantage is that unless the Director gives clear and concise guidelines the different sections of the program will not be integrated.

It is recommended that the best programs are the ones that involve all of the staff in planning. All of the contributions are factored in and the team formulates the program. Copies of the full program are given to every staff member.

A sample format for a Class Curriculum spreadsheet is provided on the following page.

Pathfinder Year Calendar – Sample

February

- 7 Registration & Club Night*
- 20-22 Pathfinder Camp*

March

- 7 Club Night*
- 21 Club Night*

April

- 3-5 Pathfinder Camp*
- 18 Club Night*

May

- 2 Club Night*
- 3 Swimming Day*
- 16 Fair Practice*
- 30 Pathfinder Fair*

June

- 6 Club Night*
- 20 Club Night*

July

- 4 Club Fundraiser*
- 18 Club Picnic/Club Night*

August

- 8 Club Night*
- 21-23 Pathfinder Expedition*
- 29 SPD Pathfinder Day*

September

- 5 Community Service Project*
- 19 Club Night*

October

- 2-5 Conference/Mission Camporee*
- 17 Club Night*

November

- 7 Club Night*
- 21 Investiture*

December

- 6 Club Break-up Picnic*

CHAPTER 3: Conference/Mission Events

Pathfinder Rally Day

Pathfinder Rallies are times when clubs in a district or Conference/Mission come together on Sabbath for fellowship, inspiration and recognition of local club achievements. The Rally is conducted once each year, and is usually held in a public hall, church or auditorium. The Rally is organised by the Conference/Mission Youth Director, in consultation with the District Directors. All Pathfinders and leaders are expected to be in full dress uniform. Club flags are to be presented at the opening ceremony. Local clubs can be involved in the program through the parade, posting of the flag, the receiving of awards, special music, drama and various other elements of the worship program. This is an ideal time for parents, friends and church members to share in the inspiration of Pathfinders². (For more information about Pathfinder Rallies, see pages 182 – 183 of the Pathfinder Staff Manual or refer to the PLA Resource CD).

Pathfinder Fair

The Pathfinder Fair is a special day organised by the Conference/Mission Youth Director for the Pathfinder clubs of a Conference/Mission or district. It is generally a full-day program from early morning until mid to late afternoon. The purpose of the Fair is to involve the clubs in team challenges and provide an opportunity for them to demonstrate the Pioneering and Marching skills they have acquired during the year. The club members are expected to come in full dress uniform for the parade and in field uniform to participate in various skill events³. (For more information about Pathfinder Fairs, see pages 180 – 181 of the Pathfinder Staff Manual or refer to the PLA Resource CD).

Pathfinder Expedition

The Pathfinder Expedition is a weekend adventure that involves bushwalking and camping. It is an opportunity for the clubs to test their bushwalking and navigational skills. Each club divides its members into groups of 6 – 8 with a staff member. Each group can choose to complete one of three levels of challenges:

Level:	Description:	Age Requirement:
Basic	All navigation on tracks	Min. 10 years of age
Intermediate	Navigation is on and off tracks	Min. 11 years of age
Advanced	Navigation is mostly off tracks	Min. 14 years of age

The weekend involves hiking with packs, carrying all food and camping gear. Clubs have a special Sabbath together and complete special adventure activities based on a theme.

Teen Expedition

This is a week-long outdoor adventure designed only for 13 – 15 year olds. The adventure experiences are unique and physically challenging and will possibly not be repeated by the Teen. Each teen needs to be totally self-sufficient for the duration of the activity. The purpose of Teen expeditions is to provide older Pathfinders with physical challenges and opportunities to learn, develop and display outdoor skills. Teen expeditions are organized and led by the Conference/Mission Youth Departments.

² South Pacific Division. Pathfinder Staff Manual. Pg 182

³ South Pacific Division. Pathfinder Staff Manual. Pg 180

Pathfinder Camporee

Camporees are district, Conference/Mission, Union or Division based events where clubs camp together to enjoy fellowship, demonstrate skills in fun/adventure activities and develop networks with other clubs. Camporees allow Pathfinders to realise that they are part of a big organisation with over 2 million members throughout the world. They are a public, evangelistic program designed to challenge every Pathfinder to accept Jesus as their Saviour and to become involved in the Seventh-day Adventist Church. They are a time of creativity, imagination, wonder, fun, and learning.

Camporees happen approximately every two years on the following rotation:

- A. Local Conference/Mission
- B. Union (over year end)
- C. Local Conference/Mission
- D. Division (over year end)

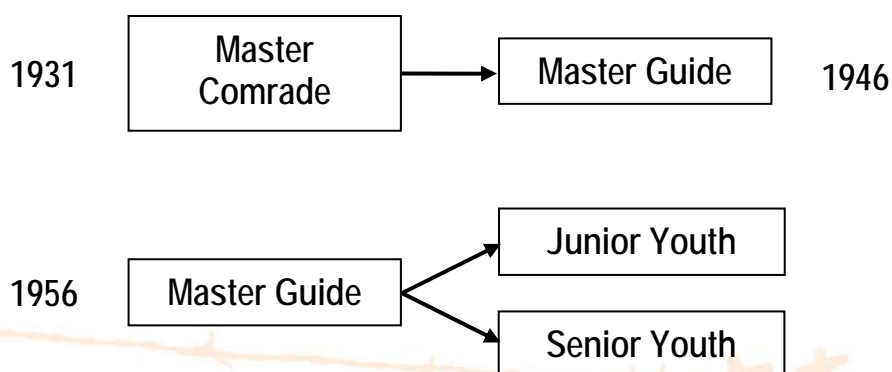
Preparation for a Camporee take times and effort for a local club. They need to:

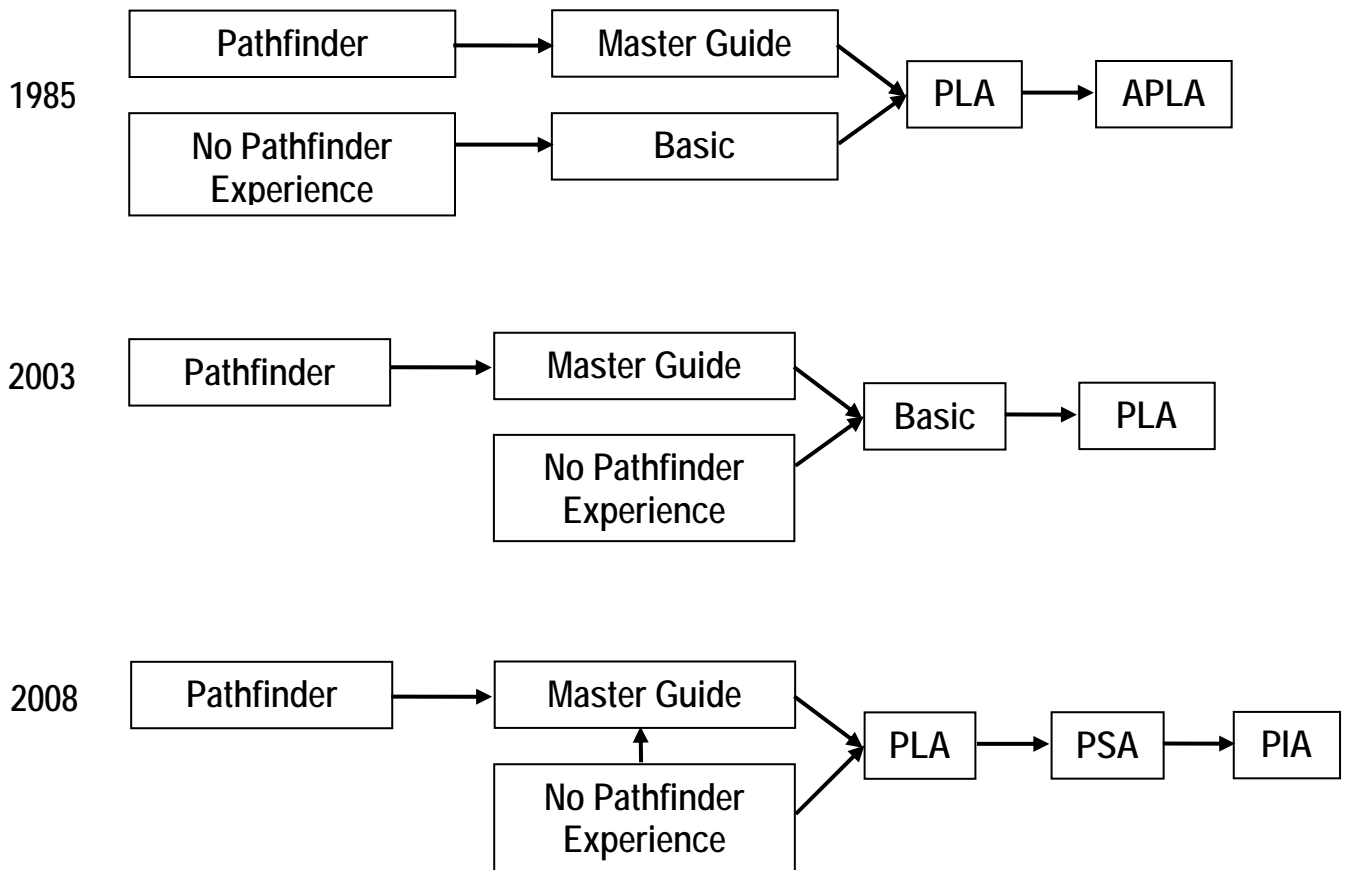
- Make sure they have suitable equipment to be self sufficient for the event.
- Organise travel.
- Have adequate staffing.
- Have adequate funds to meet the costs.

Camporees are worth the effort. They are life-changing events for our Pathfinders. They are memory events that remain with each participant no matter what direction their spiritual journey may take. (For more information about Pathfinder Camporees, see pages 184 – 188 of the Pathfinder Staff Manual or refer to the PLA Resource CD).

Pathfinder Staff Training

Staff training has always been part of Pathfinder leadership development because we want the best for our Pathfinders and our leaders. Over the years we have had a number of leadership development changes. These have been:





The current training program is a restructuring of the old Pathfinder leadership programs in terms of the competency-based requirements of the outdoor industry. The Competency Based Training (CBT) method has been adopted for the delivery of this unit. This means that:

- It is skills based.
- It is identifiable with accepted National Standards.
- You, as a volunteer, will be better qualified to continue your ministry with Pathfinders.
- You can teach it in the context of Pathfinding and meet the needs of Pathfinders, the Church, and the community.

The program is achievable, volunteer-friendly and relevant to our specific needs as Pathfinder leaders, especially when we take our Pathfinders into the outdoors to participate in camping, bushwalking and other experiences.

Each Conference/Mission has its own training schedule. Below is a sample training schedule.

- *The training for PLA takes place over 6 weekends spread over two years. The first two weekends address the PLA units.*
- *The training includes both National Standard units as well as Pathfinder specific units.*
- *All units are trained and assessed in the Competency Based Training method.*
- *The Conference/Mission issues Certificates of Attainment on completion of competency in the course. These certificates are delivered by the Department of Youth Ministries of the South Pacific Division, Adventist Outdoors or a Registered Training Organisation (RTO), if needed.*

- *All Pathfinder staff is encouraged to be trained to a minimum level of the Pathfinder Leadership Award. Achievement of this award allows the participant to function as a staff member. This gives them the Pathfinder and National standard units needed to lead a Pathfinder Club, including the camping activities. All staff members are encouraged to go on to complete the PSA. A Club should have at least two or more PSA trained staff to share the burden of responsibility. They do not have to be the Director. The PSA units may be shared by a group of individuals in the club.*

A sample procedure for setting up training is outlined below.

- *Application is sent out approximately 3 months before the training weekend.*
- *When the application is received by the Conference/Mission Youth Department, pre-reading and worksheets for the units being covered are sent out.*
- *No applications are received after 2 weeks prior to the training session.*
- *The applicant completes all of the worksheets before they attend. The District Director acts as a mentor as you prepare for the assessment*
- *The weekend is a time of review, practice and assessing of the units.*
- *If 'Not Yet Competent' (NYC) then a follow up assessment is organised.*
- *No applications are received later than 2 weeks prior to the training session.*
- *The applicant completes all of the worksheets before they attend. The District Director acts as a mentor as applicants prepare for the assessment.*
- *The weekend is a time of review, practice and assessing of the units.*
- *If 'Not Yet Competent' (NYC) then a follow up assessment is organised.*

Each Conference/Mission will deliver the same units but have different training methods according to their specific circumstances and needs.

CHAPTER 4: Local Program Events for the Pathfinder Year

Specific Local Pathfinder Programs

Once your program for the Pathfinder curriculum and Conference/Mission Events has been completed, you need to ensure that the important dates are included in local church year plans. Pathfinders need to always be reminded that they are an important part of the Church program. The church's overall year plan should include church, social, youth and Pathfinder programs. This is why it is important to begin planning in October/November so that you make sure that when the Church board meets to finalise the following year's calendar, you are ready with the pathfinder dates already worked out.

Pathfinder Day

The General Conference (GC) each year designates one Sabbath as Pathfinder Day. In the South Pacific Division this is usually the last Sabbath in August. One of the main reasons the GC designates a specific day is so that the local church can provide recognition and encouragement to the Pathfinder club. It is also to encourage greater support of the club by the congregation. The Pathfinder Day is generally organised and run by the Pathfinder Club and it is an opportunity to show the church what Pathfinders can do. (For more information on the Pathfinder day, see pages 116-120 of the Pathfinder Staff Manual or refer to the PLA Resource CD.)

Pathfinder Induction Service

A Pathfinder Membership Induction ceremony may be used to admit new juniors, teens or adults to membership in a local club. This should be a dignified, simple, brief and impressive occasion that will inspire the Pathfinder candidates with the high ideals of the Pathfinder Club organisation⁴. An Induction ceremony using candles may be used by clubs to impress upon the candidates the seriousness and responsibility of becoming a Pathfinder. (For more information on the "candle" Induction service, see pages 112-115 of the Pathfinder Staff Manual or refer to the PLA Resource CD.)

Pathfinder Investiture Service

The Pathfinder Investiture Service is a real opportunity to showcase the Pathfinder Club to the whole Church family. It is during this special service that the Pathfinders are rewarded for completing the requirements of the Pathfinder Classes that they have been working on all year. The Pathfinder Staff Manual gives outlines on what happens on this occasion. In some Conference/Missions, the Youth Director chooses a date for the local club so that he can visit every club for Investiture. The date is usually at the same time each year so that it becomes an integral part of the Church program. If the Youth Director is unable to attend, then a District Director is asked to represent the Conference/Mission. (Read pages 121-125 in the Pathfinder Staff Manual for more information or refer to the PLA Resource CD.)

Local Pathfinder Programming Ideas

There is a wide range of ideas available that can be incorporated into the local Pathfinding programs. Local clubs may benefit from injecting new ideas into their program, even when things are going well.

1. Local Training Program. This could be outside the curriculum, e.g. machinery skills, pioneering activities, cooking skills etc.

⁴ South Pacific Division. Pathfinder Staff Manual. P 112

2. Crafts and Honours. These interest Pathfinders when they are chosen well. Allow no more than an hour at a time, allocate good leadership and complete the activity. If it is an Honour, remember to make it worthy of its achievement.
3. Bi-Monthly Activity. This is a special and exceptional Pathfinder event that is taken into consideration for the "200 Club Report". It may include:
 - Swimming day.
 - Hiking day.
 - Overnight camping.
 - Picnic, wide games, special adventure.
 - Community service activity.
 - Visiting with another club.
4. Chaplain Activity. The Chaplain is an important member of the Pathfinder Staff. He/She is responsible for coordinating the spiritual emphasis of the Club. This may include developing plans for worship, campout Sabbaths, and even outreach/community ideas and submitting them to the Pathfinder Staff Council. The Chaplain may even be involved in visiting Pathfinders with their families at home,
5. Community Involvement. This is an important part of the development of each Pathfinder. When they serve others, both the individual Pathfinder and the club benefit. The club may also increase its profile in the community by providing information and photos to local newspapers following a service activity. Activities may include cleaning up rubbish, participating in ANZAC parades or other patriotic events, special fund raising for people in need, etc.
6. Surprises. These are the extra events that the Director can include to surprise the club and develop group spirit. E.g., Calling a parade at a fun-map reference (e.g. a great swimming spot), which involves Pathfinders and staff using problem solving skills, map reading skills etc.
7. Games. There are many types of games that can be played. Examples include Favourite's Night, New Games Night, and Foreign Games Night etc.
8. Object Lessons. These may be done as part of the Chaplain's segment or as a separate 15 minute feature. Object lessons need to be active and interesting, and reveal something special about nature, work, science, etc.
9. Review Segment. PowerPoint or photo displays may be used to retell some of the events the club have been involved in, e.g. Campouts, Fair Day.
10. Have a Guest Speaker. Guest speakers from the community may be used to share an interesting story or teach a skill e.g. Police, Firemen, Emergency Services personnel, army cadet, clown, or balloon artist. Segments need to be kept to a time limit, and can be an exciting addition to the program, especially if the presentation has a Christian perspective.
11. Preparing for Pathfinder Fair. You will need to allow time for the Pathfinder Fair in your club program. The Conference/Mission usually sends out a Fair manual at least 2 months before the event. If details of specific events are given, you need to prepare for them. There are times when the nature of an actual activity is not mentioned until you show up with your club on the day; however, you can have some idea of the activity by the equipment list provided. Marching, parade, knots and lashings, compass work, problem solving procedures, basic first aid procedures,

fire lighting and cooking skills, etc. are generally included. These skills should be made part of the annual training to ensure that the club is ready.

12. Special Theme Nights. Some suggestions for theme nights are listed below:

- Learn a new craft night.
- Try a new activity night.
- Fathers' or Mothers' night.
- Biblical night. Members dress up in clothes from biblical times and participate in role plays.
- Share a hobby night. Have people bring their hobbies.
- Community night. Members of the community are invited to see what Pathfinding is about.

13. Enrolment Night. This is a special evening at the beginning of the year when the Pathfinders are enrolled as club members. Parents are invited and the Pathfinder Staff prepare a special program to explain what Pathfinding is and what they have planned for the year. (Read page 111 in the Pathfinder Staff Manual for more details.)

14. Pathfinder Campouts. As leaders, a lot of emphasis is placed on issues related to camping, bushwalking, environment, risk analysis etc.; this is because camping is an essential part of the Pathfinder program. The number of camps you have depends on:

- The curriculum you are following.
- The interest the club has in camping.
- The time available (including seasons etc).
- The locations that are suitable for Pathfinder camping.

Different types of camping styles that may be used include:

- Day camp. The club spends the day at an outdoor location achieving specific class needs or playing games etc.
- Overnight camp. This often occurs on Saturday night, with Sunday being spent at the location.
- Weekend camp. This is the usual Pathfinder campout. It allows time for worship as well as social activities.
- Long weekend camp. This allows extra time to complete activities or projects.
- Hiking camp. Pathfinders camp in a different location each night.
- Special feature camp. e.g., canoeing, sailing, driving to locations etc.

Theme campouts may also be planned. Common theme camps include:

- Work camp. These are designed to achieve as much of the curriculum as possible and are often done at the beginning of the year.
- Unit camp. Each unit has its own experience at different locations over the same weekend.
- Fun camp. These are often done at the end of the year after the investiture. The purpose is just to have fun together.
- Family Camp. Generally conducted at the beginning of the year as an opportunity to meet parents. This is particularly significant for non-Christian families.

Fundraising Activities

These need to be included into the yearly program. Activities such as delivery of telephone books happen at the same time every year. (The Unit PTHADM002 Pathfinder Administration has a chapter dealing with this topic.)

Other Programming Ideas

- Vary the order of events at each program.
- Share the responsibilities of the meeting with the Deputy Directors.
- Keep a balance between class needs and other activities.
- Plan to do some special events and advertise them to the club.
- Start meetings on time and plan the special feature right at the beginning.
- Outline a running sheet and keep to it as much as possible.
- Finish on time to respect parent's schedules.
- Follow the advice on programming for the curriculum you are following.

The main advantage of planning a program is that you have something to work from. This makes it easier to adapt to unexpected circumstances that may impact on the program.

Remember to always keep a positive attitude as a leader. Be ready to laugh and quick to see the possibilities of doing things in a new way. Some other tips have been listed below:

- Never allow programming to limit the possibilities that are available to communicate our love of God to our Pathfinders.
- Never lose sight of the big picture.
- Remember, "Nothing is impossible with God".
- Remember Mary's answer to the angel when she was told that she would conceive Jesus. "I am the Lord's servant, and I am willing to accept whatever He wants..." Luke 1:37, 38.

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