

Adventurer Basic Staff Training



Understanding the Adventurer-Age Children

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Patience is the key!

Judey Austin, Presenter

www.youtube.com/watch?v=PLyK-aYLiQc



What does the Bible say?



Proverbs 22:6 (NCV) Eph. 4:6

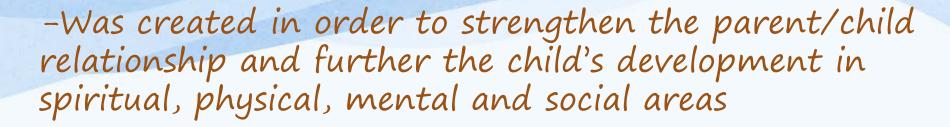
Train children to live the right way, and when they are old, they will not stray from it.

Matthew 18:6 - Luke 17:2

"If anyone causes one of these little ones—those who believe in me—to stumble, it would be better for them to have a large millstone hung around their neck and to be drowned in the depths of the sea.



History of the Adventurer Club



-General Conference endorsed ideas of Busy Bee, Sun-beam, builder, and Helping Hand in 1939

-In 1972 the Washington Conference sponsored a club for children called "Beavers", the North Eastern Conference joined into the children's club concept by 1975

History of the Adventurer Club

-1989-a committee met to update the adventurer curriculum, develop awards and write guidelines for the adventurer club organization

-in 1990, the adventurer program piloting process began in the North American Division

Adventurer Club

Leadership

 To learn concepts and strategies to experience successful Leadership

Objective

• To understand Adventurers at various age levels.

How They Behave

- They LOVE strenuous activities!
- They LOVE to create new things!
- They have active imaginations/growing ability to memorize!
- They have variable attention spans
- They LOVE hearing stories!
- · They are readily disciplined
- They CRAVE new experiences that satisfy
- · They are CURIOUS about everything

Understanding WHY they behave that way

- I am imaginative
- Average attention span is 1-2 minutes
- Large assignments discourage them
- Their energy is not limitless, therefore their initial excitement may cause exhaustion/crankiness
- They like work that can turn into play
- Muscular coordination is still developing, they need practice with smaller muscles-(ex: putting things together/drawing)

Understanding WHY they behave that way

- Memorization comes easily
- · Boys usually like outdoor activities/wild animal stories
- Girls typically like stories about children/family experiences/stories that involve repetition and conversation
- · Children must feel like they have freedom of choice
- They must be able to move around after remaining still for too long
- · They become irritated and discouraged by failure

How do WE handle them?

- Provide plenty of opportunity for physical activity!
- Be PATIENT!
- Get them involved in arranging chairs/passing out materials
- Include activity within regular adventurer program
- Make stories VIVID with details that stimulate their minds (ask them to close eyes and picture themselves in the story)
- Don't make requirements impossible, they will lose interest/don't ask them to provide details

Supply "jobs" to different adventurers

Keep the Story Moving!

Make 3 changes during club time

Let them choose an activity

Reward GOOD behavior Never strike/belittle a child, always give private counseling



HOW to teach them

Show them how to use their energy for God by helping and respecting each other!

Tell them to invite others to adventurer club and Sabbath school!

Lead by example, try your best to display positivity and cheerfulness at all times



Tell Stories, use visual aids, and ask questions!

Bring Bible and story characters to life! Relate truth to their life by making it personal!

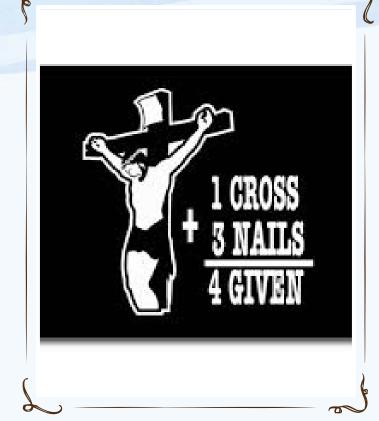


Share your own faith and journey with them! Teach Gods plan of salvation to help Adventurers feel confident in God's love.

Teach children God is pleased by obedience and their trust in him.



Above all, help them to learn to love God, as their Personal Savior



Let them know How much God truly loves them through the sacrifice he made for us all on the cross!



Teach them the importance of love and respect towards one another!

Age Levels	Physical	Motor Skills	Social
Little Lambs	 Learn through play Have short attention spans Obey rules, but do not understand right and wrong Can follow two unrelated simple directions Understand danger and may develop fears Experience mood swings, but tantrums generally don't last long Know six to eight colors Understand concepts such as size and shapes Like to do things for themselves but are reassured when an adult is nearby for help 	 Run - climb -skip - catch a bounced ball - walk a straight line - hop on one foot - kick a ball - Throw overhand Learning to write and draw Dress themselves but may need some help - Can hold a pencil, draw a circle and a face Can use safety scissors to cut a line Build block structures with 10 blocks Can complete simple 4 to 12 piece puzzles 	 Share when asked Imaginary playmates Explore the body Begin to play with others in groups May be bossy Change the rules to games Sometimes lie to protect friends or themselves Can be aggressive but want friends

Age Levels	Physical	Cognitive	Social
Eager Beaver	 Can control gross motor skills more easily than fine motor skills Difficulty controlling large body movements Struggle to control volume of speech Can take themselves to the bathroom – occasionally "accidents" happen Can dress themselves with slight assistance 	 Short attention spans Learn actively Focus on one thing at a time Need specific directions Require consistency Can confuse reality and fiction Want to make their own decisions Are literal 	 May not share well May appear to be "know-it-alls" Competitive and like to win Only see their point of view Easily embarrassed by criticism Tantrums to test authority Loves encouragement and rewards

Age Levels	Physical	Emotional	Social
6-7	 Small muscle coordination is developing and improving. Girls are ahead of boys 	 New intense feelings. Deep need for approval from peers/adults Hard to control behavior 	 Struggling with social acceptance Extremely competitive needs spotlight
8-9	 Good muscle coordination. Become impatient with failure 	 Teasing, nicknames, criticism, & venting anger. Developing right vs. wrong value system 	 Status within peers is important Child decreases dependency on adults

Age Levels	Intellectual	Spiritual	Physical Dev.
6-7	 Intense eagerness to learn Asks lots of questions Limited concept of time Listening skills developing rapidly 	 Needs visuals to help understand God's greatness Needs specific examples of Jesus is his/her Friend 	 Growth proceeding more slowly High activity level Can stay still only for short period
8-9	 Realize that there are other valid opinions Becoming reasoning and thinks conceptually 	 Sense a need for God's help and guidance A desire to become a member of God's family 	 Slow-steady growth, muscles developing Attention span increases

Age Levels	Behavior	Special Needs	Teaching Tips
6-7	 Eager to learn, exuberant, restless, overactive, easily fatigued Learns best thru participation 	 Encouragement Patience, warmth, praise Wise supervision Help in developing acceptable habits 	 Give opportunity to move around Use activities that involve cutting and writing skills Vary activities
8-9	 Careless (sometimes), noisy, argumentative but also alert, friendly and interested in people Awareness 	 Praise and encouragment Training in skills, but without pressure - Supervision 	 Understand skill level Use pictures for illustrations Reading and writing will vary

DISCIPLINE

Providing discipline for the Adventurer child is a positive contribution to his happiness and well-being. Discipline is not primarily punishment, but a way of helping the child to learn self-control and caring for others as a disciple of Jesus.

DISCIPLINE

- · Model the behavior you want
- · Provide a peaceful, organized room
- Be prepared
- Set specific expectations
- · Consistently redirect misbehavior

Remember....



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RESOURCES

- Let God guide you. Remember the gospel commission given in Matthew 28:18-20
- Great Children's Ministry Resource: <u>http://orgcchildren.netadvent.org/characteristics-of-little-lambs</u>
- Worksheets for Stars, Chips, & Awards: <u>http://en.wikibooks.org/wiki/Adventist_Adventurer_Awards</u>
- Use the Adventurer Club Manual www.adventurer-club.org