

# A Quick Start GUIDE



## PATHFINDER CLUB DIRECTOR

**A Quick Start Guide for the Pathfinder Club Director**

Manuscript created for the Youth Ministries Department of the North American Division of the Seventh-day Adventist Church

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## Introduction

Thank you for sharing your time and talents. As you begin your work as a Pathfinder leader, ask God to give you guidance, patience and the willingness to complete the job He has called you to perform for your church family.

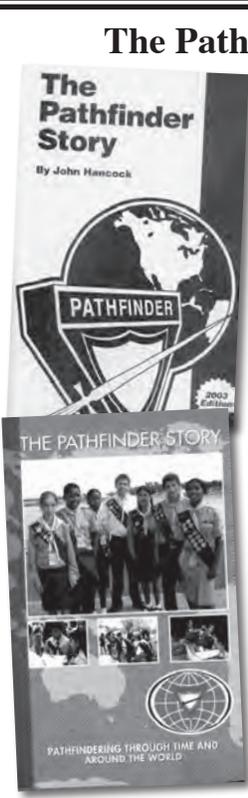
To better understand your role within the body of the church, take time to study the current edition of the *Seventh-day Adventist Church Manual*. Pay particular attention to the sections dealing with the youth ministries department and Pathfinder Club. By understanding the scope of youth ministries, you will be able to better fulfill your role as Pathfinder director.

### Why Should My Church Have a Pathfinder Club?

Pathfinders are a worldwide organization of young people sponsored by the Seventh-day Adventist Church, though young people belonging to any church, or none at all, are welcome and encouraged to join. The most important goal of the Pathfinder ministry is to lead young people into a relationship with Jesus Christ.

Pathfinder programming provides members with spiritual instruction, along with opportunities for mental and physical education. Pathfinders can provide guidance to help each member live a balanced life in all areas, whether spiritual, mental, social, or physical, just as Jesus did.

### The Pathfinder Story



To learn more about the history of Pathfinders, check out *The Pathfinder Story* (NAD edition) by former world Pathfinder director John Hancock and *The Pathfinder Story* (world edition) by former world Pathfinder director Robert Holbrook.

These books are available from AdventSource at [www.adventsource.org](http://www.adventsource.org) or 800-328-0525.

### **Spiritual Education**

Pathfinders can help youth gain a better understanding of what God is calling them to do with their lives. Through club activities they will learn about witnessing and serving others.

The Pathfinder Club also provides many opportunities for youth to get involved and learn how they can play an integral role in the church family. Pathfinder leaders must remember that they are in the perfect position to lead children and teens to Christ.

### **Physical Education**

Pathfinder activities should help members develop good physical fitness habits that will keep them healthy for a lifetime. Many Pathfinder activities revolve around God's second book – nature. Outdoor activities help Pathfinders develop and affirm their belief in a Creator God while also learning to appreciate and take care of their bodies.

### **Mental Education**

Honors and investiture levels expose Pathfinders to new talents and interests. In addition, the club director and other personnel can provide godly guidance and direction as Pathfinders begin developing their leadership skills.

## **Who Are Pathfinders?**

A Pathfinder Club is designed for youth ages 10-15 (grades 5-10). With such a wide age span, Pathfinder leaders should be aware of the differences between age groups and the characteristics Pathfinders will display in their interactions with others.

### **Junior Pathfinders (ages 10-12)**

The 10-12 year old age group is active. Girls at the lower end of this age group may be more developed in all areas – physical, emotional and even mental maturity. Boys begin to catch up in these areas around the age of 12.

Most children in this age group love to memorize. They are eager to learn how things work and love to collect. They also enjoy stories and reading. Some junior Pathfinders are talented singers and aren't afraid to help lead songs. Take advantage of this and use music to develop a fun-loving atmosphere in your club activities.

Physically, this age group is ready for activities such as marching and games. They need lots of movement, activity and time to get the wiggles out. Balance this with a short quiet time in each meeting so they can begin adjusting to sitting for longer periods during teaching times.

This age group is looking for heroes to follow. Help them choose wisely. They are open to spiritual nurture and are often tenderhearted. This is the time to help them make a decision for baptism.

This age group responds positively to receiving trophies, ribbons and other awards.

### Teen Pathfinders (ages 13-15)

Teen Pathfinders may be called adolescents. This age group tends to be more awkward both physically and socially. Rapid growth may contribute to clumsiness. Teens are experiencing sexual and hormonal changes.

Teen Pathfinders seek approval from their peer group. This group wants to be more independent from their parents, so they emulate their peers in dress and behavior. They are beginning to notice the opposite sex, but aren't emotionally ready for a one-on-one relationship.

Although many teen Pathfinders are still interested in spiritual topics, group dynamics can play a large part in how individuals respond. If a group leader is spiritually strong, the group tends to follow. The same is true if the group leader shows little interest in spiritual matters. They will be less likely to demonstrate their spiritual feelings, but don't let this fool you. This age group has many thoughts and questions about spiritual matters – they just aren't sure how to express them.

Teen Pathfinders are more reticent to sing and participate if the group isn't doing something together. They feel more comfortable leading music or other activities if their friends can stand up front with them.

## Getting Started

If you are taking over an already-established club, there will be less for you to do to start the Pathfinder year. Even so, there are some basic tasks you should complete to ensure success and gain support from the church family.

### Job Description

**1. Programming.** Organizing various events is one of the club director's many responsibilities. These events include club meetings, Pathfinder Sabbath, social events, campouts, field trips and outreach projects. While events should be fun and interesting, remember your top priority is to guide Pathfinders in their relationship with Jesus. Pathfinder ministry isn't just about entertainment; it's also about evangelism.

- 2. Planning.** As director, you should develop a yearly calendar and budget. All plans must be approved by the church board and coordinate with the local conference's Pathfinder program.
- 3. Recruiting and supervising.** The Pathfinder director should look for young people who may be interested in joining Pathfinders. The director must also find competent, willing people to serve on the Pathfinder leadership team. By enlisting the help of adults and teens willing to participate in the Pathfinder ministry, you can evenly distribute the workload.
- 4. Teaching.** While it is a good idea to involve counselors and instructors in teaching honors and crafts, the director should also be involved in teaching.
- 5. Ministry to parents and children.** The Pathfinder director should take every opportunity to build relationships with club members and their families. Pray for the families represented in the club, as well as staff members and their families.
- 6. Communication.** Keep your church board and church family, as well as club members and their families, informed about what is happening with your club. This will add credibility to your program and encourage others to become involved in the ministry. You will need to implement some form of regular communication with the parents of the Pathfinders. You can achieve this through a monthly newsletter, email, adding a Pathfinder page to the church website, a calendar of events or whatever works best for your situation.
- 7. Prayer.** Although planning and preparation are important, prayer is the most vital component that must be a part of any Pathfinder Club. Spend regular time in prayer for your staff, Pathfinders and their families, and the ministry happening in your church.
- 8. Lead meetings.** Although you don't have to be in charge of the entire Pathfinder program for the year, you will need to lead planning and ensure your staff members are completing their duties. You will also be responsible to schedule and chair staff meetings unless you appoint your deputy director to handle this responsibility.

#### Steps to Getting Started

- Build support
- Register your club with the local conference
- Assemble a leadership team
- Grow your leadership skills
- Plan a yearly schedule of activities
- Recruit Pathfinders

## Build Support

You will need to gain the support of your church. It is a good idea to meet with church members and outline the Pathfinder Club's objectives. This gives those who are not familiar with the program a chance to learn and will serve as a refresher to others. Invite families with Pathfinder-age children who are not members to attend. Use this meeting as a time to encourage parents to enroll their children in the program. Present your outline of events and activities to generate interest.

You may want to invite either your conference youth director or an area coordinator to speak about upcoming conference events.

## Register Your Club with the Local Conference

The Pathfinder year generally coincides with the school year, from August/September to May/June. You will need to register your church's club with your local conference. Typically, the conference will have a registration form that requires signatures of several church officers and the pastor. By registering, you become an official club within the conference.

Registration with the conference offers several benefits:

- Your leadership team will be able to attend conference leadership training events.
- Your club will be assigned an area coordinator. This person has extensive experience with the Pathfinder program and will be available to assist you in programming and other organizational details.
- Your club can participate in Pathfinder camporees and other conference events.

Your conference may require a registration fee. These fees are used to fund programming and conference-level Pathfinder activities. Registration fees are usually minimal but it is necessary to include the amount in your yearly budget.

Keeping in contact with the conference Pathfinder director and submitting monthly reports will be a part of your role as director.

## Assemble Your Leadership Team

The Pathfinder Club leadership team consists of a director, at least one deputy director, unit counselors and instructors.

The nominating committee recommends people to fill the positions of director and deputy director, and the local church membership votes whether or not to accept the nominations.

As director, you will need to meet with your deputy director(s) to determine who to recruit as counselors and instructors, along with any other positions that may need to be filled. The church board must approve each person selected to serve on the leadership team.

As you choose your leadership team, remember that counselors and instructors should work well with children and teens. They should be committed Seventh-day Adventists who demonstrate a growing friendship with Jesus in all aspects of life.

### **Deputy Director**

The role of deputy director is to assist the director. If the director has to be absent from a meeting, the deputy director will be in charge.

A club may have more than one deputy director. If this is the case, duties can be divided among them. Duties might include planning for camporees, outreach activities, community service, recreation, Pathfinder equipment management, transportation and public relations.

### **Unit Counselors**

Unit counselors work with a small group of Pathfinders on a weekly basis, leading them through investiture levels and helping them bond as a group. A unit counselor's job involves building relationships and growing trust with the Pathfinders in their unit. They should understand the physical, social and spiritual attributes of this age group.

Unit counselors must have the time and interest necessary to plan and teach different investiture levels, as well as other unit activities. Make sure prospective counselors understand the position requires a time commitment outside of regular club meetings.

People chosen as unit counselors should relate well with children and teens. Individuals who tend to be domineering and inflexible are not a good match for the position of unit counselor.

### **Instructors**

Instructors teach specific skills, honor classes and crafts. They should work well with children and teens, and demonstrate patience as the Pathfinders learn.

### Secretary

Choose a secretary who is organized and efficient. Any one of your staff members can work as the secretary, or you can appoint someone solely for this job.

The secretary is responsible for:

- Keeping track of records submitted by unit scribes
- Point and demerit recordkeeping
- Posting points and other information on a monthly basis
- Submitting conference reports with all information accurately recorded
- Informing the director and staff of the club's total points
- Notifying the director and unit counselors of any Pathfinder who isn't regularly attending
- Ordering supplies for recordkeeping and investiture levels
- Providing secretarial support as requested by the director
- Keeping track of any materials loaned from the club library

### Treasurer

It is a good idea to appoint someone to take on the role of treasurer to keep track of the budget and manage the club's finances.

The treasurer is responsible for:

- Collecting dues, uniform costs, camping fees and other expenses from the Pathfinders
- Turning all monies over to the church treasurer
- Keeping accurate records of income and expenses
- Saving all receipts and invoices
- Providing financial information when requested by the director, church board or church treasurer
- Overseeing the petty cash fund

## Growing Your Leadership Skills

Achieving Master Guide status is not a requirement for working with Pathfinders. However, it is helpful to have as many Master Guides as possible on your staff. As you assemble your leadership team, encourage those not invested as a Master Guide to work toward that goal.

If some unit counselors have not completed the investiture level they are teaching, they can work along with their Pathfinders. This can inspire the Pathfinders who see their leaders learning with them.

After you are invested as a Master Guide, you can increase your leadership and instructing skills by earning the Pathfinder Leadership Award (PLA) and the Pathfinder Instructor Award (PIA). For more information about PLA and PIA, see the list of recommended resources on page 16.

Staff can also get together outside Pathfinder Club meetings to work on new honors together. This is a good way to bond with one another while learning a new skill.

## Planning the Pathfinder Club Year

As director, you are responsible for planning the Pathfinder Club year in collaboration with your leadership team. Schedule a time when you can meet with your staff for several hours to map out events, programs and other activities for your club during the upcoming year.

You could even plan a weekend retreat for your staff to spend time in prayer and planning. If a retreat isn't possible, spend an afternoon together planning the upcoming year and praying for its success. You should provide a calendar for each person who will attend.

If you have teens in the Teen Leadership Training program, involve them in the planning sessions. Their insights and contributions can make a big difference in your planning.

As you beginning planning your Pathfinder Club year, remember some items that must be included on the calendar:

- Weekly meetings
- Induction ceremony
- Pathfinder Sabbath

- Formal club inspection
- Club and unit camping trips
- Evangelistic activities
- Community service projects
- Investiture requirements such as hikes, CPR and first aid classes, etc.
- Investiture ceremony
- Conference and union Pathfinder events

Use this time to choose the honors and crafts your club will work on during the year. By outlining a plan for the year, you will see which honors and activities may require guest instructors. Be sure to include honors and crafts that will interest and challenge all Pathfinders in your club. You should have a balance of activities that will appeal to boys and girls, younger and older Pathfinders. Choose some honors not previously earned by staff so they can learn along with the Pathfinders. This will increase staff members' skills and knowledge while teaching the Pathfinders something new.

The church board must approve the Pathfinder Club's annual calendar. This provides two important advantages for the club. First, it builds board members' respect for the Pathfinder Club. When the board is aware of the club's plans, the club is in a better position to ask for monetary considerations when the board develops the annual church budget. Second, the church board must approve all upcoming activities in order for them to be covered by the church's insurance.

## Recruiting Pathfinders

During the summer months, your leadership team should visit in the homes of prospective Pathfinders. Meet with children, teens and their parents and tell them about the club and its activities. Use this time to build relationships with the families who will make up your club and let them know about all the great activities you have planned.

Send a letter to prospective Pathfinders, encouraging them to join the club. This is a good time to let them know uniform costs and club dues. Because some families might not be able to pay for a uniform, you could locate sponsors to help with the cost or consider purchasing uniforms and renting them out to Pathfinders.

Four weeks before Pathfinder registration night, start placing announcements in the church bulletin. Be sure to include the date and time of registration. If your church has a bulletin board, you can post attractive announcements and posters to draw attention to registration night details. Remind parents and guardians to attend registration because their signature is required on several forms.

## The Pathfinder Year Begins

### Registration

The first official event of the Pathfinder year is registration. You've done lots of legwork; now you will see your recruiting efforts pay off. There are several ways you can help registration run smoothly.

Plan registration for a time most people will be able to attend. You could choose the time and night of the week Pathfinder Club meetings will take place. This will help Pathfinders and their parents/guardians remember when they need to come to club meetings.

If your church has an Adventurer Club, you may wish to hold registration at the same time but in a different location in the church.

Set up a welcome table where you can greet parents/guardians and Pathfinders. This is where you can give them all the information and registration forms they will need.

Pathfinders and parents/guardians will need to:

- Fill out a Pathfinder Club membership application. (A master copy is available in the *Pathfinder Staff Manual*.)
- Complete a Pathfinder health record. (A master copy is available in the *Pathfinder Staff Manual*.)
- Be measured for their uniform. Assign someone familiar with taking measurements to this station.
- Receive an investiture level assignment.

Be sure to provide a calendar of events, at least for the first part of the Pathfinder year. This will help families plan for weekends the Pathfinders may be involved in activities. The calendar should include weekly meetings, induction, camping trips, field trips, camporees, Pathfinder Sabbath, evangelistic activities, community service projects, Bible Bowls, conference and union events, investiture, and any other upcoming events.

You may need to hold a second registration in January if more Pathfinders want to join at that time. Be aware of the difficulties Pathfinders will face when joining halfway through the year. They may be behind in their investiture level and might not be ready for investiture in the spring. Come up with a plan to handle late registrations.

## Induction

Induction should be scheduled three or four weeks after club registration. This is a special ceremony that helps new Pathfinders understand the commitment they are making. For returning Pathfinders, this is a time of recommitment.

All Pathfinders participate in this candlelight service. Inviting family, friends and other church members adds to the atmosphere.

You can conduct a meaningful induction ceremony any number of ways. Be sure to include the following elements:

- Lighting of a Spirit of Pathfinding candle
- Lighting of the investiture level candles
- Lighting of the Pathfinder pledge and law candles
- Lighting of Pathfinder commitment candles
- A prayer of consecration
- Acceptance into the Pathfinder Club

During the ceremony, present newly inducted Pathfinders with their Pathfinder scarf, slide and a Pathfinder membership card. Some clubs present the Pathfinder Bible to newly inducted members to emphasize the importance of daily Bible study.

Colored candles representing the different investiture levels are available through *AdventSource* at [www.adventsource.org](http://www.adventsource.org) or 800-328-0525.

## Weekly Meetings

Although unit counselors and instructors do much of the work of the weekly meetings, as director you have your own set of responsibilities:

- Arrive early to prepare for the meeting. Unlock the building before Pathfinders begin to arrive.
- Make sure the worship speaker is ready to make their presentation. It's always advisable to have something prepared in case the planned speaker isn't available.
- Make sure all units are adequately supervised. If a unit counselor is unable to be present, step in or appoint someone else to take over the unit.
- Keep the opening ceremony running on time.
- Strive for smooth and efficient rotation between activities.
- Deal with behavioral problems in a way that won't alienate the misbehaving Pathfinder, but will bring the situation under control.
- End meetings on time.

### **Evangelistic Activities**

Evangelistic outreach is important to the Pathfinder program. By planning group outreach activities, you will encourage your Pathfinders to share their faith. However, please note there is a difference between evangelistic outreach and community service projects. Both are important to include when planning your calendar. Look for ways to include an evangelistic component in the club's activities.

Your club might conduct a Vacation Bible School over Christmas or spring break, use geocaching as a means to distributing literature that tells others about Jesus, hold a special Grandparents Day program at a nursing home and include time for the Pathfinders to tell why they love Jesus, conduct a weekly Sabbath afternoon Bible club for neighborhood children around the church, etc. Check with your conference Pathfinder director for more ideas.

### **Community Service**

Pathfinders should teach members how to become good citizens of their communities. Involving Pathfinders in the community fosters an interest in service to others.

Clubs can impact their communities in many ways. Volunteering at a soup kitchen, cleaning up litter and building Habitat for Humanity homes are just a few of the ways clubs can help.

Organization is one of the key components to successful community service projects. Community service projects also present great opportunities to involve parents and other church members. Ask for their help in finding projects and organizing the finer details. The more people you include, the more you can accomplish.

### **Formal Club Inspection**

During the Pathfinder year, your club will need a formal inspection by your area coordinator. Your club will receive points for proper class A uniforms and appearance, courtesy, formation and drill, club meeting program, proper camping equipment, investiture level progress, flags and guidons, etc.

The club director should work with other club leadership to organize each of these items before the inspection. For more details on club inspections, see the *Pathfinder Staff Manual*.

### **Pathfinder Sabbath**

Each year the North American Division designates one Pathfinder Sabbath. This is an opportunity for the Pathfinder Club to be officially recognized during the church service. Take this time to help the congregation understand the purpose of Pathfinder ministry.

Pathfinder Sabbath builds Pathfinders' sense of belonging to a church family who is interested in what they are doing. It also gives them an opportunity for involvement with every aspect of the church service.

Take time to plan the program and practice it with the Pathfinders. This will help them develop self-confidence in being up front. Use this opportunity to teach leadership skills in a practical, hands-on manner. For sample ideas of Pathfinder Sabbath programs, see the *Pathfinder Staff Manual* or check [www.adventsource.org](http://www.adventsource.org).

### **Campouts and Camporees**

Camping is a fun activity for Pathfinders. This includes both club campouts and camporees. Pathfinders should learn to feel comfortable in the outdoors and develop the skills they need to meet the challenges of outdoor survival. Practicing these skills in a controlled situation will help Pathfinders become proficient.

### **Camping Equipment**

Pathfinder Clubs need an assortment of camping equipment for unit and club trips as well as camporees. As director, you need to oversee the gathering of these items and assign someone to be the caretaker of the equipment. The caretaker inventories equipment, makes sure it is in working order, and makes repairs as needed.

The basic camping equipment clubs need includes:

- Tents
- Shelter system with tie downs
- Cook stove
- Cooking utensils, pots and pans
- Coolers for food storage
- Fire extinguishers
- Water storage containers
- Folding tables
- Wagon to haul water and supplies

- First aid kit
- Flags and sign to identify your campsite
- Dish washing and drying system
- Extra tarps
- Battery-operated weather radio
- Lanterns

Optional:

- Trailer to haul supplies from church to campsite

### **Building Camping Skills**

Your club members will have various levels of camping skills. Some have been camping many times and will know how to set up tents, build a fire and cook on a camp stove. Others have never spent a night outdoors. Take everyone's level of experience into consideration as you plan camping trips.

The more experienced campers can teach skills to those with less experience. This provides an excellent opportunity for Pathfinders to learn about mentoring.

Make sure each member knows how to set up the club's tents. Too often clubs arrive at a campsite with new tents that have not been taken out of the box. Allow club meeting time for Pathfinders to learn how to set up the tents. Once they have grasped the basics, have fun by timing to see which unit can most quickly set up their tent.

Help Pathfinders learn other camping skills by rotating them through different jobs during a weekend of camping. They should all learn how to help prepare meals, clean the campsite, hang food to keep animals away, and build and extinguish campfires.

### **Camporees**

Depending on your local conference, there will be one or two camporees during a Pathfinder year. Union camporees are also held every several years depending on your union, and an international camporee is held once every five years.

A typical conference camporee includes worship events on Friday night and Sabbath, and skill events on Sunday. Skill events may include fire building, lashing, marching and drilling, etc.

Your conference will distribute information about the weekend and skill events. There is typically a registration fee for each camper to attend the camporee.

Your club will have a designated spot to camp. Although the weekend will include planned activities, there will also be time for clubs to conduct their own activities.

### **Investiture**

With the end of the Pathfinder year comes the investiture service. This service provides a time to recognize Pathfinders' accomplishments throughout the year. Pathfinders can share what they learned and the church family can appreciate their growth. The conference Pathfinder director and area coordinator are invited to attend.

Pathfinders can demonstrate their newly acquired skills and what they have learned through completing their investiture requirements. The Pathfinders can display their finished projects, as well as share skits and demonstrations.

For sample investiture programs see the *Pathfinder Staff Manual*.

### **Conclusion**

Thank you for sharing your time and talents with your church's youth. There is no doubt that leading a Pathfinder Club is a lot of hard work. At times you will ask yourself why you have accepted this ministry. However, it is a rewarding experience and through prayer and hard work, you will succeed.

## Resources for Leaders

The resources are available from AdventSource. For a complete list visit [www.adventsource.org](http://www.adventsource.org) or call 800-328-0525.



### ***Pathfinder Staff Manual***

This manual carefully outlines club philosophy, organization, programming, staff events and camping. The *Pathfinder Staff Manual* is a must for leaders who are going to have a first-class club.

English #001054

Spanish #001060



### ***Pathfinder Honors Handbook***

The *Pathfinder Honors Handbook* includes the requirements for the most recent honors and includes honors from around the world. Make sure you have the latest honor requirements by adding the *Pathfinder Honors Handbook* to your library of resources.

#001167



### ***Pathfinder Club Drill: The Basics DVD***

Drill and marching instruction has now been made easier. You can watch experienced drillmasters as they work with individual Pathfinders or entire units to demonstrate the correct position and techniques for all basic drill commands. This one-hour DVD gives examples of the basics and beyond.

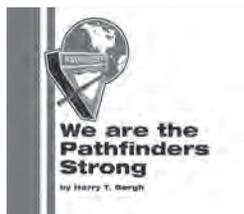
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### ***Pathfinder Drill Instruction Manual***

The official drill manual for Pathfinder Clubs in North America. A parade, camporee or other special event isn't complete without a sharp looking drill team. This 32-page manual is an excellent source for up-to-date drill and marching techniques. The many pictures, diagrams and illustrations make it easy to teach marching skills.

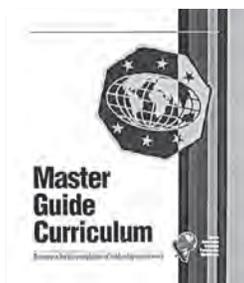
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### ***Pathfinder Song CD***

This CD includes two instrumental versions of the Pathfinder song.

#000866



### ***Master Guide Teacher's Resource Manual***

The *Master Guide Teacher's Resource Manual* is the resource for teaching the Master Guide curriculum. It includes an outline of the 27 fundamental beliefs and the Adventist Church Heritage Award. Comes in a 3-ring binder.

English #001057

Spanish #001063



### ***Pathfinder Leadership Award Curriculum***

The complete teacher's guide for the Pathfinder Leadership Award is designed for leaders who want to continue developing their skills. The curriculum includes helps for teaching sections on administration, camp planning and programming, Pathfinder and community ministry, resource materials, drill and Pathfinder ceremonies, outdoor education and recreation.

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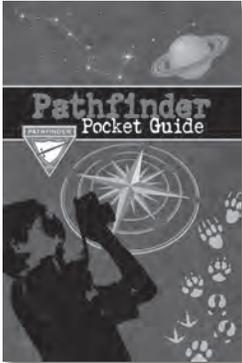


### ***Pathfinder Instructor's Award Curriculum***

The Pathfinder Instructor's Award is designed to encourage excellence in teaching. This course is for directors, area coordinators, conference coordinators, and conference directors who are actively involved in training leaders. It includes sections on methods of facilitation, effective meeting procedures, understanding temperaments, training methods that work, organizing your presentation and visual aids.

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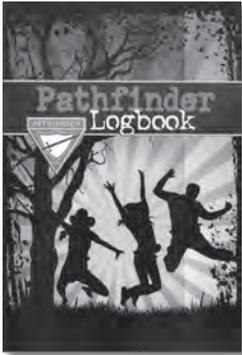
## Resources for Pathfinders



### ***Pathfinder Pocket Guide***

The *Pathfinder Pocket Guide* is packed with facts and information that will give you an edge in your club, in school and at home. You'll learn about the history of Pathfinders, uniforms, marching, flags, ceremonies and much more. Includes places to record notes from camporees and log honors.

#000895



### ***Pathfinder Logbook***

Use this book to record all of your exciting Pathfinder activities. This book includes spaces for honors, investiture dates, prayer requests, new friends, notes, favorite things and more. A perfect companion to the *Pathfinder Pocket Guide*.

#000893

# Pathfinder Club Director Ministry Description

## Introduction

God asked the church to be a community of people sharing a common purpose in fellowship, continually growing in faith and in the knowledge of the Son of God. Paul describes the church as “His body, the fullness of Him who filleth every thing in every way” (Ephesians 1:22).

God calls us into His body for the purpose of establishing a saving relationship with Him and community with one another. The Holy Spirit convicts our minds and leads us to repentance and plants us within the church.

Water baptism marks our entrance into the body of Christ and also symbolizes the baptism of the Holy Spirit experienced by a new disciple. “I tell you the truth unless a man is born of the water and the Spirit, he cannot enter into the Kingdom of God” (John 3:5). The Holy Spirit is the vital life force of the church.

When the church serves the world it is an expression of the love of Christ to the world. It is the body of Christ serving the world’s needs and being used by the Spirit as an agency of salvation.

Thus, the church is a servant body. It was created for service. It serves the Lord in praise, serves one another in love and serves the world in humility. “For we are His workmanship created in Christ Jesus for good works which God prepared beforehand that we should walk in them” (Ephesians 2:10).

God calls every member of the church into ministry. The church is a kingdom of priests set free to minister for Christ. Our priesthood is to each other within the church and to the world. A Pathfinder director, like any other church officer, is a ministering servant of God.

It was during the middle ages that the clergy became distinct from other members, as a superior element in the church. The biblical concept of laity includes all believers as ministers in the body. In actuality, however, the church body still has a great distance to go before effectively applying this concept. You should view the work of Pathfinder director as a ministry to which God calls people; it is His will operating in their lives.

God supplies each person in the church with the resources for ministry – scripture, spiritual power, God’s character, and spiritual gifts. A Pathfinder director is equipped for his or her ministry by the gifts received from the Holy Spirit. These spiritual gifts are special abilities given by the Holy Spirit to make your ministry effective and build up the body of Christ.

# Duties of the Pathfinder Club Director

There are various elements that make up the Pathfinder Club program. The main components are listed below. The following also gives us an idea of the Pathfinder Club director's involvement in each:

- 1. Programming.** A large share of the Pathfinder director's time is involved in organizing Pathfinder Club programming. This includes a wide variety of activities such as regular club meetings, Pathfinder Sabbath, social events, campouts, and outreach projects. The programming of the Pathfinder Club is designed to provide varied and interesting opportunities for children. The goal is to lead each child to a relationship with Jesus.
- 2. Planning.** The Pathfinder director develops a yearly calendar of activities and a budget. The Pathfinder Club staff gets involved by giving suggestions that might improve and expand on the ideas already presented. All plans must pass the approval of the church board and must coordinate with the program of the local conference.
- 3. Recruiting and supervising.** The Pathfinder director is responsible for recruiting staff to help with club activities. The Pathfinder Club staff is made up of volunteers: adults and youth. All staff are under the supervision of the Pathfinder director.
- 4. Teaching.** The Pathfinder director assists the young people in learning outdoor skills, developing spiritual values (which of course is of prime importance to us as a church), and serving in ways which could be beneficial in saving lives in their communities. Crafts are always an enjoyable part of the meetings and the Pathfinder director should be right there (along with her or his staff) to answer any questions pertaining to completing various projects assigned.
- 5. Listening to parents and children.** The effective Pathfinder director enjoys young people and can relate to them in a way that makes them feel comfortable around him or her. He or she should let them know by their actions and words that he or she is their friend and is there to listen to them when they have any problems, especially those of a spiritual nature.
- 6. Communication.** The Pathfinder director should make sure the children, parents, and the entire church are made aware that there is a viable Pathfinder Club. The program should be promoted in all departments since there are areas of interest to all ages.

## Pathfinder Club Director

This Quick Start Guide for Pathfinder Club directors is full of important information to help you start or revitalize a Pathfinder Club in your church. This guide contains a job description, instructions for getting started, tips for maintaining a successful ministry, troubleshooting suggestions, recommended resources, and more. Whether you're new to this ministry or a seasoned volunteer, this Quick Start Guide will inspire you with lots of great ideas you can immediately put to use in your church.

Other titles in the Quick Start Guide series

- Adventurer Club
- Children's Ministries Coordinator
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