



Pathfinder

Discovering God's Goodness



Leader Planbook

PREPARE YOUR HEART

- What kind of person rouses an instant negative reaction in you, and why? Pray about this.
- Who has been your most unlikely friend? How did the friendship develop?

Bible Exploration & Award Aims:

Club members will:

- act out a scene showing favoritism and reenact it to show God's way of treating differences.
- resolve to extend friendship to someone who seems different from themselves.

Scripture:

James 2:1-4, 8-10

Bible Memory:

James 2:1; extra verse (optional): Romans 15:7; review Job 16:5

Supplies:

GET READY—none

1st ACTIVITY AWARD—none

BIBLE EXPLORATION & AWARD—stylish, expensive-looking shirt; unfashionable or tattered shirt

BIBLE MEMORY—for each member: Memory Verse Sticker, Bible Memory Card

2nd ACTIVITY AWARD—throwaway and recyclable items, glue, string, tape

GAMES—your choice

PRAYER—club members' names written on slips of paper



WEB HELP—Find printable resources such as permission slips and news releases in the leader tools section of www.pioneerclubs.org.

Next Meeting's Preparation:

Recruit extra help for the Grill Chef award, if needed.

Do Differences Matter?

GET READY 5-10 MINUTES● **Do Ahead:**

Make a list of paired items for the game.

Have all club members stand in the center of the game area. **I am going to ask you to choose between two things. If you like the first choice, go to that end of the room (point). If you like the second choice, go to the other end of the room (point). If you don't like either one, stay in the middle.**

Let's try it. Would you rather have chocolate ice cream (point to one end of the room) or vanilla ice cream (point to the opposite end of the room)? Would you rather go up in a hot air balloon or underwater in a submarine? Would you rather ride a camel or an elephant? Continue with silly or serious questions.

Gather everyone together again. **It's easy to see that we're alike—and different—in many ways.** Open with prayer.

GROUP GAMES ACTIVITY AWARD

20-25 MINUTES

● **Do Ahead:**

Choose two more games for Group Games requirement 1, "Tag Games" (handbook p. 89).

Play the games you chose.

BIBLE EXPLORATION & AWARD 15-25 MINUTES● **Do Ahead:**

Familiarize yourself with Bible award requirement 2, "Differences" (handbook p. 35) and this Bible Exploration. Gather supplies. Choose and prepare one of the Focus options. If you use the Identical Twins Focus, ask a pair of identical twins to participate, preferably dressed alike.

Also ask two club members (or the twins) to help with Study Scripture; briefly review the

Scripture passage with them so they know how to act. Put the two shirts out of sight.

Review

Share how you encouraged someone this week. If the situation was personal, simply speak generally. You might also share a way someone encouraged you.

- How did *you* do at encouraging someone this week?

Focus (choose 1 option)*Option 1—Identical Twins*

Introduce the twins. Ask club members to call out ways in which the twins are alike. Next, ask them to call out ways in which the twins are different. If club members have trouble, have the twins show or tell some ways. *Option:* Have club members ask the twins some of the questions from the Get Ready game, but without asking the twins to run.

Have club members thank the twins.

Even (name) and (name) are different in some ways. In fact, every person differs from other people in some ways.

Option 2—Difference Inventory

Find someone to sit with. What things are different between you? See how many differences you can find before time is up such as how you look, things you like, and abilities you have. Allow about two minutes. **Let's have each pair tell the rest of us some of the differences you found.** Let club members name things.

- Look at how different you are. How can you still be friends?

Study Scripture

Sometimes we let differences keep us from being friends. Turn to handbook page 35, Bible award requirement 2, "Differences." Do part 1, "Circle and cross out," as quickly as possible. This helps them explore their openness to having friends who are different from them.

- Why do you think I asked you to do this exercise rapidly? (We often size up people by first impressions; we notice right away when somebody is different; etc.)
- While you were doing this exercise, did you say to yourself, "It depends"? What

would your answers depend on? (How much you like the person, whether or not you have some interest in common, etc.)

- **Why is it sometimes hard to like people who are different from us?** (We feel unsure of ourselves around them; we think we have nothing in common; it's hard to befriend someone others make fun of; we may believe bad things said about them; etc.)

Sometimes we let differences matter so much that we cut off any chance of friendship. Let's find out how God feels about that. In early Christian times, the apostle James wrote a practical letter to Christians about how to treat each other. Read James 2:1-4.

- **What do you think James meant by favoritism?** (Playing favorites, snobbery, unfairness, etc.)

Have your two helpers leave the room to put on the fancy shirt and tattered shirt. Tell them ahead of time that the poor person should try to sit up front and the rich person should hang back.

- **James asked his readers to imagine two different people coming into a church meeting. How would you describe them?**

Those two people happen to be with us today. Let's welcome these visitors and give them places to sit according to verse 3. When the "rich person" and "poor person" enter, have the group tell them where to sit or stand.

Ask your two helpers:

- **How did you feel about the way the group treated you?**

Read James 2:8-10.

- **If you followed what James suggests in verse 8, how would you treat our two visitors, and why? Show us and then tell us why.** Have the helpers leave, re-enter, and sit where club members direct them. Discuss. If necessary, help club members think through what it would mean to love someone as they love themselves.

Now come up with your own situations like the one we've just seen by doing Bible award requirement 2, part 2, "Draw comic strips." Let volunteers explain their cartoons.

Discipleship Challenge

As you drew your comic strips, maybe you saw a particular person in your mind. Think to yourself of one person

you have trouble accepting or being kind to because that person seems different from you. Allow a moment. Now think of one thing you will try to do to be more friendly toward that person or to stop playing favorites against him or her. As you think, remember that Jesus loves that person just as he loves you. Allow time.

Salvation Challenge

James wrote about the royal law, or God's law, "Love your neighbor as yourself." He said that breaking just one of God's laws is the same as breaking all of them. That's bad news for us! The good news is that God doesn't play favorites. He sent Jesus to die for us, to pay for the sins of everyone, including me and you. God offers forgiveness to each of us, no matter who we are or what we're like. Say that you'll pray a prayer for salvation twice, and encourage club members to repeat it silently or softly the second time if it says what they want to say: **Dear Jesus, / thank you for loving me / enough to die to pay for my sins / and come back to life for me. Please forgive my sins / and make me part of God's family. / In your name, amen.**

If you prayed that prayer, or if you want to know more, come talk with me before the end of club. Be prepared to further explain the plan of salvation. Check the Pioneer Clubs online store at www.pioneerclubs.org or the catalog for salvation and follow-up resources.

BIBLE MEMORY 8-10 MINUTES

Do Ahead:

Gather supplies. Memorize James 2:1. Write it on the board or easel pad.

Recite James 2:1 several times.

- **Again, what does favoritism mean?**

Let's play a game to help us memorize James 2:1. Divide into two teams. Teams should sit far enough apart that each cannot hear the other team conferring. Erase James 2:1 and write: *Our uncles, as people of our wonderful Lord God above, always show respect.*

One person from Team 1 will come up, erase (or blacken out) one incorrect word, and write the correct word. Before

I say whether it's correct, I will ask Team 2 if they want to challenge. If Team 2 wants to challenge, one person from Team 2 will change Team 1's word. If Team 1 was right, and Team 2 changes it to a wrong word, I will correct it. Members of each team can consult with each other.

Play until James 2:1 is once again written correctly. Recite together again.

Hand out Bible Memory Cards and Memory Verse Stickers.

Review Job 16:5.

† **Extra verse (optional):** Memorize Romans 15:7 together.

REUSE & RECYCLE ACTIVITY AWARD

20-30 MINUTES



Do Ahead:

Plan to do the first option, "Trash Art," of Reuse & Recycle requirement 2, "Recycle" (handbook p. 82). Gather throwaway and recyclable supplies, such as bottle caps, old puzzle pieces, foam packing pieces and cardboard. (Or choose another option.) Also plan to discuss requirement 3, "God's Concern."

Make junk art. Do requirement 3.

PRAYER 5-10 MINUTES

Do Ahead:

Gather supplies. Set aside slips of paper with names of absent club members.

Take prayer requests. Have club members draw names and pray for the person whose name they drew. Close by praying for absent club members. Also pray that God will help club members carry out plans to be friendly to someone who seems different from them.

LEADER REFLECTION

If you have a club member who seems different from the others, how included is that child?



Unit: God Made Us

Unit Memory Verses—to practice at home

- Psalm 139:13 • John 15:10 • 1 Corinthians 12:4-5

Unit Activity Awards—just so you know

- Exercise Fun • Secret Codes • Indoor Games

Ways to support what your Pathfinder is learning

- Look at a family picture. Talk about good qualities that make each family member a one-of-a-kind person.
- Discover joy in a family project that can be accomplished in about an hour. Assign appropriate tasks. Commend each one for cooperating and following directions.
- Demonstrate one of your talents for your Pathfinder, and let your Pathfinder demonstrate one of his or hers. Encourage your Pathfinder to discover and develop talents.

Leader's name: _____

Phone: _____

E-mail: _____

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Unit: Home and Heart

Unit Memory Verses—to practice at home

- Ephesians 6:2-3a • Proverbs 29:17 • Ephesians 6:1

Unit Activity Awards—just so you know

- Acting • Home Helper • Collector

Ways to support what your Pathfinder is learning:

- Ask your Pathfinder to express his or her feelings about being disciplined. Share your own feelings about being disciplined by your parents when you were a child.
- Make a "Peacemakers" poster showing ways to get along better in the family. Ask for ideas from all family members.
- Plan an activity that you both think is fun, and just enjoy some time together.

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Unit: God Creates

Unit Memory Verses—to practice at home

- Psalm 33:22 • Acts 14:17a • Genesis 1:11

Unit Activity Awards—just so you know

- Creative Fun • Music Fun • Rocks

Ways to support what your Pathfinder is learning

- Talk with your Pathfinder about things you can see that God created.
- Do a scavenger hunt in your home for things made from plants. Together tell God "thanks" for plants.
- God put people in charge of everything he made. Do a project together to take care of some part of God's creation: weed a garden, plant flowers, recycle, teach a new aspect of pet care.

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Unit: Making Friends

Unit Memory Verses—to practice at home

- Job 16:5 • James 2:1 • Luke 6:27

Unit Activity Awards—just so you know

- Group Games • Grill Chef • Reuse & Recycle

Ways to support what your Pathfinder is learning

- Mention someone who could use a word of encouragement from your Pathfinder.
- Talk about a friend you have had who was very different from you, and explain why you became friends.
- Tell your Pathfinder something you have learned, maybe the hard way, about forgiveness.

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E-mail: _____

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Games

Cooperative

Creation Circle Ball. Form a circle. Call out a category of something God made, such as “wild animals.” Players bat a beach ball (balloon, etc.) back and forth to each other. Each time a player hits the ball, he or she calls out the name of a wild animal. Encourage players to see how many different animals they can name. Play more rounds with other categories, such as birds, plants, things in the sky, and so on.

Group and Regroup. Ahead of time, make a list of various topics (*your favorite food, your first initial, your birthday month, your favorite season, your favorite sport, number of people in your family, kind of pet you have, your favorite flavor of ice cream, your favorite zoo animal, etc.*). The object of the game is for players to see how quickly they can form groups by finding other players whose answers match theirs. When you call out the first topic, players begin calling out their answers. When they hear someone else calling out the same answer, they grab hands until all players are in proper groups. Call out another topic and have players regroup. Keep the game moving by calling out topics quickly, sometimes even before players have completely finished grouping.

Hello, Shoes! Players sit in a circle. When the leader says, “Off, shoes!” players take off their shoes and set them in front of their feet. When the leader says, “Hello, shoes!” players begin passing the shoes around the circle as fast as they can. When the leader calls, “Goodbye, shoes!” they pass the shoes in the opposite direction. When the leader says, “Home, shoes!” players find their shoes and put them on while continuing to pass the other shoes. See how long it takes for everyone to have their shoes back on their feet.

Holiday Christmas

Christmas Stunts Relay. On separate index cards, write instructions for stunts that include something related to Christmas, such as *Eat a cookie and then whistle “Silent Night”; hold a Christmas ornament between your knees and hop back to your team; balance a Christmas card on your head and walk back to your team*, and so on. Make an identical set for each team. Put each set in a bag with any supplies needed. Divide players into teams and have them line up behind start lines. Place the stunt bags opposite each team at the other end of your room. At a signal, the starting players run to the bags, pull out a card, do the stunt, and then tag the next team member in line.

Create a Christmas Character. Divide players into teams. Teams use toilet paper and newspapers to dress up one or two teammates as a person or animal that might have been present when Jesus was born or when the wise men visited Jesus (sheep, donkey, camel, shepherd, innkeeper, etc.). *Variation:* Assign a character all teams must create, and set a time limit.

Mimic or Miming

Grandpa (Grandma) Says “Play.” Give each player a rhythm instrument (pencils, wood block, etc.) The leader has two instruments, one called Grandpa (Grandma). The leader keeps up a rhythm, using both Grandpa and the other instrument at first. Whenever the leader plays Grandpa (by itself or with the other instrument), players play their instruments, too. When the leader plays the other instrument only, no one else may play. Anyone caught playing at the wrong time is out until another player is caught.

Race This Way. Mark start and finish lines on the floor. Give each player a turn to be the race leader. Players stand behind the start line. The race leader demonstrates a way to race (walking backward, hopping on one foot, taking three steps and then turning completely around, etc.). At the race leader’s signal, players race to the finish line that way.

Pairs and Partners

Inuit Ball Toss. Give each pair a ball. Have players stand in a circle. Partners may not stand next to each other. At your signal, partners start tossing their ball back and forth to each other. See how quickly the balls can be kept moving without a mistake being made. From time to time, have partners move to new positions in the circle. *Variation:* Partners bat the ball to each other with their hands.

People Zoo. Divide into pairs (or small groups). Each group chooses an animal and decides how to portray it, using each person as only part of the animal. Leader calls out directions, such as “Walk to the door before I count to 10.” See how many “animals” can follow them.

Relays

Backpack Relay. For each team, gather a backpack and items that hikers wear (sunglasses, hat, windbreaker, etc.). Place the same items in each backpack. Divide into teams. Give each team a backpack. At the start signal, the first person on each team takes the items out of the backpack, puts them on, and runs to the goal carrying the backpack. At the goal line, players take those items off, put them in the backpack, and run back to their teams to hand the backpack to the next player. The other members of each team follow the same pattern.

Penny Toss Relay. Mark a start line. Mark three more lines beyond it at two-step intervals. Give each player three pennies. Divide players into teams, and have them line up behind the start line. For each team, place a container at the first interval line. At your signal, the first player in each team tries to toss three pennies into the team’s container. As soon as a player has done this, the next player tries. The first team to finish gets three points. Score a point for each penny in the containers, and total the scores. Move containers to the next interval line, and play another round.

Option: Set a time limit, and see how many pennies all teams can get in the containers. Give players more pennies as needed.