



Pathfinder

Discovering God's Goodness



Leader Planbook

PIONEER CLUBS IS A FUN PLACE WHERE KIDS...

- learn Christian values
- grow spiritually
- study, memorize and apply Scripture
- learn practical life skills
- develop lifelong Christian friendships

Pioneer Clubs

Theme Verse

"Thy word is a lamp unto my feet, and a light unto my path." (Psalm 119:105, KJV)

Aim

That we may glorify the Lord Jesus.

Motto

"Looking unto Jesus." (Hebrews 12:2a KJV)

Slogan

Christ in every aspect of life

Theme Song

"Thy Word"

Colors

Blue and red

Salute



"Thy word
is a lamp



unto my
feet,



and a
light unto
my path"

Introduction

PIONEER CLUBS CURRICULUM GOALS

This book has been written to provide you, a Pioneer Clubs leader, with complete lesson plans that will ensure your club ministry is accomplishing the Pioneer Clubs curriculum goals:

1. To enable children to enter into a personal relationship with Christ and to know his Word.
 - a. By presenting Christ as Savior and Lord, the club program gives children opportunities to experience salvation and grow spiritually.
 - b. By training children to study Scripture and apply it to daily life, club prepares them to exercise Christian responsibility in their church, community, and world.
2. To enable children to form healthy relationships.
 - a. By teaching biblical purposes for the family and by recognizing sociological influences, this program helps children learn how to be contributing members in various family situations.
 - b. By teaching that God created people to be interdependent, the club program leads children to develop healthy relationships with both peers and adults.
3. To enable children to grow as whole persons.
 - a. By presenting biblical values and characteristics of persons made in God's image, club assists children in developing positive attitudes toward God, themselves, and others.
 - b. By providing opportunities to develop a variety of skills and abilities, club helps children experience achievement and grow physically, mentally, socially, emotionally, and spiritually.
4. To enable adults to understand children and help them develop.
 - a. Through its curriculum and supplementary materials, the club program teaches child development and Christian values.
 - b. Through involvement in the club ministry, adults are encouraged in their personal and spiritual growth.

Pioneer Clubs' Philosophy of Christian Education

Children are whole beings created in God's image, with spiritual capacity to have a relationship with Jesus Christ that develops as they grow and mature in a nurturing Christian community.

Pioneer Clubs' Psychology of Learning

Children are holistic learners—knowing, feeling, and doing—and are eager to participate actively in meaningful learning experiences appropriate for their development and learning style.

Pioneer Clubs' Theological Beliefs

Jesus Christ, the Son of God, died and rose again to provide redemption for each person. Children will be given opportunities to make a personal commitment to Christ according to their spiritual readiness. Children will be taught that God's Word is our rule for faith and practice, and they will decide how to apply it to their everyday life.

ESSENTIAL PROGRAM RESOURCES

Meeting Plans for Pathfinder Leaders and the *Pathfinder Handbook* for club members are essential resources for an effective and successful Pioneer Clubs ministry.

Meeting Plans for Pathfinder Leaders

Each plan book contains resources for a kickoff meeting, 28 regular meetings and one holiday meeting; reproducible Parent Pages; a reproducible Award Record Sheet; an age characteristics chart; club organizational tips; and suggestions for games. Each participating leader in your club should have a meeting plan book.

Pathfinder Handbook for Club Members

Handbooks are used in all regular club meetings during the Bible Exploration & Award time and for activity awards. The two handbooks correspond with the two leader plan books: *Discovering God's Care* and *Discovering God's Goodness*. Each handbook lists requirements for 7 Bible awards and 20 activity awards (for *Discovering*

God's Care) or 19 activity awards (for *Discovering God's Goodness*).

Every participating club member must have a handbook to record his or her thoughts, ideas and responses to Bible Exploration & Award discussions. Club members will also use handbooks to complete the skill-building activity award requirements. Pioneer Clubs recommends that you have one or two extra handbooks on hand for guests or visitors to use.



Bible Awards

By participating in the Bible Exploration & Award portion of the club meeting, your club members will earn one Bible award for each unit completed. Club members have the opportunity to earn 14 Bible awards while they are Pathfinders. Seven Bible awards are covered in this leader plan book. The remaining seven are in the other Pathfinder plan book.

You're encouraged to distribute all awards earned in a unit during the last meeting of each unit.

Bible Memory Cards & Stickers

Club members will memorize 21 verses during the Bible Memory part of the meetings in *Discovering God's Care* and 18 verses plus the books of the New Testament in *Discovering God's Goodness*. An additional 21 optional verses are included each year if your group is ready for this added challenge.

Because all main memory verses are discussed during Bible Exploration & Award time, club members will have a good understanding of what the verses mean and how the verses

apply to their daily lives.

Give club members Bible Memory Cards to take home, to help them review their verses throughout the week. When club members demonstrate they know a verse, give them a Bible Memory Sticker to put in the appropriate spot on the chart inside the back cover of their handbook.

Activity Awards

Each unit includes requirements to complete at least two activity awards. The activity awards cover five categories:

Arts & Communication
Myself, My Family, and Others
Hobbies & Projects
Outdoors & Nature
Sports & Games

Pioneer Clubs skill-building activities are a wonderful way to introduce club members to new skills, strengthen areas of interest, enrich their lives, and provide fun with friends in a Christian environment. Leaders are encouraged to invite other adults with expertise in appropriate skill areas to assist with activity awards.

Bible awards and activity awards provide a meaningful way for club members to sense accomplishment, broaden interests and abilities, and gain self-confidence. Since Bible awards and activity awards are completed during club meetings and events, all regularly participating club members will receive awards. The

Pioneer Clubs atmosphere is one of cooperation, teamwork and mutual support, not competition or rivalry.

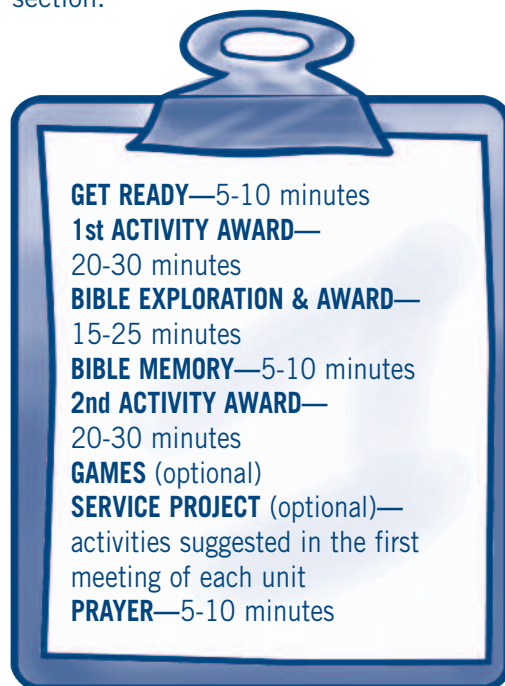
To ensure that the awards provide lasting positive reinforcement for club members, select an award display method that will be meaningful to your group. Pioneer Clubs offers several fun and creative award display options from which to choose.

HOW TO USE THIS BOOK

Units may be completed in any order. Once you select a unit, the four meetings within that unit must be done in sequence to maintain continuity. There is enough material in each meeting to last 1 1/2 to 2 hours. If you meet for less time, adjust the plan to make sure you cover these core meeting essentials: Bible Exploration & Award, Bible Memory, the 1st or 2nd Activity Award, and Prayer.

Meeting Preparation

Before each meeting: Review the Bible Exploration & Award aims, read the entire meeting, assign meeting part responsibilities, select one Bible Exploration Focus option, prepare all the "Do Ahead" parts, read the Scriptures used, read the *Pathfinder Handbook* sections used in the meeting, gather supplies, and prayerfully consider the Prepare Your Heart section.



Meeting Schedule

All Pathfinder meetings follow the same general schedule, although the times allotted may vary by 5-10 minutes depending on the size of your group and the needs of individual meetings' Bible Exploration & Award discussions or activity award projects.

Meeting Options

You are encouraged to organize the meeting schedule to meet your time frame, facilities, club structure, and club member needs. Many clubs begin or end their meetings with an all-club singing time. If your group chooses to do this, you will need to adjust your meeting plan accordingly. Snacks can also be a part of your club time.

Because many of the units use skits as part of the Bible Exploration & Award discussion or in an activity award, you may want to set up a costume box to help your club members get into character. Collect old clothing and a variety of hats and accessories. Old sheets, towels, and odd lengths of material can combine with rope, belts, or sashes to make Bible-times costumes.

Suggested Extra Events

Consider holding one or two special events during the year. These events may be done with other Pioneer Clubs age divisions or just Pathfinders. Many activity award Extra Credit options recommend projects or activities your club could do as special events. Other suggestions include:

- **Kids for Kids Hike** (see www.pioneerclubs.org)
- **Bowling Party**
- **Camping or Cookout**
- **Christmas Caroling**
- **Camp Cherith® information event** (see www.pioneerclubs.org)

For additional ideas, order *Parties and Special Events* (item #2721) from Pioneer Clubs.

Involving Parents

Photocopy the corresponding Parent Page for each unit you use and distribute to parents at the beginning of a new unit. Encourage parents to

discuss with their child the ideas and questions listed, and ask them to help their child learn the memory verses. Invite parents to help with special events or skill-building activity awards. Parents could also provide a snack or help with transportation. Be sure to invite parents to meetings when children are receiving their awards.

EXPLAINING SALVATION

Salvation Opportunities

Salvation is a relationship with a loving Lord who changes our lives when we confess our sins and express belief in Jesus Christ. At least one Bible Exploration & Award time in each unit contains a Salvation Challenge, with an appropriate salvation prayer. You're encouraged to adapt other lessons to include the plan of salvation. Depend on the work of the Holy Spirit to guide and prepare your club members' hearts.

You will find numerous opportunities to talk about spiritual things with club members during formal Bible Exploration & Award times, informal activity times, and throughout the meeting. Scheduling time to talk individually with club members about their spiritual concerns would also be helpful. You may wish to ask questions such as:

- How did you learn about Pioneer Clubs?
 - Where do you and your family attend church?
 - What are you learning about Jesus during our Bible Exploration & Award times?
 - What questions do you have about God, Jesus, and the Bible?

Helpful Scriptures

Club members need to know some simple, basic facts so they can appreciate Jesus' sacrificial death and accept him as their

Savior and Lord. Be sure these points are clear:

- God loves us. —John 3:16; Romans 5:8; 1 John 4:9
- We have done wrong and this wrong is called sin by God. Sin prevents

a relationship with God, who is holy. —Romans 3:21; 6:23; Isaiah 53:6

- Jesus died to pay for our sin. —1 Timothy 1:15; Hebrews 7:27; 1 John 2:2
- To receive God's forgiveness, we must accept Jesus as our Savior. —John 3:36; Acts 13:38-39
- When we do this, we become God's children. —John 1:12; 5:24; 10:28
- God gives us new and fulfilling lives. —John 10:10, 2 Corinthians 5:17; 2 Peter 1:3

When explaining salvation to a club member, you may wish to use Pioneer Clubs' *Becoming a Child of God* (item #6794). Also remember to:

- Use language your club member can understand.
- Make the Scripture personal by discussing it in terms of your club member.
- Let your club member explain what the Scripture means.
- Don't pressure a club member to make a decision; wait until he or she is ready.
- If a club member has prayed to receive Jesus into his or her life, review the Scripture and be sure the child understands what has happened and that now he or she is a member of God's family.
- Continue to encourage your club member to grow spiritually by having him or her read Pioneer Clubs' *Learning More About Jesus* salvation follow-up brochure (#6792) or one of the Daily Watch daily devotional books (#6793, 6795).
- Encourage attendance at Sunday school and church.

TEACHING TIPS

Arrive early.
Be prepared.
Accept individual differences.
Listen to children.
Know club members' names.
Provide choices.
Be friendly and loving.
Establish a few rules.
Tell club members what to call you.
Praise and encourage children.

Discipline Tips

If you're well prepared, know your

Encourages personal reflection for the leader

Lesson theme and Bible award title.

Each part of the meeting plan indicates a suggested duration for that part. Your actual times will depend on factors like how many club members you have.

Each lesson corresponds with a requirement from the club member's handbook. Unit titles are the same as Bible award titles. Club members earn one Bible award when completing a unit.

Provides a get-acquainted game or warm-up activity related to the study topic.

States lesson aims. When you finish leading the lesson, you can determine if aims were met.

Lists Scripture that will be studied and memory verses. May provide background Scripture for leaders to review.

Lists all supplies needed for each part of the meeting, except for Bibles, pencils, scratch paper, and an easel pad or board, which will be needed in most meetings.

Outlines advance preparation for each section of the meeting.

Suggests resources on the Pioneer Clubs website to help you lead club.

Gives advance notice of unusual preparation or supplies. NOTE: Sometimes you may want to schedule an extra meeting before the end of a unit, to help club members who have missed one or more meetings complete award requirements.

UNIT 2 MEETING 5 • BEING A FRIEND

PREPARE YOUR HEART

Think of caring friends who have helped you. Thank God for them.

Bible Exploration & Award Aims:

Club members will:

- understand that true friends help one another.
- want to show friendship by helping a friend with a problem.

Scripture:

Ecclesiastes 4:9-10; Mark 2:1-12; John 15:12

Bible Memory:

John 15:12; extra verse (optional): Ecclesiastes 4:9-10a

Supplies:

GET READY—none

1st ACTIVITY AWARD—file folders (one for every four masks), scissors, construction paper, glue, hole punch, elastic cord, stapler, markers; optional: decorations

BIBLE EXPLORATION & AWARD—supplies for Focus of your choice (Whistling in the Desert—for each member: three saltines, cup of water; Carry Me—cup of water), something to use as a "microphone"

BIBLE MEMORY—construction paper, marker, tape; for each member: Memory Verse Sticker, Bible Memory Card

2nd ACTIVITY AWARD—scissors, hammers, nails, craft glue; for each member: plastic container with a lid, small magnifying glass; optional: craft knives (for adults only), tape

GAMES—your choice

PRAYER—for each member: copy of Unit 2 Parent Page (p. 76)

WEB HELP



Order awards and all your club supplies at www.pioneerclubs.org.

Next Meeting's Preparation:

Collect a milk carton for each club member for the Nature Fun award.

Caring About Friends

GET READY 5-10 MINUTES

Let club members have fun playing "wheelbarrows." Find a friend to hold up your feet. Give wheelbarrows directions, and see if they can follow them: Drive to the doorway, back up, and so on.

Friends can be a lot of fun and a big help. We're going to talk about friends today. Open with prayer.

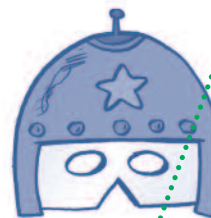
MASKS ACTIVITY AWARD 20-30 MINUTES



Do Ahead:

Read the Masks Activity Award (handbook p. 79). Plan to do the first option, "Paper Half-Mask," of requirement 1, "Make a mask." Gather supplies. (Or choose another option.)

Make paper half-masks together.



BIBLE EXPLORATION & AWARD 15-25 MINUTES



Do Ahead:

Familiarize yourself with Bible award requirement 1, "Caring About Friends" (handbook p. 14) and this Bible Exploration. Choose and prepare one of the Focus options. Gather supplies.

Focus (choose 1 option)

Option 1—Whistling in the Desert

Place cups of water on a table at the side of the room. Sit or stand so that you block access to them. Pass out three

crackers apiece. Chew up your crackers. We'll see who can whistle first.

When the race is finished, discuss:

- Who wants a drink?
- Why should I give you a drink? (Because we're thirsty, because we asked, etc.)
- Why should it bother me that you're thirsty? (Because you're our friend, because you care about us, etc.)

So you're saying that a true friend cares when someone else has a problem. Pass out drinks. In today's Bible Exploration, we'll learn more about what true friendship means.

Option 2—Carry Me

Set the cup of water nearby. Choose a few volunteers to help you with this role play: Let's pretend we're playing ball at your place. Pantomime together. This is fun. ... Uh oh, I don't feel so good. ... Collapse to the floor and moan. What would you do if I said you needed to bring me a glass of water? Let the volunteers bring you the water. What would you do if I said you needed to help me get up? Let the volunteers help you up. Uh oh, I just can't stand up. ... Fall to the floor again. What would you do if I said you were going to have to pick me up and carry me all the way to the hospital? Let the volunteers react. End the role play.

- What would it be like to help someone carry a real wounded or sick person a long way? (Hard work, tiring after a while, etc.)
- Who might be willing to work hard and carry a wounded or sick person a long way? (A family member, a friend, someone who cares.)

There were some friends in the Bible who really did that. They were true friends. In today's Bible Exploration, we'll learn more about what true friendship means.

Study Scripture

Read Ecclesiastes 4:9-10.

- What do you think these verses could be talking about besides physically falling down? (Having problems, making mistakes, etc.)

Two activity awards are included in most meetings. You may do one or both as time permits. Requirements come from the club member's handbook; you may replace any activity in the plan with other options listed in the handbook. Club members may complete one to three activity awards in a unit.

Introductory section of the Bible Exploration & Award time. Two Focus options are given. Select the one you feel would best help your group.

Explores what the Bible says on a given topic. Club members will need their handbooks, Bibles and pencils.

Provides opportunity for club members to consider how God's Word applies to their lives. They will take steps to actually live according to the biblical principle taught during the study.

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The games section in each plan book has many game suggestions.

One service project is suggested for each unit. Clubs choose those they want to complete throughout the year. Do as many as you wish.

A variety of closing prayer methods encourage participation in a non-threatening way. Prayer time will bring closure to your meetings and help club members think about what God is teaching them through his Word.

Helps you sense what was accomplished during the Bible Exploration & Award and where you can go from there.

Now we're going to read a Bible story about some friends and a crippled man. Read Mark 2:1-4. Here comes the man down through the roof into the house! Pieces of roof are flying everywhere! Jesus looks up, and the crippled man lands right beside him. Jesus sees the friends' faith. He says to the man who can't walk, "Pick up your mat and go home!" Let's read what happened. Read verse 12.

Divide into three groups to represent the man, the friends, and Jesus. Have everyone in the groups pretend to be the assigned person or people. Play a reporter and "interview" the groups: I'm reporting live from outside a house in Capernaum. I just saw an amazing thing, and I'm trying to get through the crowd to talk to the people involved. It's hard work—there are so many people blocking my way. Pretend to fight your way through a crowd. Finally!

Ask the friends:

- I understand you wanted to help your sick friend. I saw you actually digging a hole through that roof! How hard would you say you worked for your friend?
- Why did you go to so much trouble? Ask the man:
- There were a lot of people in your friends' way. What might they have done instead of trying to find a way to get you to Jesus? (Given up; said it was too hard; etc.)
- How do you feel about what your friends did for you? Ask Jesus:

- You were impressed by this man's friends' faith—their belief or trust. How do you think their actions showed faith? (They must have believed that I had power from God; they trusted in God to help their friend; etc.)

Viewers, I wish you could feel the excitement here and see this man—all healed and walking around! We'll bring you updates later. End the "interview."

- Being a true friend means caring and helping. How might someone your age work hard to help a friend today? (Carry something for a friend; help a friend with a chore or project; give encouragement, etc.) Write answers on the board or easel pad.

Read John 15:12. Jesus gave us a high standard for friendship: himself! God is the best friend of all!

- How can God's friendship to us help us be a good friend to others? (He can be our example; we can pray to God for help in loving others, etc.)

Apply

Look at the pictures in your handbook on page 14 under requirement 1, "Caring About Friends," part 1, "Think like a friend." Have club members identify the needs or problems. For each picture, ask:

- How could you be a true friend in this situation? Add ideas to the list on the board or easel pad.
- Being a true friend isn't always easy.
- When might it be hard to act like a friend? (If it takes a lot of time and work; if your friend is being teased and you're afraid you might get teased, too; etc.)

God can help us notice what our friends need and also give us the strength to act the way he wants us to. Turn to Bible award requirement 1, part 2, "Plan to be a friend." Explain the directions and let club members work, using the ideas on the board to help. Quietly ask God to help you act as a true friend this week in the way you just wrote or drew.

BIBLE MEMORY 8-10 MINUTES

Do Ahead:

Memorize John 15:12. Write each word of the verse in large letters on a separate sheet of construction paper. Gather supplies.

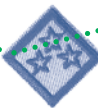
Let's memorize Jesus' plan for friendship. Tape the words in order on the floor like stepping stones. Read the verse together. Have a volunteer walk across the papers, with the group saying each word as he or she steps on it. Turn one word over, and repeat the activity. Continue until all papers are turned over and everyone has learned the verse.

Hand out Bible Memory Cards and Memory Verse Stickers.

▼ Extra verse (optional): Memorize Ecclesiastes 4:9-10a together.

NATURE FUN ACTIVITY AWARD

20-30 MINUTES



Do Ahead:

Read the Nature Fun Activity Award (handbook p. 85). For requirement 1, "Discovery Gadgets," plan to do the first option, "Insect Viewer." (Or choose another option, if you prefer.) Gather supplies. Options: Bring insects to view, or plan to go outdoors. Or plan to use the viewers for the Hiker award later in this unit, if you intend to do it.

Make insect viewers. Option: Use them to look at insects.

GAMES (OPTIONAL)

Choose games from pages 78-79.

SERVICE PROJECT (OPTIONAL)

Kids for Kids Hike

Plan to participate in the Kids for Kids Hike to raise money to help Pioneer Clubs bring club to kids at more churches. See www.pioneerclubs.org for information.

PRAYER 5-10 MINUTES

Do Ahead:

Gather supplies.

We've talked about caring for friends. One way we can help them is by praying. Encourage club members to pray for friends, without mentioning any personal situations.

Hand out Unit 2 Parent Pages (p. 76).

LEADER REFLECTION

Did club members think of ways to help others besides physical assistance? Help them realize that even a smile can mean a lot.

Creative teaching techniques help club members learn Scripture. Verses to be memorized are discussed during Bible Exploration & Award, ensuring comprehension.

plan for the meeting, have supplies ready, and start on time, discipline challenges will be reduced. Pioneer Clubs views discipline as a tool to nurture children and help them grow.

Discuss what behavior will be acceptable in club and plan your discipline guidelines before the first club meeting. Create a discipline plan that builds and encourages positive behavior in children. Determine what the consequences will be for unacceptable behavior. Invite club members to help develop your group's discipline guidelines and let parents know the rules, too.

Club rules should:

- total no more than five
- be easy to understand
- describe observable, measurable behavior
- be stated positively
- be age appropriate



SAMPLE CLUB RULES

TRAINING RESOURCES & RECOMMENDATIONS

Pioneer Clubs provides several ways for you to receive training as a club leader.

Training

Pioneer Clubs offers training periodically dealing with specific topics of interest to club leaders, such as:

- basic training
- group discipline that works

Pioneer Clubs informs leaders of special training through email, so be sure to provide Pioneer Clubs headquarters with your email address. If you don't have email, ask your club coordinator to let you know when training sessions are offered.

eNewsletter

As a registered leader, you are entitled to receive Pioneer Clubs' FREE monthly email newsletter, which provides helpful suggestions and ideas that will enhance your club experience. You may sign up for this special newsletter on the Pioneer Clubs website: www.pioneerclubs.org.

Website—www.pioneerclubs.org

Pioneer Clubs' website has lots of helpful information and resources, such as:

- special meeting plans
- tips on discipline and promoting your club
- Kids for Kids Hike information and planning suggestions

HOW TO ORDER MATERIAL

Leaders from registered churches may order material in four ways:

Phone:

800-694-CLUB (2582)

Online Store:

www.pioneerclubs.org



Fax:

800-619-CLUB (2582)

Mail:

PO Box 788
Wheaton, IL 60187-0788 USA

