



TRAILBLAZER

Exploring New Trails



PREPARE YOUR HEART

Think about what difference it makes to you that Jesus is really God.

Jesus, Our God

GET READY 5-10 MINUTES

● **Do Ahead:**

For each player, write the name of a cartoon character (or sports star, Bible character, etc.) on a self-adhesive note.

Play “Who Am I?” Stick one of the notes you made to each player’s back. Players ask each other yes/no questions to figure out who they are.

We’re going to do some detective work to see who *Jesus* is later today. Open with prayer.

MISSIONS ACTIVITY AWARD 20-30 MINUTES



● **Do Ahead:**

Read the Missions Activity Award (handbook p. 63). For requirement 1, “Adopt a missionary or country,” gather information (prayer letter, photo, email address, etc.) about a missionary, preferably one who has a child your club members’ age. (*Option:* Invite a missionary to come share in person.)

Or choose another option from the requirement, if you prefer.

Introduce club members to the missionary you collected information about. Work together to compose a letter or email telling about your club and asking for more information about the missionary.

BIBLE EXPLORATION & AWARD 15-25 MINUTES



● **Do Ahead:**

Familiarize yourself with Bible award requirement 1, “Who Is Jesus?” (handbook p. 19), and this Bible Exploration. Gather supplies. Plan to play the part of the police inspector. *Options:* Put together a detective outfit. Record the first speech of the “Inspector” (at the beginning of Study Scripture), and plan to play it back instead of just speaking to the club members.

Focus

Think of one of your teachers at school who’s kind of an ordinary person. Pick someone you like but who doesn’t really stand out in a crowd. Now imagine that you hear a rumor that this teacher is really a movie star.

- What would you think? Would you feel like doing a little detective work to figure out if the rumor was true?
- If you found out the rumor was true, how would you treat your teacher? Why?

The people who lived in Jesus’ day heard something even more stunning and hard to believe about him. He seemed pretty ordinary. He came from a “nothing” kind of town and was a carpenter’s son. But then he claimed to be much more than that. Today we’ll be crime scene investigators and investigate these claims. We’ll start at the scene of a murder attempt—on Jesus!

Study Scripture

Put on your detective outfit, if you created one, and pass out magnifying glasses as you explain: Investigators, my name is Inspector _____. We’re here in the temple area in Jerusalem. This roofed stone structure we’re standing in (gesture above you) is called Solomon’s Colonnade. Just an hour ago, it was the scene of an attempted murder. It’s your job to investigate. Read John 10:22-33 together.

“Hmm,” you say to yourself, “sounds as though I’ve got a lead on the motive.” You whip out your casebook (whip out a handbook) and turn to page 19. Inspect the page with a magnifying glass. Check off your answer for Motive in requirement 1, “Who Is Jesus?” part 1, “Collect evidence.” Let a volunteer tell the answer (Jesus claimed to be God). The Jewish people called this *blasphemy*, which is when a human being claims to be God.

- Investigators, we can’t count on secondhand information. What did Jesus actually say that made the Jews believe he was claiming to be God? What did Jesus mean? (Jesus claimed to be one with the Father; the Father is God; etc.) Have everyone circle T by the first statement under Evidence.

Okay, investigators, let’s look for more evidence about Jesus’ identity. Everyone on my right, you’re Investigative Team 1. I need you to head out to Luke 9:12-17, reconstruct the

Bible Exploration & Award Aims:

Club members will:

- examine scriptural witnesses to Jesus’ deity and draw conclusions from this evidence.
- worship Jesus as God.

Scripture:

John 10:22-33; Luke 9:12-17; 24:36-43

Bible Memory:

John 10:30; extra verse (optional): Mark 8:29

Supplies:

GET READY—self-adhesive notes, marker

1ST ACTIVITY AWARD—information about a missionary (prayer letter, photo, email address, etc.), supplies to write a letter or email

BIBLE EXPLORATION & AWARD—magnifying glass for every member (or every two members), blank paper, markers; optional: detective outfit (raincoat, badge, etc.)

BIBLE MEMORY—magnifying glasses from Bible Exploration, very sharp pencils; for each member: Memory Verse Sticker, Bible Memory Card

2ND ACTIVITY AWARD—rulers or tape measures; for each member: 5 foot 6 inch (166 cm) piece of 1 x 6 pine board; optional: saws

GAMES—your choice

PRAYER—for each member: copy of Unit 3 Parent Page (p. 76); optional: words to song chosen

WEB HELP—For helpful forms such as an attendance chart and permission slip, look in the leaders section of www.pioneerclubs.org.



Next Meeting’s Preparation:

- Gather supplies for Woodworking award. Recruit extra adult helpers, if necessary.
- *Option:* Ask members to bring gift items for Missions award.

scene and decide whether the second statement under “Evidence” is true or false. Everyone else, you’re Investigative Team 2. You need to reconstruct the scene in Luke 24:36-43 and decide on the third statement. Be ready to report to the other investigative team. Have a club leader work with each team.

After a few minutes, call the “investigators” together for “debriefing.” Have them take turns briefly explaining their scene. “Debrief” using these questions:

Questions for Team 1:

- **How much food did the disciples say they had?** (Five loaves of bread and two fish.)
- **How many people did Jesus feed?** (More than 5,000 men, plus women and children. They had leftovers, too!)
- **How did Jesus do it?** (It was a miracle. He had supernatural power.)
- **How is this evidence that Jesus is God?** Discuss. Have everyone circle the correct answer to the second statement under “Evidence.”

Questions for Team 2:

- **What did the disciples think at first?** (That Jesus was a ghost.)
- **What would you conclude about whether or not Jesus was just a spirit? Why?** (Jesus had a physical body; he ate real food.) Mention that Jesus had to appear to each of the disciples to convince them he was alive again, but finally they all believed. He was not a ghost or a vision. He was real. All the witnesses believed Jesus was very much alive.
- **How is this evidence that Jesus is God?** Let volunteers respond. Have everyone circle the correct answer to the third statement under “Evidence.”

Option: Look for and discuss more evidence in Mark 5:21-43.

- **In your opinion, what does the evidence add up to? What’s your official conclusion as to who Jesus is? Why?**

Apply

- **If the evidence is true, what difference does that make in your life? How does it affect you at home? At school?**

Discipleship Challenge

- **If Jesus is God, how should people act toward him?** (Love him, respect him, worship him, obey him, give him control of their lives, etc.)

To spend some time worshipping Jesus as God right now, read and do part 2,

“Worship Jesus,” of Bible award requirement 1 together. *Option:* If club members are divided on what to do, break into groups, with a club leader in each group.

Salvation Challenge

Jesus is God of the whole universe—and he wants you! He loves you with an amazing love. He wants you to believe that he is God and accept his offer of forgiveness and a new start in your life.

Briefly explain the plan of salvation (see the outline on p. 5). Be prepared to give more reasons to believe that Jesus is who he claimed to be.

Everyone has a choice to make. If you want to believe that Jesus is God and accept the forgiveness he offers, I’ll pray a prayer about that now. Listen once; then I’ll pray again. If the prayer says what you want to say to Jesus, repeat it silently or softly the second time through.

Dear Jesus, / I believe you’re God. / I believe you love me so much / that you died to pay the penalty / for the wrong things I’ve done and thought. / I’m sorry for them. / Please forgive me. / Please come into my life / and give me a new start. / Thank you! / Amen.

Encourage anyone who prayed or who wants to know more to tell you before the end of club. (Check the Pioneer Clubs online store at www.pioneerclubs.org or the catalog for salvation and follow-up resources to use with club members.)

BIBLE MEMORY 5-10 MINUTES

Do Ahead:

Memorize John 10:30. Gather supplies.

Let’s memorize today’s key point about Jesus. Review John 10:30 several times together. **Now use your magnifying glasses to write the verse and reference as tiny as you can.** Allow time. Then club members should switch papers and use their magnifying glasses to read the verse and reference and learn them. Let them try again if they think they can write even smaller. Then let them take turns saying the verse from memory.

Hand out Bible Memory Cards and Memory Verse Stickers.

▼ **Extra verse (optional):** Memorize Mark 8:29.

WOODWORKING ACTIVITY AWARD

25-35 MINUTES



Do Ahead:

Read the Woodworking Activity Award (handbook p. 82). Be ready to lead requirements 1 and 2, “Tool Safety” and “Tools You Should Know.” Gather supplies to begin the first project, “Birdhouse,” under requirement 3, “Woodworking Projects.” (Or choose a different project, if you prefer.)

Review safety rules in requirement 1, asking why each rule is important.

For requirement 2, explain each item as it’s needed for the project. Today tell how to use the measuring tape and saws.

Help club members follow the diagram in requirement 3 to mark and label their boards. If time permits, begin sawing, too.

GAMES (OPTIONAL)

Choose games from pages 78-79.

SERVICE PROJECT (OPTIONAL)

Food Pantry

Club members have learned in this meeting about Jesus’ miracle of feeding the 5,000. In this unit, arrange for club members to help out in a food pantry. (Or collect food for a food pantry.) *Things to consider:* acquainting club members with the need, getting permission from parents, teaching club members their job.

PRAYER 5-10 MINUTES

Do Ahead:

Choose a praise song to sing to Jesus. Gather supplies.

Let’s sing a song to Jesus as our closing prayer. Sing the praise song together.

Give each club member a Unit 3 Parent Page (p. 76) to take home. Or hand it to parents when they pick up their kids.

LEADER REFLECTION

Ask God to help you see where each child is spiritually, in preparation for Meeting 11’s salvation emphasis.

How to Use



Parent Page

At the beginning of each unit, send home the corresponding Parent Page with each club member. Or hand the pages to parents when they pick up their children.



Parent Page

Unit: My Church

Unit Memory Verses—to practice at home

- Acts 2:42 • 1 Corinthians 12:27 • Matthew 28:19-20

Unit Activity Awards—just so you know

- Artist • Cooking Outdoors

Ways to support what your Trailblazer is learning

- Ask how your Trailblazer would like to get involved at church. Help him or her follow through on that idea.
- Ask what new thing he or she has learned about the church.
- Try creating a role play, where you play a friend of your Trailblazer's. Ask a question such as "Can I come to Pioneer Clubs? What do you do there?" or "Why do you believe in Jesus?"
- Take part in a service project your church is doing for the community.

Leader's name: _____

Phone: _____

Email: _____

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Parent Page

Unit: Friendship

Unit Memory Verses—to practice at home

- Matthew 7:12 • Mark 9:35 • Proverbs 12:26

Unit Activity Awards—just so you know

- Friends • Team Sports

Ways to support what your Trailblazer is learning

- Brainstorm how the Golden Rule—"do to others what you would have them do to you"—can make a difference in friendships.
- Ask your Trailblazer what kinds of peer-pressure issues kids face with friends at school. Brainstorm ways that Jesus can help in these situations.
- Talk about your childhood friendships. Tell what you value in friendships.

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Parent Page

Unit: Meeting Jesus

Unit Memory Verses—to practice at home

- John 10:30 • Hebrews 4:15 • John 3:16

Unit Activity Awards—just so you know

- Missions • Woodworking

Ways to support what your Trailblazer is learning

- Ask what your Trailblazer is learning in club about who Jesus is.
- Share something about your faith.
- Imagine together what feelings and needs Jesus might have had when he was a kid. Talk about how Jesus can understand everything your Trailblazer is going through.
- Pray for a request of your Trailblazer's and let him or her pray for a request of your own. It could be as simple as "God, please help _____ with _____."

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Games

Animal Trios. Choose animals and motions (see below), and review them with players. Form a circle with IT in the middle. IT points to someone, calls out an animal and counts to 10 fast. The person pointed to, plus the person on each side, must make the motions for that animal. If they do it before IT reaches 10, IT will point to someone else. If not, IT and the person who missed trade places. If no one is caught in three tries, IT spins around with eyes closed and points to someone to be the new IT. Examples: *Rabbit*—middle person wrinkles nose; players on either side form ears by each holding up one arm beside middle person's head. *Cat*—middle person swings arm to form tail; players on either side form whiskers by holding up fingers by middle person's face. *Bird*—middle person forms beak with hands; players on either side flap wings.

Balloon Soccer. Mark a goal line on either end of the playing area. Two teams scatter in the playing area between the goals. Each team chooses a goalie. To start, give each team two balloons. Players bat the balloons with their hands toward their own team's goalie. When the goalie gets the balloon, he or she must sit on it until it pops. Then toss another balloon into the game. *Variation:* Use two colors of balloons, one for each team.

Blanketball. Divide players into two teams (or into sets of two teams each). Each team uses a blanket to toss a beach ball back and forth over a volleyball net (or row of high-backed chairs). Each time the ball is tossed over the net and caught successfully in the other team's blanket, a point is scored for each team. *Variation 1:* Have teams toss two beach balls at the same time. *Variation 2:* Teams try to score as many consecutive points as possible.

Bucket Brigade. Form two teams, with each team standing in a line facing the other team. Players in each line stand an arm's length apart. A bucket of water is at one end of each line and an empty large jar at the other end. The object of the game is to fill the empty large jar. The first player at the bucket end fills a paper cup and passes it down the line where it's emptied and passed back. Do this as many times as needed to fill the jar. *Tip:* It's best to play this game outdoors. *Variation:* Use an empty bucket instead of a large jar. The first player fills the cup and pours it into the second player's cup. That player pours the water into the next person's cup, and so on. The object is to move all the water from one bucket to the other.

Centipedes. Each team straddles a swim noodle behind the starting line. On your signal, players grab part of the noodle, hold it between their legs (no hands) and run to the finish line.

Color Scavenger Hunt. Teams gather any personal belongings (backpacks, coats, gloves, etc.) they have with them. Call out a color. Each

team tries to find on themselves or among their belongings as many items of that color as possible. Items such as hair and teeth count. If an item has several colors, the color you called must be predominant. You may call "colors" such as polka-dotted or black and white. Have another club leader record the number of items each team finds.

Cotton Carry. Players carry cotton balls, one by one, from one bowl to another bowl by sucking them onto the end of a drinking straw. The bowls are on chairs about eight feet (2.5 m) apart. Each player has about 30 seconds to work. See who can transfer the largest number of balls to the second bowl. If a cotton ball is dropped, the player may pick it up with the straw and continue or start with a new cotton ball. No hands allowed. *Variation:* Use dried lima beans.

Creative Balancing. Divide players into pairs. Pairs work together to come up with a way to balance a hula hoop using a specific part of the body. For example, they may try to balance the hoop using only their knees or their shoulders. Allow time for practice, and then have pairs demonstrate. If a pair succeeds in balancing the hoop, the other pairs then try to balance it in that way also. *Variation:* Have pairs try balancing other objects, such as lightweight baskets or poles.

Goofy Golf. Place six round oatmeal boxes or ice cream containers on their sides around the playing area to serve as "holes." Each group of three players determines who is the driver, the hitter and the putter. The driver in each threesome kicks a golf ball toward one of the holes. Then the hitter kicks the ball closer to the hole. Finally, the putter gently taps the ball into the hole. No hands are allowed to touch the ball, and the ball must roll on the ground. Each threesome then starts another hole, until they play all six holes. They record the number of kicks used to get the ball in each hole. Holes can be taken in any order.

Human Knot. All but one player, the Unraveler, join hands in a circle. Without letting go, players form a complicated, tight knot by raising arms, ducking under, stepping over and so on. Head, feet and arms may stick out of the knot, but hands must remain linked. The Unraveler tries to untie the knot—without unlinking any hands—so that players go back to standing in a circle. *Variation 1:* The Unraveler is allowed to break one set of hands before starting to untangle the knot. *Variation 2:* The entire group becomes Unravelers. Everyone grabs hands of two other players and then forms a knot. One set of hands is broken apart and everyone works together to untangle the knot with no other hands becoming unlinked.

Obedience Relay. On slips of paper, write "commands" for the players to obey. Make two identical sets. Put each set in a box. Two teams line up in rows. Put the boxes across the room. A member from each

team runs to a box, chooses a slip of paper, obeys the command and then runs back to tag the next team member. Possible commands: Hold your nose and recite “Mary Had a Little Lamb”; untie all the opposing team’s shoelaces; run around the room once, touching each wall as you go; count backward from 15 to 1.

One-Handed Creations. Collect a variety of art supplies: modeling clay, colored paper, glue, string, crayons or markers, paint, cardboard, fabric scraps and so on. Partners use the collected supplies to work together to create Christmas ornaments, pictures, mementos and so on. But each partner uses only one hand—right handers use left hand and left handers use right hand. Both partners must contribute to the creation. *Option:* Prizes may be awarded for the most attractive, funny, creative, colorful (and so on) projects.

Orange Pass. The first player on each team holds an orange under his or her chin and passes it to the next player, who takes it under his or her chin. The orange is passed in turn to the next person. No hands may be used. If the orange drops, it goes under the chin of the last person who held it securely and the passing continues. *Variation:* Use tennis balls.

Partner Toss. Divide players into pairs. Players toss a ping-pong ball back and forth, trying to catch it on the end of a cardboard tube (from waxed paper, aluminum foil or paper towels). Allow time for pairs to practice. At your signal, pairs toss the ball and count how many tosses are caught. Signal the end of a round. Play a second round, with pairs trying to beat their record. *Variation 1:* Players toss the ball, allowing a bounce between catches. *Variation 2:* Play the game as a relay.

Passing Practice. Players sit or kneel in a circle and pass a ball, at least four inches in diameter, using flat, open hands (palm up). Begin by using two flat hands side by side; then as skill develops, change to one hand. The object is to move the ball around the circle as rapidly as possible without actually grasping it. Then add another ball, passing it in the opposite direction.

Ping-Pong Football. A table (or rectangular area on the floor) is the field. The short ends are the goal lines. Teams stand (or kneel) along their goal line and one long side. Players blow a ping-pong ball, trying to get it over the opposite team’s goal line. (No hands!) If the ball goes offside, replace it where it went out.

Poison (an African game). IT stands in the middle of a circle of players. Place a knotted cloth or sock (poison) in the middle of the circle. IT calls a player’s name. The player tries to snatch the poison and run back to his or her place without being tagged by IT. If the player succeeds, IT calls another player. Any player tagged becomes IT. If IT gets the poison and gets to the empty place, he or she chooses someone to be the new IT.

Popping Relay. Divide players into teams, and have teams line up behind a starting line. Each player runs to a chair, blows up a balloon, breaks it by sitting on it and runs back to tag the next team member.

Rainbow Puzzles. Each team has a large piece of posterboard (or heavy paper)—a different color for each team—which they cut into

10-12 connecting shapes to form a jigsaw puzzle. Teams place all pieces of all puzzles into a bag and shake. Empty the bag on the floor. Teams choose a color other than the one they used, find all the pieces and put it together.

Spin the Plate. Players sit or kneel in a circle that has a large empty space in the center. One player goes to the center of the circle and spins an unbreakable plate on edge. While the plate is spinning, the player calls out another player’s name. The called player tries to catch the spinning plate before it falls down. If the called player is successful, the first player spins the plate again and calls another player. Otherwise, the two players switch places, and the game continues. *Variation:* Spin a flying disk instead of a plate.

Statue Ball. In a large playing area, establish an end zone for each team. Players move the ball to the other team’s end zone by passing it from teammate to teammate. However, the player holding the ball may not move. The other team tries to intercept passes and recapture the ball for their team. *Variation:* Use a flying disk instead of a ball.

Team Hoops. Each team of three or four players stand in a line, with several arms’ lengths between players. On your signal, player #1 of each team steps inside a hula hoop and runs to player #2, who climbs inside also. Together they run to the third player who joins them. Continue until all team members are inside the hoop. Then the team races back to the starting line, still inside the hoop.

HOLIDAYS

Christmas Walker-Talker. All players except two scatter around the playing area. Explain that one of the two will be the wise man following the star (getting to the other side of the playing area). The catch is that he or she will be blindfolded, so the other partner must give directions to keep him or her from running into other players. Everyone is on the same team, so every time the “wise man” touches someone, the whole group gets a demerit point. Players may bend or twist to keep from being touched as long as they don’t move their feet. When everyone has had a turn, add any demerit points to the total number of seconds it took. See how low a score the whole group can get. (*Option:* Use objects instead of people to form the maze.)

Easter Toss. With chalk or masking tape, mark a large tictactoe grid on the floor. Write “Easter” on a piece of paper, and tape that piece in the middle square of the grid. On four pieces of paper, write “He is not here!” On another four pieces of paper, write “He has risen!” Tape these pieces in the grid. Divide players into teams. Teams take turns tossing a coin into squares, trying to get three coins on the same phrase. The “Easter” square counts for either phrase. *Variation:* Assign each team one of the phrases to aim for.

Turkey Trap. Mark a large circle on the floor. Divide it into four equal sections. Two to four players (depending on group size) are “hunters,” who stand around the outside of the circle. The “turkeys” (other players) scatter equally in the circle sections. Each turkey must remain in the same section for the entire game. Hunters roll a beach ball (or large rubber ball) across the circle, trying to tag the turkeys. Turkeys try to avoid the ball before it tags them. If a turkey is tagged, he or she becomes a hunter. Play until only one turkey is left. *Variation:* Play with two balls and let turkeys roam the entire circle.