



VYAGER



Growing in God's Grace



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:

- To enable children to enter into a personal relationship with Christ and to know his Word.**
 - By presenting Christ as Savior and Lord, the club program gives children opportunities to experience salvation and grow spiritually.
 - 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.
- To enable children to form healthy relationships.**
 - 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.
 - By teaching that God created people to be interdependent, the club program leads children to develop healthy relationships with both peers and adults.
- To enable children to grow as whole persons.**
 - 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.
 - By providing opportunities to develop a variety of skills and abilities, club helps children experience achievement and grow physically, mentally, socially, emotionally and spiritually.
- To enable adults to understand children and help them develop.**
 - Through its curriculum and supplementary materials, the club program teaches child development and Christian values.
 - 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 Voyager Leaders and *Voyager Handbooks* for club members are essential resources for an effective and successful Pioneer Clubs ministry.

Meeting Plans for Voyager 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 many game ideas. Each participating leader in your club should have a meeting plan book.

Voyager Handbooks 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: *Growing in Jesus* and *Growing in God's Grace*. Each handbook lists requirements for 7 Bible awards and 18 activity awards (for *Growing in Jesus*) or 17 activity awards (for *Growing in God's Grace*).

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 Voyagers. Seven Bible awards are covered in this plan book. The remaining seven are in the other Voyager 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 14 verses during the Bible Memory part of the meetings in this plan book. An additional 14 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.

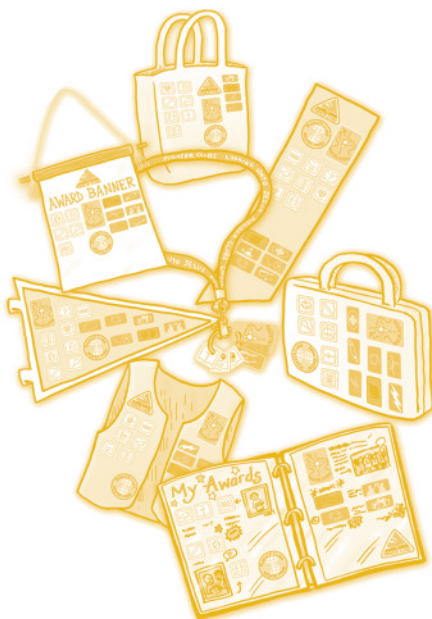
Give club members Bible Memory Cards to take home, to help them review their verses throughout the week. When club members demonstrate that they know a verse, give

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 & 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 *Voyager Handbook* sections used, gather supplies and prayerfully consider the Prepare Your Heart section.



GET READY—5-10 minutes

1st ACTIVITY AWARD—
20-30 minutes

BIBLE EXPLORATION & AWARD—
15-20 minutes

BIBLE MEMORY—8-10 minutes

2nd ACTIVITY AWARD—
20-30 minutes

GAMES (optional)

SERVICE PROJECT (optional)—
activities suggested in the first meeting of each unit

PRAYER—5-10 minutes

Sample Schedule

Meeting Schedule

All Voyager 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 may 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 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 Voyagers. 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)
- **Playground Visit**
- **Petting Zoo Visit**
- **Cookout**
- **Christmas Caroling**

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 it 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 receive 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 Bible Exploration & Award times, 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:

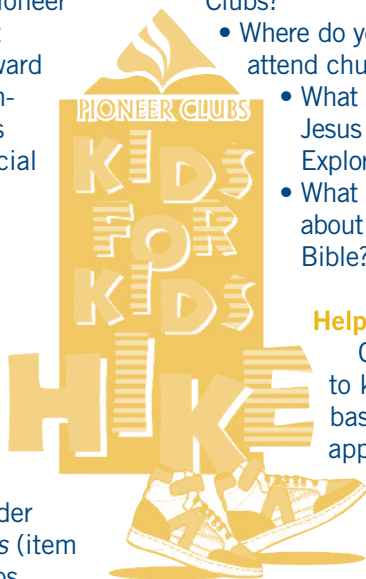
- Use language your club member can understand.
- Make the Scripture personal by discussing it in terms of your club member.
- Let your club member explain what the Scripture means.
- Don't pressure a club member to make a decision; wait until he or she is ready.
- If a club member has prayed to receive 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' *Belonging to God's Family* follow-up brochure (#6790). An older Voyager may also enjoy 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.

Unit theme and Bible award title.

Each section 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.

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

UNIT 2 MEETING 5

FRIENDS ARE FUN

PREPARE YOUR HEART

- Thank God for friends who have helped you in tough times.
- Ask God how you can help a friend.

Provide children with easy-to-read Bibles and they will enjoy Bible study more.

Bible Exploration & Award Aims:

Club members will:

- understand the importance of helping their friends.
- want to help their friends.

Scripture:

1 Samuel 18:1; 19:1-7; Proverbs 17:17a; background Scripture: 1 Samuel 18:2-4

Bible Memory:

Proverbs 17:17a; extra verse (optional): John 15:13

Supplies:

GET READY—none

1st **ACTIVITY AWARD**—markers; for each member: 10 index cards

BIBLE EXPLORATION & AWARD—supplies for Focus of your choice (Friendship Story—none; Best Friends—paper, markers); for each member: 2 strips of construction paper; optional: costume box

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

2nd **ACTIVITY AWARD**—clothesline; for each member: 1 shirt, 1 hanger

PRAYER—for each member: copy of Unit 2 Parent Page (p. 75)

WEB HELP—Find tips on leading club, discipline, club management and recruiting in the club leader resource section at www.pioneerclubs.org.

Next Meeting's Preparation:

Recruit someone to play Mephibosheth.

Helping Friends

GET READY 5-10 MINUTES

Review the directions “left” and “right.” Have club members sit in a circle and follow this pattern to a steady beat: pat knees, clap hands, snap, snap. Go around the circle and have club members say their names on the last snap. Go around again, having club members say the name of the person on their left. Try reversing direction. Open with prayer.

MY FRIENDS ACTIVITY AWARD

20-30 MINUTES

Do Ahead:

Gather supplies to do requirement 1, “Play a friends game” (handbook p. 60).

Let club members make game cards and then play the game.

Friends like to play games together. In a few minutes we'll learn what else really good friends do.



Focus (choose 1 option)

Option 1—Friendship Story

Help club members make up a story about friends helping each other. Start the story off for them with a character and a setting. **Example:** Bailey felt like the only kid in first grade who was always forgetting stuff. Ask club members why they think Bailey feels that way and get them to tell you how a friend could help.

Friends are a special gift from God. God likes it when we help our friends. Let's read about two real-life friends in the Bible, David and Jonathan.

Option 2—Best Friends

Pass out paper and markers. Think of someone who is a really good friend of yours. Draw something that reminds you of why you're friends.

- What makes someone a really good friend? (Likes what you like, does things you want to do, stands up for you, helps you.)

The Bible story for today shows how a king's son helped his very good friend.

Study Scripture

David was a great king over the Israelites in the Bible. When David was young, God taught him many lessons to prepare him to be a king. One of these lessons was about friendship. We're going to act this out.

Choose volunteers to be David, Jonathan, King Saul. Take out your costume box, if you want. As I read, I will pause for you to act out what I just said. Actions are suggested if children need ideas.

God gave David a very special gift, a friend named Jonathan. Jonathan was the son of Israel's first king, Saul. Saul was jealous of David, but Jonathan loved David very much. The Bible says (consult your Bible), “Jonathan loved David as much as he loved himself.” David and Jonathan hug. They were good friends.

But one day, King Saul called for Jonathan and all the king's helpers. “You must kill David!” King Saul roared. Saul shakes his fist and looks angry.

But Jonathan *couldn't* kill his best friend! He ran to find David. “David,” he said, “My father wants to kill you. Be careful! Go hide! I will try to talk to my father.”



BIBLE EXPLORATION & AWARD 15-20 MINUTES

Do Ahead:

Familiarize yourself with Bible award requirement 1, “Helping a Friend” (handbook p. 14), and this Bible Exploration. Gather supplies. Choose and prepare one of the Focus options. Cut construction paper into bookmark-sized strips.



Two activity awards are included in each meeting. 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 complete one to three activity awards in a unit.

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.

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.

Then I will come find you and tell you what he says." Jonathan goes to David, points away, pantomimes hiding.

So David ran and hid. David runs off, hides at edge of room. Jonathan went to his father. "Father," he said. "Don't hurt David. David hasn't done anything wrong to you. In fact, he risked his life for you when he killed the giant Goliath. Remember? You were glad then! Why would you kill David now?" Jonathan goes to Saul, mimes pleading for David.

And King Saul listened to his son. Saul looks thoughtful. He decided his son was right. "I will not kill David!" he said. Jonathan looks happy, throws arms up, does victory dance.

Hooray! Jonathan hurried to find David where he was hiding. "David," he said. "I talked to my father. He's not going to kill you after all! You're safe!" Jonathan and David hug, high-five. Jonathan had saved David!

- How did Jonathan help his friend David? (Loved David as much as himself, saved David from Saul.)

- What's so good about having a friend who will help you? (You're not on your own; you take care of each other.)

Years later, David had a son named Solomon. Solomon became a very wise king and wrote down many of the things he had learned. Maybe Solomon was thinking about David and his best friend Jonathan when he wrote this verse in Proverbs. Help club members find Proverbs 17:17a. Read.

- How much of the time should you try to help a friend? Why? (A friend should love you no matter what; God wants friends to care all the time; your friend needs to be able to count on you all the time.)

Apply

- Tell me about what it means to help a friend. Brainstorm. Keep track of ideas on the board or easel pad.

Let's look at Bible award requirement 1, "Helping a Friend," on page 14 in your handbook. Allow time for club members to complete the maze.

While they're finishing, write on the board or easel pad, *I can help _____ and I want to help you with _____*. Hand out strips of construction paper. Let each club member copy one sentence on each strip and decorate both as bookmarks. They should fill in the first blank with the

name or initials of a friend they choose to help this week, and the blank on the second bookmark with an idea from the Bible award requirement.

Friends want to help each other. Use this bookmark (hold up one that says, "I can help _____," with the blank filled in) to remind yourself of the friend you've



chosen to help. Give the other bookmark to the friend you've chosen to help.

There's no better friend than God, and he wants to help us all the time! Let's pray and ask him to show us ways we can help our friends this week. Have each club member take a turn saying, "God, please help me help my friends."

BIBLE MEMORY 8-10 MINUTES

Do Ahead:

Memorize Proverbs 17:17a. Gather supplies.

We're going to memorize the saying that David's son Solomon wrote. Say the verse together three times. Help club members come up with motions to go with the verse. Have club members take turns leading the club in saying the verse with the motions.

Hand out Bible Memory Cards and Memory Verse Stickers.

▼ Extra verse (optional): Memorize John 15:13.

RELAYS ACTIVITY AWARD

20-30 MINUTES



Do Ahead:

Read the Relays Activity Award (handbook p. 99). Gather supplies to do the first two options, "Chimp Relay" and "Keep It Neat," of requirement 1, "Skill Relays." (Or choose other options.)

Do the relays.



SERVICE PROJECT (OPTIONAL)

Encouraging Words

For this unit, write friendly notes to missionary families, especially any with children.

PRAYER 5-6 MINUTES

Do Ahead:

Gather supplies.

One very important way to help our friends is to pray for them. We'll have popcorn prayers now. Think of a friend who needs prayer and "pop" in with your prayer, saying, "God, please help _____."

Give each club member a Unit 2 Parent Page (p. 75) to take home. Or hand it to parents when they pick up their kids.

LEADER REFLECTION

How can you encourage your club members to help each other in club?

Two activity awards are included in each meeting. 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 complete one to three activity awards in a unit.

One service project is suggested for each unit. Clubs choose those they want to complete throughout the year. Do as many as you wish. Voyager service projects correspond to Pathfinder projects, to help you coordinate your efforts with that club group.

A variety of closing prayer methods encourages 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.

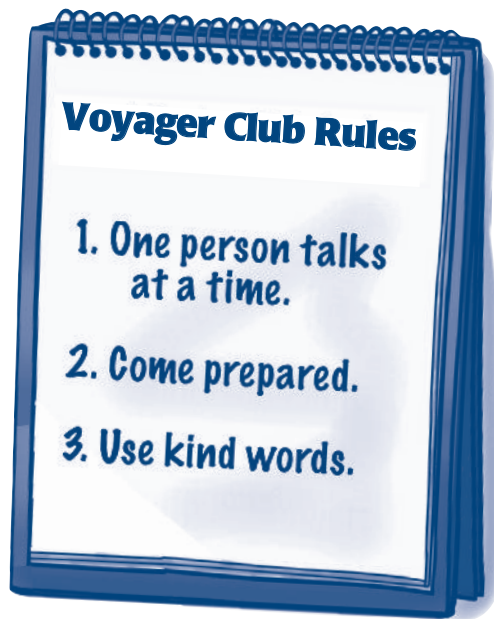
Creative teaching techniques help club members learn Scripture. Verses to be memorized are discussed during Bible Exploration & Award, ensuring comprehension.

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.

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

