

MASTER GUIDE REQUIREMENTS

I. FUNDAMENTALS OF PATHFINDER COUNSELLING

Requirement 1

Attend a two hour Conference sponsored Seminar on Fundamentals of Pathfinder Counselling.

II IN-SERVICE TRAINING

Requirement 1

Take responsibility as a Pathfinder staff member for a minimum of one Pathfinder year, and during that time attend at least 75% of club meetings.

Requirement 2

Assist in teaching a Pathfinder class through to investiture or for a minimum of five months.

III NEW SKILLS DEVELOPMENT

Requirement 1

Complete eight hours of seminar materials sponsored by the Conference giving study to the following areas:

- A. Group Skills
- B. Communication Skills
- C. Camping Skills
- D. Creativity & Resource Development

IV PERSONAL AND SPIRITUAL GROWTH

Requirement 1

Enrich your devotional lifestyle by:

- A. Reading the four gospels in a modern translation.
- B. Reading the book "Steps to Christ" in a modern version.

Requirement 2

Select and read one book dealing with either leadership or self-esteem.

Requirement 3

Complete the following:

- A. Develop and conduct three creative worships.**
- B. Assist in preparing a team for your local conference Pathfinder Fair.**
- C. Assist in teaching any two honours to your Pathfinders.**
- D. Assist in planning and coordinating a club or unit campout.**
- E. Attend 75% of all staff meetings and give a written report on the effectiveness of your participation to your Club Director.**

MASTER GUIDE

I. FUNDAMENTALS OF PATHFINDER COUNSELLING

REQUIREMENT 1

Attend a two-hour Conference sponsored seminar on the Fundamentals of Pathfinder Counselling.

Objectives

- A. To view the organisation of the Pathfinder Club from the perspective of a Pathfinder counsellor.
- B. To explain the developmental stages and attitudes of Pathfinders to enable the counsellor to be better qualified to appreciate and help those Pathfinders under his care.

Explanation

This seminar may be conducted as part of a conference-wide leadership seminar or as a separate unit conducted on a regional basis by a District Director, or any personnel authorised by the conference youth director.

The curriculum to be studied is as follows;

- A. The organisation of the Pathfinder club.
- B. Job descriptions for the counsellor, captain and scribe. The relationship of the counsellor to the staff.
- C. Understanding the developmental needs of individual Pathfinders.

II. IN-SERVICE TRAINING

REQUIREMENT 1

Take responsibility as a Pathfinder staff member for a minimum of one Pathfinder year, and during that time attend at least 75% of club meetings.

Objective

To enable the participant to learn and develop new skills through active involvement with a club.

Explanation

If under eighteen years of age, the participant will need to be appointed as a Junior Counsellor. This makes the person a staff member and therefore a member of the club's staff committee.

REQUIREMENT 2

Assist in teaching a Pathfinder class through to investiture or for a minimum of five months.

Objective

To enable the participant to discover and develop by practical experience, the skills necessary to impart knowledge to those of Pathfinder age.

Explanation

If the participant is a junior counsellor, then it would be ideal for that person to teach one of the junior classes: Friend, Companion or Explorer, taking that class through to investiture.

III. NEW SKILLS DEVELOPMENT

REQUIREMENT 1

Complete eight hours of seminar materials sponsored by the Conference giving study to the following areas:

- A. Group Skills**
- B. Communication Skills**
- C. Camping Skills**
- D. Creativity & Resource Development**

A. GROUP SKILLS

Objective

To become aware of a number of basic group leadership skills necessary for leading a Pathfinder unit or club.

Explanation

Participants are required to begin to develop basic group leadership skills that are necessary for leading and directing a Pathfinder unit or group in the successful completion of tasks required by their class program or curriculum. These skills may be highlighted by a discussion of the following topics:

- a. Modelling positive Christian attitudes and values.
- b. Basic dynamics of a small group.
- c. Role and function of counsellors as group leaders.
- d. Identify and deal with conflicts.
- e. Motivating Pathfinders.

B. COMMUNICATION SKILLS

Objective

To learn how to effectively communicate with Pathfinders.

Explanation

Participants will acquire a fundamental understanding of the communication process in effective and meaningful interpersonal relationships by involvement in group discussion and activities that will facilitate the development of personal skills in:

- a. Communication process
- b. Active listening
- c. Feedback

C. CAMPING SKILLS

Objective

To provide opportunity for participants to develop an awareness of the benefits of camping and learn new skills that will make the role of the counsellor in camping more meaningful and enjoyable.

Explanation

Participants in this session will discover the tremendous potential in the spiritual values and character building elements of camping and outdoor living.

- a. Philosophy of planning and conducting a unit campout.
- b. Principles of camp safety.
- c. Bush first-aid and search and rescue procedures.

D. CREATIVITY AND RESOURCE DEVELOPMENT

Objectives

To provide participants with a knowledge of the ways in which Pathfinders learn and assimilate information.

To give participants opportunities for discovering the value of appropriate resources for teaching the Pathfinder curriculum, and ways of obtaining and using effective resources.

To provide participants with information on the value and significance of a creative approach to worship segments within the Pathfinder program.

Explanation

Course participants will study three main areas:

- a. Ways Pathfinders learn.
- b. Developing teaching resources for Pathfinder curriculum.
- c. How to develop creative worships.

IV. PERSONAL AND SPIRITUAL GROWTH

REQUIREMENT 1

Enrich your devotional lifestyle by:

- A. Reading the four gospels in a modern translation.**
- B. Reading the book "Steps to Christ" in a modern version.**

Objective

To encourage daily devotional reading thus helping to keep Christ a very real person in the participant's life as the Holy Spirit reveals Jesus through His servant.

Explanation

In reading the gospels, the participant may choose to read the four in one translation, or may elect to read each gospel from a different translation. The latest versions of "Steps to Christ" are "Knowing Him Better" and "Happiness Digest."

REQUIREMENT 2

Select and read one book dealing with either leadership or self-esteem.

Objective

To enable the participant to become more aware of the principles involved in and the responsibilities of leadership, and/or the important part that self-esteem plays in the life of every person.

Explanation

As books on these subjects are always changing, it is suggested that contact be made with the local conference youth ministries office or district director for suggested titles from:

Adventist Book Centres, Christian Book Stores, Conference Youth Ministries Resource Library, Local Church Library.

REQUIREMENT 3

Complete the following:

- A. Develop and conduct three creative worships.**
- B. Assist in preparing a team for your local conference Pathfinder Fair.**
- C. Assist in teaching any two honours to your Pathfinders.**
- D. Assist in planning and coordinating a club or unit campout.**
- E. Attend 75% of all staff meetings and give a written report on the effectiveness of your participation to your Club Director.**

A. DEVELOP AND CONDUCT THREE CREATIVE WORSHIPS.

Explanation

These creative worships must originate with the participant. They can be conducted in either club or unit worship times. They need only be ten minutes in duration.

B. ASSIST IN PREPARING A TEAM FOR YOUR LOCAL CONFERENCE PATHFINDER FAIR

Explanation

The participant needs to take full responsibility for this and not just assist someone else. However, the team need only be prepared for one event at the Fair, not every event.

C. ASSIST IN TEACHING TWO HONOURS

Explanation

It is not necessary for the participant to be the sole instructor of the two honours. The candidate is only required to assist. Active involvement is expected.

D. ASSIST IN PLANNING AND COORDINATING A CLUB OR UNIT CAMPOUT.

Explanation

This requirement only asks the candidate to assist in planning the campout, but it is expected that this means real involvement.

E. ATTEND 75% OF ALL STAFF MEETINGS AND REPORT ON THE EFFECTIVENESS OF YOUR PARTICIPATION.

Explanation

75% attendance needs no explanation, but the report should be a written one that tells of input that the participant gave that was valuable to the committee.

BASIC STAFF TRAINING

REQUIREMENT

Attend ten hours of seminar training on the following Fundamentals of the Pathfinder Club.

- A. History, Philosophy and Purpose of the Pathfinder Club
- B. Understanding Pathfinders
- C. Club Leadership
- D. Club Organisation
- E. Club Programming and Planning
- F. Teaching the Pathfinder Curriculum
- G. Camping and Outdoor Education
- H. Drill and Ceremonies

Objective

To develop an awareness of the basic fundamentals of the Pathfinder club and become familiar with the procedures, policies and resources necessary to commence and maintain a Pathfinder club.

Time Allocated

Ten hours minimum.

Explanation

Participants should attend a minimum of ten hours of seminar training conducted by the conference youth ministries personnel. This will usually be conducted over one weekend, but may at the discretion of the conference, be broken up into small segments if necessary, to suit the needs of the conference or participants.

A. HISTORY, PHILOSOPHY & PURPOSE OF THE PATHFINDER CLUB.

Objective

To give the participant an understanding of the purpose and uniqueness of Pathfinder Ministry, and an overview of the history of the development of Pathfinding.

B. UNDERSTANDING PATHFINDERS.

Objective

To develop an understanding of the developmental issues of Pathfinder aged young people and how to effectively relate to them.

Explanation

Participants are required to understand and discuss the following topics:

- a. The developmental tasks of Pathfinders. (30 mins)
- b. The basic principles involved in effective club discipline. (30 Mins)
 - * Particular attention should be given to the different need issues that emerge in the following periods of individual growth:
 - Pre adolescence (9-12 years)
 - Early adolescence (13-15 years)
 - Middle adolescence (16-17 years)
 - * To learn ways of relating appropriately to individual needs and problems common in Pathfinder ministry.

C. CLUB LEADERSHIP

Objective

To create an awareness of those concepts and strategies that will facilitate an understanding of successful Pathfinder leadership and enable participants to develop new leadership skills.

Explanation

Participants will discuss the various facets of Christian leadership, especially those that relate to Pathfinder ministry. In addition, particular attention will be given to the following areas:

- a. Attitudes and qualities of Christian leaders involved with Pathfinding.
- b. The five styles of leadership and when they are appropriate to Pathfinder Ministry.
- c. The various roles and functions of leadership and their application to Pathfinder situations.

D. CLUB ORGANISATION

Objective

To make the participant aware of the basic procedures and policies relevant to the establishment and maintenance of a Pathfinder Club.

Explanation

- a. **Committees and Staff (35 minutes)**
 - * **How to Organise a Pathfinder Club**
 - * **Pathfinder Committees**
 - * **Coordinating Committee**
 - * **Pathfinder Executive Committee**
 - * **Pathfinder Staff Committee**
- b. **Operating Policies (40 minutes)**
 - * **Uniform**
 - * **Finance**
 - * **Reporting**
 - * **Membership**
 - * **Insurance**

E. CLUB PROGRAMMING AND PLANNING

Objective

To enable the participant to be familiar with the activities and programs that together make the Pathfinder program and to develop leadership that will be able to plan and coordinate a successful Pathfinder ministry within the local club.

Explanation

- * **Yearly program**
- * **Weekly club meetings**
- * **Record Cards and Passports**
- * **Conference events; Fairs, Rallies, Camporees**
- * **Investitures**
- * **Church Parades**

F. TEACHING THE PATHFINDER CURRICULUM

Objectives

- a. **To allow participants to discover the importance and value of creative approaches to teaching and to learn ways of developing their own creative style of teaching.**
- b. **To provide information on the way to teach the Pathfinder curriculum in a creative manner.**

Explanation

Course participants will give study to two main areas of this segment:

- * **Understanding creativity**
- * **How to teach the Pathfinder curriculum creatively**

G. *CAMPING AND OUTDOOR EDUCATION*

Objective

To provide opportunity for participants to develop an awareness of basic camping and outdoor skills necessary for outdoor leadership.

Explanation

Participants are required to give study to the following:

- * Philosophy of Camping
- * Planning
- * Camp types
- * Basic Components
- * Nature Study

H. *DRILL AND CEREMONIES*

Objective

- a. To develop a theoretical and practical understanding of the benefits that a Pathfinder and Pathfinder Club can obtain through a program of drill and ceremonies.
- b. To help participants to become confident in the ceremonial procedure connected with the Pathfinder club.

Explanation

Participants will:

- a. Discuss the philosophy for Drill and Ceremonies within Pathfinderism.
- b. Become familiar with the club opening and closing ceremonies.
- c. Become efficient in the presentation of the basic drill commands.

PATHFINDER LEADERSHIP AWARD

COURSE SECTIONS

1.In-service Training

2.New Skills Development

- A.Seminars*
- B.Optional skills*
- C.First aid*

3.Personal Growth

4.Evaluation

PATHFINDER LEADERSHIP AWARD REQUIREMENTS

1. IN SERVICE TRAINING

REQUIREMENT 1

Take responsibility as a Pathfinder staff member for a minimum of a Pathfinder year. During that time attend at least 75% of club meetings.

REQUIREMENT 2

Teach a Pathfinder class through to investiture or for a minimum of five months.

2. NEW SKILLS DEVELOPMENT

A. SEMINARS

REQUIREMENT

Develop new skills in Pathfinder ministry by attending two, ten hour seminars conducted by the conference youth director, one of which may be conducted in an outdoor situation. Participants to give study to seven basic areas:

Administration and Human Relations

Camping

Church and Community Service

Creativity

Drill and Marching

Outdoor Education

Recreation

B. OPTIONAL SKILLS

REQUIREMENT

During your involvement as a staff member in your local Pathfinder Club, select and complete any two of the following areas and demonstrate your practical skills in Pathfinding:

1. Administration and Human Relations

A. Outline and present to your district or youth director:

a. A yearly program for your club

b. A schedule for teaching the total requirements of one Pathfinder class during the Pathfinder year.

or

B. Lead a 30 minute group discussion with Teen Pathfinder class and report to a fellow staff member on your observations regarding the group dynamics that took place during the discussion.

2. Camping

A. Write your own statement on philosophy of camping and present it to your district director or conference youth director.

B. Learn and demonstrate four novelty fires in a campout situation.

3. **Church and Community Ministry**
 - A. Lead a Pathfinder unit or club in at least one form of community outreach.
 - B. Discover one's own spiritual gifts and confirm these by discussion with the church pastor, district director or conference youth ministries personnel.
4. **Creativity**
 - A. Introduce a new idea into your club and evaluate its effectiveness and acceptance.
 - B. Teach three Pathfinder requirements using your own unique and creative resource material.
5. **Drill and Marching**
 - A. Prepare and execute three x 10 minute marching demonstrations.
 - B. Plan and conduct a church parade or march past.
 - C. At a Pathfinder campout, lead a unit in flag raising and flag lowering.
6. **Outdoor Education**
 - A. Demonstrate your awareness of and expertise in outdoor wilderness skills by organising and directing for your club any of the following activities:
 - a. Organise a simulated search and rescue event for a club in a campout situation.
 - b. Set up a nature activity suitable for your club to participate in on sabbath.
 - c. Conduct an orienteering event for your club. Provide for beginner and advanced level.
7. **Recreation**
 - A.
 - a. Write five guidelines for participants choice of recreational activities.
 - b. Create and demonstrate at least one game to fulfil a Pathfinder class requirement.
 - or
 - B.
 - a. Write a philosophy on recreation.
 - b. Develop a recreational program as part of your lifestyle.

C. FIRST AID

REQUIREMENT

Hold a current First Aid Certificate or its equivalent.

3. PERSONAL GROWTH

REQUIREMENT 1

Enrich your devotional lifestyle through one of the following:

- a. AY Bible Year (any translation)
- b. Complete year one of the AY Encounter Series
- c. Read Acts to Revelation. After studying any personality from these books, write a report of approximately 750 words OR give a ten minute talk on the contribution he or she makes to your understanding of effective leadership.

REQUIREMENT 2

Select two of the following areas and read one book in each area:

- a. Leadership
- b. Learning Process (Adolescent Development, Personal Skill, Personal Development).
- c. Relationships/Communication

REQUIREMENT 3

Prepare and present from available resource material a comprehensive 2-3 page (or audio-visual) timeline, outlining the major events in the history of the Seventh-day Adventist Church, paying particular attention to the history of the church in the South Pacific.

REQUIREMENT 4

Prepare ten creative Bible study outlines on major Bible doctrines and present two of them to any individual or group.

REQUIREMENT 5

Be a baptised member of the Seventh-day Adventist church.

4. EVALUATION

Receive a written report from your Club Director (or district director if you are a Director), evaluating your total program over a period of six months and implement their recommendations prior to Investiture. Complete the self-evaluation forms provided and give them to the Club Director (or district director if you are a Club Director), or the conference youth director. The Pathfinder Leadership Record Book should be signed by the person receiving the report.

COURSE REQUIREMENTS

1. IN SERVICE TRAINING

REQUIREMENT 1

Take responsibility as a Pathfinder staff member for a minimum of a Pathfinder year. During that time attend at least 75% of club meetings.

Objective

To encourage participants to further develop their own leadership abilities in Pathfinder ministry through in-service experience as a Pathfinder staff member.

Explanation

The participant does not have to be a director. He can hold any office that makes him a staff member of a club.

Evaluation

The PLA (Pathfinder Leadership Award) Record Book should be signed by the Club Director, district director or the conference youth director, at the end of the year of service.

REQUIREMENT 2

Teach a Pathfinder class through to investiture or for a minimum of five months.

Objective

To enable the participant to utilise and sharpen his teaching and relationship skills and also to keep up-dated with class requirements.

Explanation

The participant is asked to complete a class for investiture if possible.

Evaluation

The PLA Record Book should be signed by the Club Director, stating the class taught.

2. NEW SKILLS DEVELOPMENT

A. SEMINARS

REQUIREMENT

Develop new skills in Pathfinder ministry by attending two, ten hour seminars conducted by the conference Youth Ministries personnel, one of which may be conducted in an outdoor situation.

Objective

To enable participants to discover and expand their own leadership skills by exploring seven basic areas of Pathfinding.

Explanation

These two, ten hour seminars have been designed to cover a wide spectrum of material relevant to the total Pathfinder program and will allow participants to give study to seven basic areas:

Administration and Human Relations (7 hours)
Camping (4 hours)
Church and Community Ministry (2 hours)
Creativity (1 hour)
Drill and Marching (1 hour)
Outdoor Education (4 hours)
Recreation (1 hour)

One total seminar of ten hours, or portions of both ten hour seminars will be in an outdoor setting, allowing occasions for practical involvement in camping activities, outdoor education and recreation, etc.

Evaluation

Participants will need to ensure they complete all seven areas to complete this requirement. Upon completion of each ten hour seminar, the participant should have the PLA Record Book signed by the seminar supervisor.

SEMINAR OUTLINE

A. ADMINISTRATION AND HUMAN RELATIONS

The following topics will be covered:

1. Basic Administrative Skills
2. Communication and Group Skills
3. Major Developmental Stages of Pathfinder Growth
4. Discipline

1. BASIC ADMINISTRATIVE SKILLS

Objective

To learn how to organise a local Pathfinder Club by using planning, decision making and problem solving processes.

Explanation

Participants will learn the following administrative skills:

- a. Club Management
- b. Goal setting
- c. The planning process
- d. Problem solving

2. COMMUNICATION AND GROUP SKILLS

Objective

- a. To create an awareness of how the communication process influences relationships within the Pathfinder club.
- b. To learn through observation and structured group experiences the ways in which small groups of people function.

Explanation

In developing communication and group skills participants are encouraged to expand their capacity to work with people in a leadership role by:

- a. Understanding Group Dynamics
 - * Understanding how groups work
 - * Leading a group discussion
 - * Chairmanship

b. Understanding the Communication Process

- * Verbal/non-verbal communication
- * Active listening
- * Roadblocks to communication
- * Resolving conflict

3. MAJOR DEVELOPMENTAL STAGES OF PATHFINDER GROWTH

Objective

To create an awareness of the major developmental stages of individual Pathfinder growth, as a means to understanding their needs, issues; and discovering ways to effectively program for their involvement, learning and commitment to Jesus Christ.

Explanation

Participants are required to develop a profile of the growing Pathfinder by giving study to:

- a. The developmental tasks of pre-adolescence and adolescence.
- b. The stages of faith development and ways to provide activities suitable for maximising the spiritual understanding and growth of Pathfinders.

4. DISCIPLINE

Objective

To provide an understanding of the factors involved in good club discipline and how to deal with those Pathfinders who choose inappropriate behaviour during the club activities.

Explanation

Participants must be involved in a seminar and discussion on the following aspects of club discipline:

- a. Definition of discipline
- b. Methods of discipline
- c. Preventative measures
- d. Discipline procedures for the Pathfinder club
- e. Punishment and punishable offences

B. CAMPING

Course participants will give study to four major areas of Pathfinder Camping Ministry.

1. Camp planning and programming
2. Sabbath and worship in a camp setting
3. Camp safety and hygiene
4. Firelighting and camp cooking

1. CAMP PLANNING AND PROGRAMMING

Objective

To provide participants with an opportunity to discover the importance of proper camp planning and programming and to learn and understand the factors that make for a successful Pathfinder campout.

Explanation

A good camp is well organised and planned. Study therefore needs to be given to questions like: who plans the camp, when is it planned, who does what function and when? Thought needs to be given to things like transportation, cooking arrangements, equipment etc.

2. SABBATH AND WORSHIP IN A CAMP SETTING

Objective

To allow participants to assess the significance of the Sabbath hours and worship occasions in a campout and discover and learn about a variety of creative ways of using these special time periods.

Explanation

The most difficult and yet the most important time to provide stimulating activities on a campout is during the Sabbath hours and during worships. Pathfinders may develop strong attitudes about their Christian lifestyle during these special hours. This requirement allows for input and exchange of ideas and information that will allow participants to discover a variety of ways of dealing with these times.

3. CAMP SAFETY AND HYGIENE

Objective

To direct participants in their discovery of the important factors that lead to safety and proper hygiene; important factors that need to be understood and cared for in a camping setting.

Explanation

Camping involves certain risks. This segment of the course provides information on the possible risks of camping; how to recognise them, and how to alleviate their possibility on a campout. Participants will also give some study to remedies, ways of assisting casualties etc.

4. FIRELIGHTING AND CAMP COOKING

Objective

To provide information on procedures for lighting fires, varieties of fires and their purpose; fire safety and basic camp cooking.

Explanation

Of all the regular camping activities, the one that generally gives the most difficulty is firelighting and cooking over a campfire. This need not be the case if a few simple principles are followed. This segment will allow participants to learn some helpful information that will assist in making Pathfinder outings and campouts safe and enjoyable.

C. CHURCH AND COMMUNITY MINISTRY

Course participants will attend seminar lectures on church and community ministry. Topics to be covered are:

1. Junior Youth Evangelism
2. Doctrine of Spiritual Gifts
3. Youth evangelism within the Pathfinder Club
4. Types of Outreach
5. Materials and Resources

Objective

To further develop the Pathfinder philosophy by explaining that Pathfinding needs to be evangelistic in nature. To enable the participant to be aware of the role importance of church ministry and community outreach within the Pathfinder program.

1. JUNIOR YOUTH EVANGELISM

- a. Definition and scope
- b. Purpose
- c. Gospel Commission

Objective

To create an awareness of the scope of Junior Evangelism and in so doing emphasise the importance of the acceptance of an evangelistic approach to Pathfinder Ministry.

Explanation

The basic Pathfinder philosophy requires that Pathfinder leaders:

- a. Help the youth to understand that the church loves them, cares for them and appreciates them. They should know that they are needed in its total program.
- b. Hold before the Pathfinders the destiny that God had planned for each of them and expand the knowledge of their part in the great plan of salvation which will make them want to live up to God's expectation for their lives.
- c. Train and organise the youth for active service. Teach them that witnessing to others is not a project to be engaged in once a week or once a month, but that it is a daily way of life.
- d. Work for the salvation of each individual Pathfinder.

2. DOCTRINE OF SPIRITUAL GIFTS

- a. Present the Doctrine of Spiritual Gifts.
- b. Allow participant to discover their own spiritual gifts.

Objective

To enable the Pathfinder leader to appreciate that all Pathfinders are different both in personality and talent and that God has a place in His work for each one.

Explanation

Each Pathfinder has natural talents and skills which are required, but God also gives spiritual gifts to each one. The Pathfinder leader not only needs to understand the biblical principles of the doctrine of spiritual gifts but should also have access to tools which will enable him to assist the Pathfinder to identify his own gifts and encourage him or her to use these in a way that not only give enjoyment but promote spiritual growth.

3. EVANGELISM WITHIN THE PATHFINDER CLUB

- a. Evangelism by the Pathfinder Club
- b. Evangelism by the Unit
- c. Evangelism by the Individual

Objective

To demonstrate and re-affirm the evangelistic potential of the Pathfinder Club.

4. TYPES OF OUTREACH

- a. Junior Voice of Youth
- b. Community Service
- c. Personal Witness
- d. Outreach Activity

Objective

To discover a variety of outreach methods and how to organise and operate these in a way suitable to Pathfinders.

Explanation

While there are endless possibilities of outreach and sharing, help and direction should be given to the leader to ensure that he is able to choose wisely the outreach activity best suited to the talents and capabilities of the club or individual. The timing and duration of the activities and the variety of options selected are of utmost importance. The Pathfinder must find enjoyment in the activity and through these experiences develop a lifestyle which accepts personal responsibility in fulfilling the gospel commission.

5. MATERIALS AND RESOURCES

Objective

To provide lists of resources, films, books and personnel to which the leader may have access in his or her local area or conference which will aid in the development of outreach activities in the Pathfinder Club.

Explanation

The Seminar leader will compile a current list of materials available locally to which the participant may have access.

D. CREATIVITY

Participants will:

- a. Discover the factors that lead to creative thinking.
- b. Develop an awareness of the value of creative thinking and how to apply it to all aspects of Pathfinder ministry.
- c. Learn the important principles that influence the successful introduction of any new idea, program or special feature to a group of people.

Objective

To develop an awareness of the value of creative thinking and how to apply it to all aspects of Pathfinder ministry.

Explanation

All of us have the ability to create new ideas. The problem is to understand and utilise the processes that allow us to do this most efficiently and effectively. Participants will have the opportunity during the conference organised seminar, to give study to this important factor of Pathfinder ministry.

E. DRILL AND MARCHING

Attend a conference sponsored one hour seminar on Advanced Drill and Marching Commands.

Objective

To demonstrate that participants have a clear understanding of advanced drill and marching commands and be able to satisfactorily execute these commands.

Explanation

The participants should be familiar with the teaching technique for:

- * Words of command
- * Drill at the halt
- * Drill on the march
- * Guidon Drill
- * Flag bearer drill (formation within the club)

F. OUTDOOR EDUCATION

This segment will be conducted in a bush setting, preferably in a campout situation over a weekend.

Objective

To raise the participants level of awareness and expertise in wilderness skills in the following areas:

- a. Basic Survival Skills
- b. Search and Rescue Procedures
- c. Nature Awareness and Ecology
- d. Map and Compass Technique

Explanation

- a. The participant is expected to learn and practice basic survival skills so that he can care for himself and others in the wilderness. He should also participate in practical sessions, including such activities as rock climbing and abseiling, river crossings, cross country trekking, using a map and compass and locating water, wild foods etc.
- b. The participant should study and discover the factors involved in search and rescue procedure by participating in simulated search and rescue activity.
- c. The participant should develop an awareness of nature's beauty, through observation, nature games and nature craft activity.

These principles should be learned in the field under the direction of a qualified naturalist who understands the principles of ecology and the Christian's obligation to honour property rights.

- d. The participant should learn and be able to demonstrate the fundamental techniques in map reading and the use of a compass in navigation. This should be experienced in a previously unknown area.

G. RECREATION

Participants will give study to the following:

1. Philosophy of Recreation
2. Types of and Guidelines for Christian Recreation
3. New Games and Sports.

1. PHILOSOPHY OF RECREATION

Objective

To expose the participant to the Adventist philosophy on recreation.

Explanation

This objective will be achieved through discussion on areas such as:

- a. Recreation as re-creation
- b. Recreation versus amusement
- c. Recreation as a lifestyle

2. TYPES OF AND GUIDELINES FOR CHRISTIAN RECREATION

Objective

To create an awareness of and a commitment to the Adventist standards of recreation.

Explanation

Participants will discuss:

- a. Scope and types of Christian recreation (hiking, camping, sport clubs etc)
- b. Tests and guidelines for recreation.

3. NEW GAMES AND SPORTS

Objective

To make the participant conscious of the need to discover, learn and use new games and sports.

Explanation

New games and sports will be explained and demonstrated to the participant by the seminar instructor.

B. OPTIONAL SKILLS

REQUIREMENT

During your involvement as a staff member in your local Pathfinder Club, select and complete any two of the following areas and demonstrate your practical skills in Pathfinding:

**Administration and Human Relations
Camping
Church and Community Ministry
Creativity
Drill and Marching
Outdoor Education
Recreation**

Objective

To provide opportunities for participants to practice and assess the development of their new skills in two selected areas of Pathfinding.

Explanation

This particular segment of the course will allow the Pathfinder Leadership Award participant to make a selection of two areas of Pathfinding and become involved in the practical application of some of the information they have studied in the two, ten hour seminars.

Evaluation

At the completion of the chosen segments, participants should ensure that the PLA Record Book has been signed by the district director or appointed supervisor.

ADMINISTRATION AND HUMAN RELATIONS

NB: Participants are required to do either requirement 1 or requirement 2.

REQUIREMENT 1

Outline and present to your District Director:

- a. A yearly program for your club**
- b. A schedule for teaching the total requirements of one Pathfinder class during the Pathfinder year.**

Objective

To demonstrate the ability of the participant to organise the local club's program for one year including the outline for teaching a Pathfinder curriculum.

Explanation

Participants are required to present a detailed outline of a club program for one Pathfinder year detailing all dates for regular club meetings, club outings, campouts, and investiture days as well as the annual conference events such as the fair, rally day and expedition. Detailed with this program should be a precise outline of each date set for covering the various aspects of class curriculum requirements leading to investiture for one of the Pathfinder classes the participant is involved in teaching.

REQUIREMENT 2

Lead a 30 minute group discussion with Teen Pathfinder class and report to a fellow staff member on your observations regarding the group dynamics that took place during the discussion.

Objective

To demonstrate the ability of the participant to understand and facilitate group interaction by responding appropriately to the group tasks and needs.

Explanation

Participants will need to select a class period for a teen Pathfinder Class and engage in a group discussion of the selected topic required by the curriculum. It is expected that participants will demonstrate their understanding of group dynamics and the role and function of group leaders learnt in section two of the Pathfinder Leadership Award.

CAMPING

REQUIREMENT 1

Write your own statement on philosophy of camping and present it to your district director or conference youth director.

Objective

To provide opportunity for participants to assess their personal view of the importance of camping ministries and to determine the role that it plays in the Pathfinder program.

Explanation

It is most important that Pathfinder club administration recognise the importance of having a coherent philosophy of camping. Camping plays an important and significant part of the club program, and campouts need to be carefully considered and planned in order to provide appropriate occasions for effective ministry.

REQUIREMENT 2

Learn and demonstrate four novelty fires in a campout situation.

Objective

To encourage course participants to develop an awareness of the value of having a collection of novel ideas for fires used in a campout setting.

Explanation

An element of surprise and variety is important in ministry to Pathfinders and fires used in a campout situation provide an effective medium for Pathfinder staff to give evidence of thought and planning in a program as well as providing occasions for making object lessons.

CHURCH AND COMMUNITY MINISTRY

REQUIREMENT 1

Lead a Pathfinder unit or club in at least one form of community outreach.

Objective

To involve the participant in the selection, organising and conducting of an outreach activity that is ideally suited to the individual talents and capabilities of the Pathfinder under his/her care.

Explanation

The participant may choose an outreach activity discussed and presented at an earlier seminar on Church and Community Ministry or may opt to design another activity better suited to his/her Pathfinders. Whichever activity is chosen, it must be done in consultation with the Pathfinders and after discussion and discovery of their spiritual gifts.

REQUIREMENT 2

Discover one's own spiritual gifts and confirm these by discussion with the church pastor, district director or conference youth ministries personnel.

Objective

To allow each participant to recognise their spiritual gifts and understand how these may be developed and utilised in ministry for the church.

Explanation

Above all, outreach must be enjoyed. This can be achieved far better when the type of activity engaged in is adapted to a person's own special talents. Self esteem and self worth are increased when they see their contribution is valuable to the work as a whole. It is possible the participant may want to attend a program to discover his/her spiritual gift. Contact the church pastor or conference lay activities leader for details.

CREATIVITY

REQUIREMENT 1

Introduce a new idea into your club and evaluate its effectiveness and acceptance.

Objective

To develop the participant's creative skill to formulate and present a new idea into their local Pathfinder program.

Explanation

Participants will need to give thought to the overall Pathfinder program and choose one area in which they would like to try something new.

For example it may be a different way of commencing the evening program within the club. A new way of advertising the club to the church or designing a different way of organising the club for Pathfinder Fair practice. The idea needs to be presented to the members of the Pathfinder club staff and a record made of their comments on its strengths and weaknesses.

REQUIREMENT 2

Teach three Pathfinder requirements using your own unique and creative resource material.

Objective

To develop the participant's creative teaching skills.

Explanation

From one of the six classes, Friend to Guide, select three requirements that you wish to present to the members of the class of your choice, using your own creative teaching methods. Check the Teen Teacher's Resource Manual or the Junior Teacher's Resource Manual for the content of requirements.

DRILL AND MARCHING

REQUIREMENT 1

Prepare and execute three x 10 minute marching demonstrations.

Objective

To provide participants with an opportunity for demonstrating their competence in leading a group in basic drill requirements, and testing their leadership skills in promoting enthusiasm and involvement.

Explanation

Participants will need to recognise the importance of reviewing and mastering the techniques for teaching basic positions, as all other drill requirements are dependent on these basics. Emphasis will need to be given to review - it's the secret for success in mastering close order drill. Remember - "practice makes perfect."

REQUIREMENT 2

Plan and conduct a church parade or march past.

Objective

To allow participants to become familiar with all the information and details for leading a Pathfinder Club in a church parade and an official march past.

Explanation

Participants will need to check with the appropriate personnel to arrange occasions for fulfilling this requirement. The local church pastor and elders will need to be familiar with your plans for a church parade. The Pathfinder Fair would be a suitable occasion for a march past. Check with the conference youth director or district director for details.

REQUIREMENT 3

At a Pathfinder campout, lead a unit in flag raising and flag lowering.

Objective

To provide participants with the opportunity to demonstrate their skills in leading a unit in flag ceremonies in a Pathfinder campout situation.

Explanation

Participants will need to:

- a. **Make necessary preparation of flags, poles and ropes.**
- b. **Acquaint the Pathfinders with marching procedure and instruct the colour guard in flag folding procedure.**

OUTDOOR EDUCATION

REQUIREMENT

Demonstrate your awareness of and expertise in outdoor wilderness skills by organising and directing for your club any of the following activities:

- a. Organise a simulated search and rescue event for a club in a campout situation.**
- b. Set up a nature activity suitable for your club to participate in on sabbath.**
- c. Conduct an orienteering event for your club. Provide for beginner and advanced level.**

Objective

To allow participants to demonstrate their outdoor wilderness skills by providing an outdoor activity at club level.

Explanation

Participants will need to assess the skills of the Pathfinder and choose one of the activities that will best suit the group and the over-all program. Participants will need to care for all the plans and details and ensure the activity is carried out in a safe manner.

If the nature activity is chosen, participants should include in the activity reference to unique specimens found in the area. The activity may also include reference to stories and texts from scripture that refer to nature.

RECREATION

During the participant's involvement as a staff member of the local Pathfinder Club, practical skills in Pathfinding should be demonstrated by completing:

Requirements 1(a) and (b)

OR

Requirements 2(a) and (b).

REQUIREMENT 1 (a)

Write five guidelines for participants choice of recreational activities.

Objective

To help the participant develop strong personal reasons for choosing types of recreation.

Explanation

This is to be done in the participant's own time and then submitted to the district director or conference youth director for approval. The submission must be in writing. Participants should elaborate on the reasons given for the guidelines chosen.

REQUIREMENT 1 (b)

Create and demonstrate at least one game to fulfil a Pathfinder class requirement.

Objective

To stimulate the participant's sense of creativity and to make practical application of that creativity.

Explanation

If the participant is teaching a class, the person should be encouraged to work on a requirement in the class being taught. If the participant is a director or deputy then a choice of class may be allowed, but the easiest requirement should not be chosen.

Careful planning should motivate the participant, not to merely demonstrate an idea to the instructor but actually substantiate the idea in a practical way in the club, where valid assessment should be made.

REQUIREMENT 2 (a)

Objective

Write a philosophy on recreation.

To bring to the participant an awareness of the reason for his or her choice of and attitude to recreation.

Explanation

This statement should be two pages in length and should be the participants personal statement not just a copy from resource materials.

REQUIREMENT 2 (b)

Develop a recreational program as part of your lifestyle.

Objective

To encourage the participant to take an active interest in some form of recreation as a life interest for both physical and mental health.

Explanation

The participant is to make a personal choice of some form of recreation that is in harmony with the Adventist philosophy of recreation and implement the program for at least 3 months and supply details to your district director. It may be sport such as tennis, squash or cricket. On the other hand the person might join a club or society such as photography or drama. The choice may be to go camping or orienteering or taking up a hobby like pottery, cane work or mechanics. The participant needs to have reasons for the choice and be aware of reasons for personal preference.

Where exercises are chosen the district director should seek an assessment of the progress in physical fitness made by the participant. If a hobby is chosen then the articles or photographs etc., should be shown to the district director for assessment.

Written reports should be given on camping and orienteering types of recreation.

C. FIRST AID

REQUIREMENT

Hold a current First Aid Certificate or its equivalent.

Objective

To ensure participants have a working knowledge of First Aid.

Explanation

The First Aid Certificate is valid for a period of three years. Participants will need to ensure that a previously earned First Aid Certificate is still current at the time of Investiture.

3. PERSONAL GROWTH

REQUIREMENT 1

Enrich your devotional lifestyle through one of the following:

- a. AY Bible Year (any translation)**
- b. Complete year one of the AY Encounter Series**
- c. Read Acts to Revelation. After studying any personality from these books, write a report of approximately 750 words OR give a ten minute talk on the contribution he or she makes to your understanding of effective leadership.**

Objective

To encourage participants to advance their personal growth and leadership skills by further developing their devotional lifestyle through a regular Bible reading program.

Explanation

Participants are to choose one of the three Bible reading suggestions and use it to enhance their current devotional program.

If 1(c) is chosen, participants will need to choose either to do a 750 word report or a ten-minute talk based on their reading. The report should be presented to either a district director or conference youth director. The ten-minute talk may be given at a Pathfinder executive committee meeting, or to the Pathfinders and staff as a part of a devotional segment.

REQUIREMENT 2

Select two of the following areas and read one book in each area:

- a. Leadership**
- b. Learning Process (Adolescent Development, Personal Skill, Personal Development).**
- c. Relationships/Communication**

Objective

To provide participants, opportunities to gain further information and insight in the areas of leadership, learning processes and communication and relationship skills.

Explanation

A leader's contribution to Pathfinderism will be further advanced by a greater understanding of the skills of leadership, learning processes, and the factors involved in developing effective communication and relationship skills.

Participants need to read a book for two of the three areas. The book should be of appropriate size and content, and participants may choose to write a summary for future reference.

REQUIREMENT 3

Prepare and present from available resource material a comprehensive 2-3 page (or audio-visual) timeline, outlining the major events in the history of the Seventh-day Adventist Church, paying particular attention to the history of the church in the South Pacific.

Objective

To allow participants the opportunity to strengthen their confidence in the ministry of the church by giving special study to Seventh-day Adventist church history, especially in the South Pacific region.

Explanation

Pathfinder leaders will have the opportunity to find personal and spiritual enrichment by having an understanding of the way the Seventh-day Adventist church was established, especially in the South Pacific region, and by presenting some of their knowledge to Pathfinders, staff or local church members on a selected occasion. Pathfinder Leadership Award participants may present their information by the use of a timeline or through the use of slide, cassette or similar audio-visual methods.

REQUIREMENT 4

Prepare ten creative Bible study outlines on major Bible doctrines and present two of them to any individual or group.

Objective

To encourage leaders to strengthen their personal commitment to the teachings of scripture through the preparation of selected Bible studies.

Explanation

This requirement invites the participant to not only prepare 10 Bible study outlines, but to do so with a creative touch. This suggests that thought will need to be given to a variety of ways of outlining the material. For example, participants may choose

to prepare a study outline on creation by using some symbol or object to denote each days creation, as well as an object or symbol of some kind to present the significant influences the creation has on the life of the Christian. Participants may choose to make use of collage, macrame, poster or paint, cardboard or computer.

Two of these Bible study outlines will need to be presented to an individual or group.

REQUIREMENT 5

<p>Be a baptised member of the Seventh-day Adventist church.</p>

Objective

To allow participants the opportunity to strengthen their personal and spiritual growth by a commitment to Jesus Christ through baptism.

Explanation

The Pathfinder leader who sets out to fulfil the requirements of the Pathfinder Leadership Award will be genuinely committed to leadership with the Adventist church program. It would therefore be appropriate that he/she be recognised as a committed member of the church.

The participant who commences the Pathfinder Leadership Award will need to have been baptised by the time of investiture for the Pathfinder Leadership Award.

4. EVALUATION

Receive a

written report from your club director (or district director if you are a Director), evaluating your total program over a period of six months and implement their recommendations prior to Investiture. Complete the self-evaluation forms provided and give them to the club director (or district director if you are a Club Director), or the conference youth director.

The PLA Record Book should be signed by the person receiving the report.

RECORD OF COMPLETION

Names of persons having completed the Pathfinder Leadership Award will be kept on file by the local conference youth director.

CREDENTIALS

Investiture is the initial recognition of the Pathfinder Leadership Award. Credentials will be issued by the conference and will be valid as long as the holder is actively involved as a Pathfinder club staff member or district director.

PLA credentials entitle the holder to:

- a. Continue on to the Advanced PLA.
- b. Conduct Investitures if requested.
- c. Verify the completion of requirements for Master Guide or PLA candidates.

PLA CREDENTIAL REVALIDATIONS

A person who holds the PLA may continue to hold valid credentials by being actively involved in a Pathfinder Club as a staff member, district director or conference youth director.

When the holder is not actively involved in Pathfinding for a period of three years his credentials lapse. He may revalidate his PLA credentials by completing any three of the following areas within one year.

- a. Complete a ten-hour seminar conducted by the conference.
- b. Complete at least 5 days of community service.
- c. Complete at least 7 days of Pathfinder camping.
- d. Attendance and active participation in a Pathfinder Club for at least six months.
- e. Participation in an Investiture program or Induction Ceremony.
- f. Organising or participating in a Voice of Youth Junior Evangelistic series, of the equivalent.

- g. Active participation in a conference sponsored Pathfinder event, eg Camporee, Fair or Parade.**

When re-activating credentials, the following procedures are to be followed:

- a. Apply to the conference for revalidation through the Pathfinder Director and the Club Executive Committee or where a club does not exist, through the church pastor.**
- b. Present the Pathfinder Leadership Record Book which indicates the completed requirements.**

The purpose of these credentials is to give recognition to those who through their training, are responsible for retaining a high standard of moral and physical excellence in the Pathfinder Club.

PATHFINDER LEADERSHIP AWARD

Assessment Form

This is not a test, but rather an instrument of evaluation. It is designed to engender growth rather than be a tool for criticism. The PLA candidate is to make a self-evaluation of his/her progress, strengths and weaknesses.

Section A of this form is also to be filled out by the Club Director/District Director, or other appropriate personnel to facilitate helpful discussion. If he feels that he has no basis for comment on any of the following issues he is free to leave that particular assessment blank.

SECTION A

I Rate the following on a scale of 1-5

KNOWLEDGE

Rate your (or the candidate's) present knowledge of the following areas studied in the PLA program.

	Poor	Average		V Good	
	1	2	3	4	5
1. Administration of PF Clubs					
2. Setting goals & planning PF programs					
3. Creative problem solving					
4. Teaching group discussions					
5. Effective PF discipline					
6. Planning PF campout					
7. Suitable outreach activities for PF					
8. Your own creativity					
9. PF drill & marching					
10. Basic survival skills					
11. Guidelines for Christian recreation					
12. Teaching a PF class					

ATTITUDE

Rate your (or the candidate's) attitude to leadership in the following areas:

	Poor	Average		V Good	
	1	2	3	4	5
1. Accepting responsibility					
2. Accepting advice and direction					
3. Reliability					
4. Commitment					
5. Enthusiasm					
6. Team Work					
7. Accomplishing assigned tasks					

SKILLS

Rate your (or the candidate's) skills in the following areas:

	Poor	Average		V Good	
	1	2	3	4	5
1. Interpersonal Skills					
a. Good listener					
b. Able to explain oneself well					
c. Personal relationships to PF's					
d. Personal relationship to staff					
e. Ability to resolve conflicts					
2. Group skills					
a. Teaching:					
i) Class preparation					
ii) Explaining things clearly					
iii) Motivating class towards achievement					
iv) Maintaining discipline					
b. Leadership:					
i) Organisation					
ii) Building unit team work					

II **List the three Pathfinder skills in which you are (or the candidate is) strongest:**

1.

2.

3.

III **List the three Pathfinder skills that you feel you need (or the candidate needs) to make improvement on:**

1.

2.

3.

SECTION B

I. **Write brief answers to the following questions:**

1. What have you learnt most from this course?

2. What did you learn most about yourself from this course?

II **After writing brief answers to the following questions tear off this section and forward to your local conference youth director.**

1. What did you feel you missed out on in this course?

2. How could the course be improved for you?

ADVANCED PATHFINDER LEADERSHIP AWARD REQUIREMENTS

1. IN-SERVICE TRAINING

2. NEW SKILLS DEVELOPMENT

3. SELF EVALUATION

ADVANCED PATHFINDER LEADERSHIP AWARD REQUIREMENTS

1. IN-SERVICE TRAINING

REQUIREMENT 1

Take responsibility as a Pathfinder staff member or district director for a minimum of one Pathfinder year.

REQUIREMENT 2

Be involved in teaching a Pathfinder class for at least five months.

2. NEW SKILLS DEVELOPMENT

Complete the requirements for any one of the following specialty areas:

- Administration and Human Relations
- Camping
- Church and Community Service
- Creativity
- Drill and Marching
- Outdoor Education
- Recreation

ADMINISTRATION AND HUMAN RELATIONS

REQUIREMENT 1

Participate in a ten-hour seminar organised by your local conference youth ministries office, specialising in:

- a. Club Administration
- b. Communication and Counselling Skills in Pathfinders
- c. Discovering Spiritual Gifts

REQUIREMENT 2

Present to your district director a detailed outline of your local Pathfinder club's current operation.

REQUIREMENT 3

Provide a comprehensive assessment of the strengths and weaknesses of your Pathfinder Club and its administrative procedures and policies.

REQUIREMENT 4

Develop a "Code of Discipline" for your local Pathfinder Club.

REQUIREMENT 5

1. Prepare a paper on:
 - a. Some new or unique aspect of administration or administrative procedures that will benefit a local Pathfinder club in its operation. OR
 - b. Christian leadership
- OR
2. Demonstrate the use of basic public speaking principles by preparing and presenting a fifteen minute talk on any subject of your choice, to the Pathfinder club or a local church meeting.

CAMPING

REQUIREMENT 1

Organise, plan and lead an assessment expedition in two of the following camps:

- a. Winter/cold
- b. Hiking
- c. Water

REQUIREMENT 2

Understand and complete all Pathfinder class (Friend to Guide) camping and advanced camping requirements.

REQUIREMENT 3

Give special study to the place of pioneering in the Pathfinder Ministry, and:

- a. Be able to construct four pieces of camp furniture, each having at least six knots or six lashings or combination of both.
- b. Design two incident courses of at least 10 different activities in each. Describe the purpose of each.
- c. Design and construct a suspension bridge to cover a distance of approximately 5 metres.

CHURCH AND COMMUNITY SERVICE

REQUIREMENT 1

Attend a seminar on Junior Youth Evangelism.

REQUIREMENT 2

Complete two of the following:

- a.
 - i) Develop an outreach program for a Pathfinder unit or club for one year.
 - ii) Be involved in a major Pathfinder outreach program as either a participant or organiser.
- b. Determine spiritual gifts of a group of Pathfinders and devise an outreach program adapted to these gifts.
- c. Write a 1000 word essay on Junior Evangelism.

CREATIVITY

REQUIREMENT 1

Visit a display, concert, or a similar activity, and make a special study of the ways in which people express their creativity. Using this study as a basis, prepare a report on the philosophy and value of creativity in Pathfinder ministry.

REQUIREMENT 2

Express your creativity in worship, at a church service, club meeting or campout using three different methods - eg Bible drama, puppets etc. Seek to involve as many members of your Pathfinder club as possible.

REQUIREMENT 3

Qualify for any Master Award by completing the requirements as outlined in the South Pacific Pathfinder Staff Manual - Honour section.

REQUIREMENT 4

Teach two crafts or arts and crafts honours to a class of Pathfinders.

REQUIREMENT 5

Present to your Pathfinder Club a personal expression of your own creative skills based on your current interests and abilities.

DRILL AND MARCHING

REQUIREMENT 1

Complete the Drill and Marching and Advanced Drill and Marching Honours, found in the Pathfinder Staff Manual Honour section.

REQUIREMENT 2

Organise and conduct on three separate occasions a 15 minute segment of club marching as based on Chapter 9 of the Drill segment of the Pathfinder Staff Manual.

REQUIREMENT 3

Design, organise and conduct a marching display, involving ten Pathfinders that would be acceptable as a demonstration at a Pathfinder Fair. The display is to be of 3 - 5 minutes duration.

REQUIREMENT 4

Do a study on the music appropriate for marching and understand appropriate civic flag procedures and protocol.

REQUIREMENT 5

Under the direction of the club Director/district director prepare a Pathfinder club for a civic parade.

OUTDOOR EDUCATION

On the participant's own personal initiative and under the direction of the conference youth director further develop your outdoor skills by completing three of the following: A & B being compulsory.

- A. Nature and Conservation
- B. Expedition
- C. Orienteering
- D. Search and Rescue

A. Nature and Conservation

1. Obtain the Zoology Master and the Environmental Conservation Honour and demonstrate your knowledge and enthusiasm for nature by taking a unit of Pathfinders on a field trip introducing them to the thrill of discovery in two areas of study. Eg birds, ferns, shells.
2. Study ten ways of collecting and displaying different nature specimens. Present to your club one such collection and display which you have personally made. Also present to your club the major conservation principles on specimen collecting applicable in your state.
3. Conduct a creative nature Sabbath program for a club in a campout situation.
4. List and identify 10 edible wild foods and five medicinal plants in your local area.
5. Develop a resource file of at least:
 - 5 Sabbath nature activities
 - 5 observation methods
 - 5 nature crafts that can be used by the Pathfinder club.

B. Expedition

1. Organise and conduct a 2 night assessment expedition for a party consisting of a minimum of 4 and no more than 8 people. Prepare a pre-log and submit it to a district director or conference appointed assessor prior to leaving on your expedition. Types of expeditions are back pack, canoe, snow etc.
2. Keep a log of this event and present it to a district director or conference appointed assessor. See Teen Teacher's Resource Manual, pp 359-364 for ways to present your pre log and expedition log.
3. Walk and be familiar with six different expedition routes suitable for use by a Pathfinder club unit. Compile a resource file that details the following information for each of these expeditions:
 - a. Map of area
 - b. Suggested schedule
 - c. Camp sites enroute (availability of water etc)
 - d. Points of interest
 - e. Toughness of terrain
 - f. Necessary equipment

C. Orienteering

1. Attend a conference organised training weekend when the basics of orienteering are taught. This must include night orienteering.
2. On four separate occasions, participate in an orienteering event organised either by a local orienteering club or conference.
3. Conduct an orienteering event for a Pathfinder Club, keeping in mind different ability levels of Pathfinders.
4. Develop a resource file of maps and courses of at least six orienteering events you have attended and/or conducted.

D. Search and Rescue

1. Develop a search and rescue procedure suitable for both club and unit expeditions and campouts. Instruct your clubs in these procedures and include in your instructions plans for the possible involvement of the local police and emergency services.
2. Have a current first aid and a basic life saving award.
3. Develop a personal resource file on procedures for:
 - a. Safety in the bush
 - b. Bush first aid
 - c. Rescue techniques
 - d. Bush, river, cave, snow rescue
4. Be aware of procedures for reporting Pathfinder accidents to your local conference for insurance purposes. Eg incident report.
5. Assist district director or conference youth director in conducting a light exercise in Search and Rescue for a leadership training weekend.
6. Make contact with your local civil defence or State Emergency Services and be familiar with the necessary procedures for their involvement with your Pathfinder club in case of emergency.

RECREATION

REQUIREMENT 1

Attend a conference sponsored seminar on recreation.

REQUIREMENT 2

Prepare an outline for the recreation segment of your regular club meetings for one full year and make a file of at least fifty games suitable for use at a club night or campout.

REQUIREMENT 3

Formulate and teach three recreational activities to help fulfil Pathfinder class requirements.

REQUIREMENT 4

Create three recreational activities suitable for use on Sabbath and lead a Pathfinder group in these activities.

REQUIREMENT 5

Write a statement outlining the Christian perspective on five problem areas of recreation.

REQUIREMENT 6

Complete three honours from the "Recreational Skills" segment, listed in the honours section of the Pathfinder Staff Manual.

REQUIREMENT 7

Write a report evaluating the recreational equipment currently used at your club and submit this report to your Pathfinder Club Executive Committee.

3. SELF EVALUATION

REQUIREMENT

Complete a self evaluation sheet and submit to your district director, conference youth director or appointed assessor.

ADVANCED PATHFINDER LEADERSHIP AWARD

This course is designed as an additional training unit for Pathfinder staff members and is open to all applicants meeting the course requirements and involved with Pathfinders.

The emphasis is on in-service training and active involvement in developing new skills are primarily to provide new experiences and to develop leadership skills.

Participants are required to complete this course within three years of commencement date and be at least 20 years of age when invested.

*district directors wishing to complete a section of the course may relate to any of the clubs in their district for the period of time they are working on the Advanced Pathfinder Leadership Award.

To provide opportunities for participants to develop specialty skills in any of seven skills areas offered through:

1. In-service training
2. New skills development

PREREQUISITE

Before investiture for the Advanced Pathfinder Leadership Award, participants will need to hold current Pathfinder Leadership Award credentials.

It should be noted that participants may not credit to this advanced award any work or in-service activities previously applied to the Master Guide or Pathfinder Leadership Award.

COURSE REQUIREMENTS

1. IN-SERVICE TRAINING

REQUIREMENT 1

Take responsibility as a Pathfinder staff member for a minimum of one Pathfinder year. During that time attend at least 75% of club meetings.

Objective

To encourage the person who has a Pathfinder Leadership Award to use the skills developed in the service of Christ through ministry to Pathfinders.

Explanation

The participant must have office as a staff member for a local Pathfinder club.

REQUIREMENT 2

Be involved in teaching a Pathfinder class for at least five months.

Objective

To enable the participant to utilise and sharpen his teaching and relationship skills and also to keep updated with class requirements.

Explanation

The participant is not asked to complete a class for investiture, only to teach it.

2. NEW SKILLS DEVELOPMENT

REQUIREMENT

Complete the requirements for any one of the following specialty areas:

- A. Administration and Human Relations**
- B. Camping**
- C. Church and Community Ministry**
- D. Creativity**
- E. Drill and Marching**
- F. Outdoor Education**
- G. Recreation**

Objective

To provide the participant with the opportunity of developing knowledge and skills that will enable him to become a specialist in any one of the seven areas.

Explanation

To attain these specialty areas the participant will need to work closely with local conference youth director or district director.

Some areas require attendance at conference organised seminars while others are practical requirements to be fulfilled by the individual alone. Evidence of the fulfilment of these latter requirements will need to be given to your district director or the conference youth director as indicated by the evaluation statement of that specialty area.

District Directors wishing to complete a section of the course may relate to any of the clubs in their district for the period of time they are working on the Advanced Pathfinder Leadership Award.

It is important to understand that while the participant need only complete one specialty area to attain his Advance Pathfinder Leadership Award, we encourage the pursuit of several if not all of these specialty areas over a period of time so that the person is continually growing in leadership skills.

ADMINISTRATION AND HUMAN RELATIONS

REQUIREMENT 1

Participate in a ten-hour seminar organised by your local conference youth ministries office, specialising in:

- A. Club Administration**
- B. Communication and Counselling Skills in Pathfinders**
- C. Discovering Spiritual Gifts**

Objectives

- a. To develop a comprehensive understanding of how to efficiently administer a local Pathfinder Club.
- b. To create an adequate understanding of the specific skills needed for communicating with and counselling Pathfinders.
- c. To personally discover one's own spiritual gifts and how to use them effectively in Pathfinder Ministry.

Explanation

The ten-hour seminar that participants are required to attend should give adequate attention to the following:

- a. Administration in the local Pathfinder Club
 - * The club constitution
 - * Organisational procedures
 - * How to prepare a Pathfinder club budget
 - * Club fund raising
 - * Club advertising and Public Relations
 - * Club insurance
- b. Communication and Counselling Skills
 - * Dealing with peer pressure in the clubs
 - * Counselling with adolescent Pathfinders experiencing identity crisis
 - * Counselling with parents of Pathfinder members
 - * Public speaking
- c. Discovering Spiritual gifts
 - * Biblical basis
 - * Spiritual Gifts Inventory

REQUIREMENT 2

Present to your district director a detailed outline of your local Pathfinder club's current operation.

Objective

To facilitate the active involvement of course participants in the total administrative details of their own Pathfinder club.

Explanation

Participants are required to prepare and present to their district director a comprehensive outline of your local Pathfinder Club's current operation by giving attention to:

- a. The yearly program - highlighting each meeting (weekly, bi-monthly, conference etc.)
- b. Current club budget and fund raising program
- c. Staff responsibilities for the current year
- d. Completed class progress and record chart
- e. Detailed equipment inventory
- f. Completed conference reports for the current Pathfinder year.

REQUIREMENT 3

Provide a comprehensive assessment of the strengths and weaknesses of your Pathfinder Club and its administrative procedures and policies.

Objective

To enable participants to demonstrate their ability to effectively analyse and assess the administrative operations of a Pathfinder club and to provide suggestions on how its operation could be improved.

Explanation

Based on personal observations, participants are to use their own initiative to compile a detailed assessment of their own local Pathfinder club and its current operation and present this report to the local conference youth director for discussion and evaluation. It is required that participants will examine the following areas of the club's operation, stating how they rate the effectiveness of the club's programming, procedures and policies.

- a. **Administrative Policies and Procedures**
 - * Committee functions and responsibilities
 - * Membership rules
 - * Uniform requirements
 - * Inspection procedures
 - * Code of discipline
 - * Staff relationships and responsibilities
 - Clearly understand job descriptions
 - Intra-club communications
 - Club cohesion
 - * Financial policies
 - * Insurance policies
 - * Management of club meeting facilities
 - * Completion of class requirements and investiture procedures
- b. **Unit management and cohesion**
- c. **Relationships to parents/church members/church board**
- d. **Club drill and marching standards**
- e. **Evaluation of Clubs yearly program**
- f. **Transportation needs**

NB This requirement is in no way designed to encourage participants to engage in an attack on fellow staff members or become involved in club politics. It is designed as an exercise to benefit the participant in the development of administrative skills involving assessment, evaluation and future development of the club program and operation.

REQUIREMENT 4

Develop a "Code of Discipline" for your local Pathfinder Club.

Objective

To develop a concise statement of the club rules and regulations and to facilitate the development of an agreed course of action in dealing with infringements by club members.

Explanation

Participants are required to formalise their own "Code of Discipline" by taking into consideration the following areas of concern.

- a. **Club Rules and Regulations**
- b. **Inappropriate and Punishable Behaviours**
- c. **Discipline Procedures**

REQUIREMENT 5

Complete either A or B or C:

- A. Prepare a paper on some new or unique aspect of administration or administrative procedures that will benefit a local Pathfinder club in its operation.**
- OR**
- B. Prepare a paper on Christian leadership.**
- OR**
- C. Demonstrate the use of basic public speaking principles by preparing and presenting a fifteen minute talk on any subject of your choice, to the Pathfinder club or a local church meeting.**

Objective

To enable course participants to express creative or innovative ideas that may have evolved as a result of their pursuit of the Advanced Pathfinder Leadership Award in Administration and Human Relations.

Explanation

Participants are required to use their own creativity and spiritual gifts to utilize skills and give expression to ideas that may benefit, improve or further develop local church Pathfinder ministry and their participation in that ministry.

CAMPING

REQUIREMENT 1

Organise, plan and lead an assessment expedition in two of the following camps:

- a. Winter/cold**
- b. Hiking**
- c. Water**

Objective

To offer participants occasions for assessing and improving their camping skills and gaining further knowledge about equipment, conditions and situations relevant to camping programs in different areas.

Explanation

Participants will be expected to develop a broad knowledge of camping and the skills necessary to make camping safe, enjoyable and educational. Each participant will need to choose two of the three camp-types listed and arrange the camping trips under the care of the conference youth director or his chosen representative. Camp trips will need to be properly planned and carried out and pre-trip and trip logs will be required.

REQUIREMENT 2

Understand and complete all Pathfinder class (Friend to Guide) camping and advanced camping requirements.

Objective

To familiarise course participants with the camping requirements to be fulfilled by the Pathfinder in the classes Friend to Guide.

Explanation

This requirement is to ensure that a person specialising in camping, understands the information in the camping and advanced camping segments of the Pathfinder classes and will be able to satisfactorily lead out in teaching these requirements.

Participants will be expected to work through the requirements and demonstrate their fulfilment of the requirement either by report or demonstration. The participants will not be required to go on the overnight campouts as required in some classes, but will need to demonstrate or report on their knowledge of any specific information that is required to be given study on overnight trips (eg Companion Camping Requirement No 2).

REQUIREMENT 3

Give special study to the place of pioneering in the Pathfinder Ministry, and:

- A. Be able to construct four pieces of camp furniture, each having at least six knots or six lashings or combination of both.**
- B. Design two incident courses of at least 10 different activities in each. Describe the purpose of each.**
- C. Design and construct a suspension bridge to cover a distance of approximately 5 metres.**

Objective

To give participants an opportunity to discover and improve their skills in pioneering, and a chance to assess the value of these skills and their use in the Pathfinder camping situation.

Explanation

A knowledge of pioneering can be invaluable in camping situations. Regular camping program as well as emergency situations demand an understanding of basic pioneering and participants will be able to learn and cultivate the skills of building and construction in a camping program.

CHURCH AND COMMUNITY MINISTRY

REQUIREMENT 1

Attend a seminar on Junior Youth Evangelism.

Objective

To enable the participant to understand the dynamics of junior evangelism. To prepare the participant to work more fully for the salvation of his own Pathfinders as well as being able to organise them into outreach within the community.

Evaluation

The participant should attend at least eight hours of seminar training on Junior Youth Evangelism sponsored by the conference youth director. At least three hours of this should be detailed training on how to run at least one style of specific outreach, eg Junior Voice of Youth.

Subjects covered would include the following:

1. What is Junior Youth Evangelism?
2. Youth Evangelism in the Pathfinder Club
3. The Development of the 10-15 year old
4. Basis of Decision Making
5. Baptism
6. Determining and Developing Spiritual Gifts in Pathfinders
7. Involving the Pathfinders in Outreach
8. Training and Resources
9. Outreach Planning and Organisation

COURSE DETAILS

1. WHAT IS JUNIOR YOUTH EVANGELISM?

- a. Definition and scope
- b. Purpose
- c. Gospel Commission

Objective

To create an awareness of the scope of Junior Youth Evangelism and in so doing, emphasize the importance of the acceptance of an evangelistic approach to Pathfinder ministry.

2. YOUTH EVANGELISM IN THE PATHFINDER CLUB

- a. Pathfinder Club evangelistic in nature
- b. Inreach evangelism
- c. Outreach evangelism
 - * by club
 - * by unit
 - * By individual

Objective

To demonstrate and re-affirm the evangelistic potential of the Pathfinder Club.

3. DEVELOPMENT OF THE 10-15 YEAR OLD

- a. Physically
- b. Mentally
- c. Socially
- d. Spiritually

Objective

To enable the participant to become aware of the peak times of spiritual awareness of a Pathfinder through the study and development of a 10-15 year old.

4. BASIS OF DECISION MAKING

- a. Factors influencing spiritual decisions
- b. Relevance of Kolberg's theory of moral development as it relates to spiritual decisions of 10-15 year old.

Objective

To analyse the basis of decision making of a growing 10-15 year old in order to, in the best way influence the Pathfinder spiritually.

5. BAPTISM

- a. Attitude towards baptism by:
 - * the church
 - * the pastor
 - * the parents
 - * the Pathfinder
- b. Presenting baptism to a Pathfinder

Objective

To allow the participants to give study to the various attitudes to baptism in order to:

- a. Discover its proper perspective
- b. Discover the best ways to present the teaching to the Pathfinders so that they see it as a relevant and desirable step.

6. DETERMINING AND DEVELOPING SPIRITUAL GIFTS IN PATHFINDERS

- a. Doctrine of spiritual gifts
- b. Recognition of individual gifts
- c. Necessity of outreach tailored to individual talents and capabilities
- d. How to design outreach to individual need

Objective

To help the participant to determine the spiritual gifts of their Pathfinders and assist in providing creative ways to utilise those gifts in outreach.

7. INVOLVING PATHFINDERS IN OUTREACH

- a. Purpose and motivation
- b. Involvement - a necessity for spiritual growth
- c. Relevancy of both the type of involvement and outreach to the individual

Objective

To ensure that the participant fully understands the reason and motivation for a Pathfinder's personal involvement in witnessing.

8. TRAINING AND RESOURCES

- a. Community ministry - types of outreach activities
- b. Training session - Junior Voice of Youth
 - * What is a Junior Voice of Youth
 - * Materials available
 - * Before it starts - countdown to success
 - * The meetings
 - * Follow-up
- c. Materials and Resources for outreach

Objective

To provide the participant with specific training to conduct a Junior Voice of Youth as well as providing information for other types of outreach activities.

9. OUTREACH PLANNING AND ORGANISATION

- a. Within the club
- b. Co-operating with
 - * The church
 - * The pastor
 - * The conference

Objective

To give the participant step by step planning guidelines for smooth and successful operation of outreach activities.

REQUIREMENT 2

Complete TWO of the following:

- A. Develop an outreach program for a Pathfinder unit or club for one year.
- B. Be involved in a major Pathfinder outreach program as either a participant or organiser.
- C. Determine spiritual gifts of a group of Pathfinders and devise an outreach program adapted to these gifts.
- D. Write a 1000 word essay on Junior Evangelism.

Objective

To give the participant opportunity to utilise his knowledge and understanding of Junior Evangelism by practical application within the Pathfinder club.

Explanation

- a. Ideally the participant should not only devise a program of outreach but also have the opportunity to implement it as well, and by consultation with the club director may also be able to fill the duties of Pathfinder chaplain for this year, although this is not essential. If unable to implement, a full written detail of proposal and steps of organisation should be submitted to the Pathfinder district director or conference youth director for discussion and approval.
- b. By a major outreach program, it is understood that this would mean an activity involving a Pathfinder club or majority of Pathfinder members over a period of weeks, eg Junior Voice of Youth.
- c. Written detail should be provided of the method used to determine spiritual gifts of Pathfinders. Profiles and case histories need to be supplied together with outlines of suggested outreach activities. Details need to be presented to the Pathfinder district director or the conference youth director for discussion and comment.

CREATIVITY

REQUIREMENT 1

Visit a display, concert, or a similar activity, and make a special study of the ways in which people express their creativity. Using this study as a basis, prepare a report on the philosophy and value of creativity in Pathfinder ministry.

Objective

To provide opportunities for participants to make discoveries about the way creativity is expressed in a variety of forms, and to transfer this information into ideas for creative activity in Pathfinder ministry.

Explanation

Creativity is a highly individualised process that varies greatly from person to person. Although this process has existed since the dawn of humanity, no one can explain exactly how it works. Creativity actually depends on one's ability to notice significant similarities in different ideas, events or physical phenomena.

By studying different ways in which creativity can be expressed, participants will develop their ability to create ways of presenting a requirement or idea in a new and refreshing manner.

Include in your report questions that would promote discussion on the topic. Submit this report to your conference youth director for possible study at a conference in-service training weekend.

REQUIREMENT 2

Express your creativity in worship, at a church service, club meeting or campout using three different methods - eg Bible drama, puppets etc. Seek to involve as many members of your Pathfinder club as possible.

Objective

To allow participants to develop their creative skills involving a group of people in a worship setting.

Explanation

The involvement of a group of people in creative worship enlarges the scope of increased creativity through the infusion of new ideas and methods of presentation. This requirement has been designed to assist participants in developing the leadership skill of getting other people involved in working on a creative idea of their own.

Contact your conference youth director for resource material in Bible drama plays, charades, skits, puppet ministry and visual aids.

REQUIREMENT 3

Qualify for any Master Award by completing the requirements as outlined in the South Pacific Pathfinder Staff Manual - Honour section.

Objective

To develop the participants creative skills through the completion of seven honours in any one of the Master Award sections.

Explanation

The honour requirements for each of the ten Master Awards are as follows:

Aquatic Master	Core: Canoeing, Lifesaving, Snorkelling. Plus any four of the following Honours: Power Boating, Rowing, Scuba Diving, Sailing, Springboard Diving, Swimming, Water-Skiing.
Artisan Master	Any seven Honours in Arts and Crafts.
Conservation Master	Core: Ecology, Environmental Conservation, Geology. Plus any four of the following Honours: Ecology-Advanced, Fossils, Geology-Advanced, Marine Algae, Rocks and Minerals, Sand.
Farming Master	Core: Agriculture. Plus any six Honours in Primary Industries.
Homemaking Master	Core: Cooking, Housekeeping, Laundering. Plus any four of the following Honours: Baking, Basic Sewing, Dressmaking, Flower Arranging, House Plants, Preserving, Tailoring.

Naturalist-Botany Master Core: Flowers, House Plants, Shrubs, Trees.
Plus any four of the following Honours:
Cacti, Ferns, Fungi, Grasses, Lichens, Liverworts and Mosses, Marine Algae, Orchids, Seeds.

Sportsman Master Core: Physical Fitness.
Plus any six of the following Honours:
Abseiling, Archery, Caving, Cycling, Horsemanship, Rock Climbing, Skiing-Snow, Track and Field, Tumbling and Balancing.

Technician Master Any seven Honours in Technics.

Wilderness Master Core: Campcraft, Fire Building & Camp Cookery, Hiking, Map and Compass.
Plus any three of the following Honours:
Animal Tracking, Edible Wild Plants, Knot Tying, Pioneering, Weather-Advanced, Wilderness Leadership, Wilderness Living, Winter Camping.

Witnessing Master Core: Christian Storytelling, Junior Witness, Temperance.
Plus any other four Honours in Outreach.

Zoology Master Core: Birds, Insects, Mammals, Marine Invertebrates.
Plus any three of the following Honours:
Amphibians, Bird Pets, Cats, Dogs, Dog Care and Training, Domestic Animals, Fishes, Moths and Butterflies, Poultry, Reptiles, Shells, Spiders.

It is recommended that a project book be developed for each honour completed so that the honour can then be taught to the Pathfinders.

REQUIREMENT 4

<p>Teach two crafts or arts and crafts honours to a class of Pathfinders.</p>

Objective

To develop participant's ability to present crafts in a creative teaching style.

Explanation

This requirement allows scope for the introduction of crafts that are not mentioned in the list of Pathfinders Honours. There are many exciting crafts available today, and participants are invited to explore the possibilities of presenting some of these to their Pathfinder club members.

The requirements for all honours are found in the honours section of South Pacific Pathfinder Staff Manual. Notes of specific honours may be available from your conference youth ministries office. Craft books are available at public libraries and at craft shops.

Make the teaching of these crafts as interesting as possible. Where possible visit an actual location or use visuals to generate interest and expertise in craft skill.

REQUIREMENT 5

Present to your Pathfinder club a personal expression of your own creative skills based on your current interests and abilities.

Objective

To give participants the opportunity to share with the club members details and examples of some personal area of creative interest.

Explanation

This particular requirement is designed to help the participant to become aware of the value of their creative skills in local Pathfinder club ministry. The participant also has an opportunity to encourage involvement by the club members in his/her particular hobby or interest and assess the impact of the contribution made to the club members.

DRILL & MARCHING

REQUIREMENT 1

Complete Drill and Marching and Advanced Drill and Marching requirements as listed on pages 5 and 6 of Part 2 of the South Pacific Pathfinder Staff Manual.

Objective

To develop participant's skills and competency in Drill and Marching.

REQUIREMENT 2

Organise and conduct on three separate occasions a 15 minute segment of club marching as based on Chapter 9 of Part 2 of the South Pacific Pathfinder Staff Manual.

Objective

To allow participants to demonstrate their skills in commanding a club in controlled marching.

Explanation

This requirement would be completed best in a large area eg sports ground, oval or on a campout situation. A large area will allow for more flexibility and help avoid the confusion that is so often associated with lack of space.

REQUIREMENT 3

Design, organise and conduct a marching display, involving a minimum of four to nine Pathfinders that would be acceptable as a demonstration at a Pathfinder Fair. The display is to be of three to five minutes duration.

Objective

To allow participants the chance to experience the enjoyment of figure marching, and to develop creative approaches to marching techniques.

Explanation

Participants will need to check with the Club Director and arrange extra time for practice and training outside club commitments.

REQUIREMENT 4

Do a study on the music appropriate for marching and understand appropriate civic flag procedures and protocol.

Objective

To encourage participants to develop a greater understanding of the music requirements for marching, and the requirements for platform procedures on civic occasions.

Explanation

Participants will need to be aware of the details of music suitable for marching, and the official requirements for special occasions. Information may be sought from brass band conductors for appropriate marching music; Civic Council officers for public

meeting procedures; police department for rules and regulations relative to marching in the streets.

REQUIREMENT 5

Under the direction of the Club Director/District Director prepare a Pathfinder Club for a civic parade.

Objective

To allow participants to demonstrate their understanding of the material and information required for the completion of requirement 4.

Explanation

Participants will need to discuss with the club staff and members:

- * The parade route
- * Civic regulations
- * Flag protocol
- * Music arrangement
- * Pathfinder club uniformity of dress
- * Transportation of club members
- * The challenge of community witness
- * Any other aspects that may apply to the parade

OUTDOOR EDUCATION

REQUIREMENT

On the participant's own personal initiative and under the direction of the conference youth director, further develop your outdoor skills by completing three of the following: A & B being compulsory.

- A. Nature and Conservation**
- B. Expedition**
- C. Orienteering**
- D. Search and Rescue**

Objective

To enable participants to develop specialised skills in three areas of outdoor education.

A. NATURE AND CONSERVATION

Explanation

- 1. Obtain the Zoology Master and the Environmental Conservation Honour and demonstrate your knowledge and enthusiasm for nature by taking a unit of Pathfinders on a field trip introducing them to the thrill of discovery in two areas of study. Eg birds, ferns, shells.**
- 2. Study ten ways of collecting and displaying different nature specimens. Present to your club one such collection and display which you have personally made. Also present to your club the major conservation principles on specimen collecting applicable in your state.**
- 3. Conduct a creative nature Sabbath program for a club in a campout situation.**
- 4. List and identify 10 edible wild foods and five medicinal plants in your local area.**
- 5. Develop a resource file of at least:
5 Sabbath nature activities
5 observation methods
5 nature crafts that can be used by the Pathfinder club**

B. EXPEDITION

Explanation

1. Organise and conduct a 2 night assessment expedition for a party consisting of a minimum of 4 and no more than 8 people. Prepare a pre-log and submit it to a district director or conference appointed assessor prior to leaving on your expedition. Types of expeditions are back pack, canoe, snow etc.
2. Keep a log of this event and present it to a district director or conference appointed assessor. See Teen Teachers's Resource Manual, pp 359-364 for ways to present your pre log and expedition log.
3. Walk and be familiar with six different expedition routes suitable for use by a Pathfinder club unit. Compile a resource file that details the following information for each of these expeditions:
 - a. Map of area
 - b. Suggested schedule
 - c. Camp sites enroute (availability of water etc)
 - d. Points of interest
 - e. Toughness of terrain
 - f. Necessary equipment

C. ORIENTEERING

Explanation

1. Attend a conference organised training weekend when the basics of orienteering are taught. This must include night orienteering.
2. On four separate occasions, participate in an orienteering event organised either by a local orienteering club or conference.
3. Conduct an orienteering event for a Pathfinder Club, keeping in mind different ability levels of Pathfinders.
4. Develop a resource file of maps and courses of at least six orienteering events you have attended and/or conducted.

D. SEARCH AND RESCUE

Explanation

1. Develop a search and rescue procedure suitable for both club and unit expeditions and campouts. Instruct your clubs in these procedures and include in your instructions plans for the possible involvement of the local police and emergency services.

2. Have a current first aid and a basic life saving award.
3. Develop a personal resource file on procedures for:
 - a. Safety in the bush
 - b. Bush first aid
 - c. Rescue techniques
 - d. Bush, river, cave, snow rescue
4. Be aware of procedures for reporting Pathfinder accidents to your local conference for insurance purposes. Eg incident report.
5. Assist district director or conference youth director in conducting a light exercise in Search and Rescue for a leadership training week-end.
6. Make contact with your local civil defence or State Emergency Services and be familiar with the necessary procedures for their involvement with your Pathfinder club in case of emergency.

RECREATION

REQUIREMENT 1

Attend a conference sponsored seminar on recreation.

Objectives

1. To expose the participant to the Adventist philosophy of recreation.
2. To provide the participant experience in a greater awareness of new games.
3. To help the participant learn how to effectively control people during periods of recreation.
4. To expose the participant to reasons why certain areas of recreation are inappropriate to Adventists.
5. To create an awareness of the participants responsibility for the safety of Pathfinders during recreation.

REQUIREMENT 2

Prepare an outline for the recreation segment of your regular club meetings for one full year and make a file of at least fifty games suitable for use at a club night or campout.

Objective

To provide an opportunity for the participant to develop a file of games suitable for use by a Pathfinder club on any occasion.

Explanation

The file of games should include games suitable for large indoor, outdoor, group, individual, team, quiet, active etc.

For each game, list equipment needed, suitable age group, numbers involved, skills developed, requirements and dangers involved. As the participant prepares this material the details to watch for should be: variety, non repetition, sufficient for time allocated and extra games for emergencies.

This is to be the participant's own work and cannot be used to fulfil requirements 3 or 4.

REQUIREMENT 3

Formulate and teach three recreational activities to help fulfil Pathfinder class requirements.

Objective

To encourage the participant in the area of creative thinking.

Explanation

This is personal work by the participant but the teaching of the recreational activities should take place on a club night or campout and should be planned in consultation with the club Director and staff. The activity need not be completely new but could be an adaption of a known activity adjusted to meet a Pathfinder requirement. Areas to be especially considered could be nature, knots, first aid and Bible memory work.

REQUIREMENT 4

Create three recreational activities suitable for use on Sabbath and lead a Pathfinder group in these activities.

Objective

To encourage the participant in creative thinking as well as to encourage him to plan for bright, active Sabbaths for the Pathfinders.

Explanation

This requirement must be in addition to Requirement 3. Major areas would probably be nature and Bible memory work or Church Heritage. These activities DO NOT have to meet a class requirement.

REQUIREMENT 5

Write a statement outlining the Christian perspective on five problem areas of recreation.

Objective

To allow the participant an opportunity to develop personal reasons that are appropriate for non-participation or selective participation in certain areas of recreation.

Explanation

This statement should be the participants own work rather than a compilation of quotations. However, quotations to support one's idea may be used. Some of the problem areas could be movies, television, dancing, music, reading or videos.

REQUIREMENT 6

Complete three honours from the "Recreational Skills" segment in the Honour Section of the South Pacific Pathfinder STaff Manual, Section 3.

Objective

To provide opportunities for broadening the participant's expertise in specialised areas of recreation.

Explanation

These honours should be ones not previously done unless you already hold an Aquatic Master or Sportsman Master. Recreational honours are listed at the front of Section 3 of the South Pacific Pathfinder Staff Manual. Once you select your honours the requirements can be found by looking up the index at the back of Section 3. There are no exams, as the completion of the requirements fulfills the honour.

REQUIREMENT 7

Write a report evaluating the recreational equipment currently used at your club and submit this report to your Pathfinder Club Executive Committee.

Objective

To provide an opportunity for the participant to assess the condition and suitability of the recreational equipment of the local Pathfinder club.

Explanation

This report should cover equipment available, age, condition, safety factor of equipment and suitability to age group.

3. SELF EVALUATION

REQUIREMENT

Complete a self evaluation sheet and submit to your district director, conference youth director or appointed assessor.

The following is an outline of headings you would need to consider when compiling your self evaluation report.

Self Evaluation Checklist

Teaching Performance

Knowledge of subject
Logical presentation of material
Use of instructional aids
Use of curriculum materials
Class response to lesson
Lesson objective material

Personal Qualities

Ability to control class
Positive rapport
Attitude toward pupils
Emotional stability
Enthusiasm in presentation
Promptness in appointments

SELF EVALUATION SHEET

ADVANCED PATHFINDER LEADERSHIP AWARD

This is not a test, but rather an instrument of evaluation. It is designed to engender growth rather than be a tool for criticism. The APLA candidate is to make a self-evaluation of his/her progress, strengths and weaknesses.

Section A of this form is also to be filled out by the Club Director/District Director, or other appropriate personnel to facilitate helpful discussion. If he feels that he has no basis for comment on any of the following issues he is free to leave that particular assessment blank.

SECTION A

I Rate the following on a scale of 1-5

Rate your (or the candidate's) present performance in the following areas studied in the APLA program.

TEACHING PERFORMANCE

Knowledge of subject

Logical presentation of material

Use of instructional aids

Use of curriculum materials

Class response to lesson

Lesson objective material

Other (specify) _____

Poor Average V Good
1 2 3 4 5

PERSONAL QUALITIES

Ability to control class

Positive rapport

Attitude toward pupils

Emotional stability

Enthusiasm in presentation

Promptness in appointments

Poor Average V Good
1 2 3 4 5

II **List the three Pathfinder skills in which you are (or the candidate is) strongest:**

1.

2.

3.

III **List the three Pathfinder skills that you feel you need (or the candidate needs) to make improvement on:**

1.

2.

3.

SECTION B

I. **Write brief answers to the following questions:**

1. **What have you learnt most from this course?**

2. **What did you learn most about yourself from this course?**

II **After writing brief answers to the following questions tear off this section and forward to your local conference youth director.**

1. **What did you feel you missed out on in this course?**

2. **How could the course be improved for you?**
