

# ACTIVITIES BASED PATHFINDER PROGRAM CURRICULUM REVISION

**November 2004  
EFFECTIVE FROM JANUARY 2005**

## **Background**

The Activities-based curriculum of the Pathfinder Program has been used by the majority of clubs throughout the AUC and NZPUC for approximately 5 years with some conferences moving entirely onto the new program.

As some Pathfinder and District Directors have noticed that there is a subtle decline in the skill levels of pathfinders in outdoor events, AUC Youth Directors have asked that this matter be addressed by the Southern Region Youth Ministries Committee, the peak Youth and Pathfinder Committee for the AUC and NZPUC.

This committee commissioned a small working group to look into this matter and suggest revisions and changes where necessary. Their results are as follows

## **CURRICULUM REVISION**

To make sure that Pathfinders are presented with a balanced program in all areas, Pathfinder Directors and Level Instructors are to note the following.

1. Pathfinders currently have to complete 40 hours of Pursuits in order to be invested. 8 hours from each of the 4 Pathways and 8 hours free choice from any of the Pathways.
2. Commencing January of 2005 the following curriculum revisions will apply.
  - a. Of the 8 hours of Pursuits chosen from each Pathway, 2 hours must be spent in completing the Core Pursuits from each of the Pathways while the remaining 6 hours can be chosen by leaders provided they comply with the grid listed on the 2<sup>ND</sup> point in notes listed on page 3.
  - b. The following tables list the Core Pursuits which are to be completed from each Pathway with the given time as well as the Pathway sublist.

### **PATHWAY: GOD**

	<b>Year One.</b>			<b>Year Two</b>	
	<b>Level One. Friends</b>			<b>Companions</b>	
W	Jigsaw	.30	FD	Pondering Prayer	1.00
H	Safe Passage	2.00	SK	Memory Mayhem	1.00
	<b>Level Two, Explorers</b>			<b>Rangers</b>	
FD	God Pictures	1.00	FD	Guide-book Guide	1.00
FD	Free Pass	1.00	SK	Memory Mayhem 1	1.00
	<b>Level Three, Voyagers</b>			<b>Guides</b>	
FD	Project: Faithtalk	1.00	FD	Testimony	1.00
FD	Bottom Line Christianity 1	.45	SK	The Book	1.00

**PATHWAY: SELF**

Year One			Year Two		
<b>Level One. Friends</b>			<b>Companions</b>		
FSE	In-vested	.45	GV	Pledged on the Inside	1.00
GV	Pursuit No One	1.00	FSE	Put Downs Put-downs	1.00
<b>Level Two. Explorers</b>			<b>Rangers</b>		
FSE	An Angry Workshop	1.30	HL	Drink-up Showdown	1.00
FSE	Mirror Mirror on the Wall	.45	GV	Ready Set Grow	1.00
<b>Level Three. Voyagers</b>			<b>Guides</b>		
CPS	Kid Kapers	1.30	FSE	Depression Set Up	1.30
FSE	Me: Inside out	.45	FSE	The Journey	1.00

**PATHWAY: COMMUNITY**

Year One			Year Two		
<b>Level One. Friends</b>			<b>Companions</b>		
C	March 2,3,4	.30	S	Easter Message	1.00
S	Project Delight	1.30	C	Our Flag	1.30
<b>Level Two. Explorers</b>			<b>Rangers</b>		
S	Adopt-a-SM	1.00	CC	Project Affirmation	2.00
S	Stop Think Do	1.30			
<b>Level Three. Voyagers</b>			<b>Guides</b>		
C	March 8,9,10	.30	CC	Visualise It	2.00
C	City in Crisis	1.30			

**PATHWAY: NATURE**

Year One			Year Two		
<b>Level One. Friends</b>			<b>Companions</b>		
C	Knot Difficult	1.00	N	Lost	1.00
S	Doctor Doctor 1	1.00	N	Knuckle Mountain	1.00
<b>Level Two. Explorers</b>			<b>Rangers</b>		
S	Doctor Doctor 6	1.00	N	*Lunar Landscape	2.00
C,S	Walk Safe	1.00	N	*Follow that Bearing	2.00
<b>Level Three. Voyagers</b>			<b>Guides</b>		
S	Doctor Doctor 7	1.00	S	Take 10	4.00
C	Designer Pack Attack	1.30			

**NOTES**

1. In some cases the time value is over the 2 hour core pursuit limit. This can be adjusted by reducing the remaining 6 hour Pursuit time accordingly.
2. You will notice the columns listing letters. These are abbreviations for each of the Pathway Subjects. Just to review what needs to happen as far as Pursuit choice is concerned, you need to make sure that as you choose your Pursuits, that each of the Pathway Subjects are covered within the 2 year period. The table is listed below for your reference

<b>GOD</b>	This year	Last year	<b>SELF</b>	This year	Last year
Faith Development			Belonging and Responsibility Friends and Relationships		
Heritage			Cooperation and Problem Solving		
Moral Development			Feelings and Self-Esteem		
Scriptural Knowledge			Goals and Values		
Worship			Health and Lifestyle		
<b>COMMUNITY</b>			<b>NATURE</b>		
Citizenship			Survival Skills		
Fund Raising			Conservation		
Church Community Service			Camping		
			Safety		
			Navigation		
			Outdoor Cooking		

## CORE HONOURS

The Activities based program states that a minimum of 2 honours be completed for Investiture at the Standard level.

To assist in choosing honours that will lead to increased skill levels, the following core honours now need to be completed for investiture at each level. If clubs decide to complete more than 2 honours, and it is good if they do, they can choose from any of the honours.

### Year One

**Level One. Friends**  
Campcraft  
Beginners Swimming or  
Advanced Beginners Swimming

### Level Two. Explorers

Knot Tying  
Outreach Honour

### Level Three. Voyagers

Hiking  
Arts & Craft

### Year Two

**Companions**  
Nature Honour  
Arts & Craft Honour

### Rangers

Fire Building & Camp  
Cookery  
Nature Honour

### Guides

Map & Compass  
Outreach Honour

## MASTER AWARDS

When planning to complete honours, keep in mind the Master Awards that are given when 7 honours are completed within a different area. Currently there are 11 Master Awards listed at the end of the Red Manual and they are worth pursuing.

In the table above, the recreational skill honours are based on the core honours as listed in the Wilderness Master Award in the Red Manual. This is done to provide some added motivation!