



PATHFINDER LEADERSHIP AWARD



PTHACT002

**Pathfinder Sabbath Camping
Programs**

Resource Material

January 2009



Resource Material for the Pathfinder Leadership Award.

The Resource Material, Review Booklet and Assessment tools were produced by the Seventh-day Adventist Church Youth Ministries of the South Pacific Division (SPD). We acknowledge Pastor Wayne Boehm, the main author of this Unit, and the assistance provided by Pastor John Wells. An editorial team reviewed and brought the task to completion. We wish to express our deepest thanks to them all.

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The Unit Outline is unchangeable. However, Conferences/Missions in the SPD are encouraged to be creative in the delivery of the training to suit their local needs. Photocopying of this material is permitted in the context of leadership training. It is not to be used for commercial purposes.

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Contents

Orientation.....	4
Purpose	4
The Resource Material	4
What Additional Resources Do I Need?	4
What Do I Need to Bring for the Training/Review/Assessment Program?	4
How Will I Be Assessed?.....	4
Reassessment Process.....	4
Appeal Process	5
Unit Outline	6
CHAPTER 1: Introduction.....	7
A Creator God	7
A Redeemer God	7
A God of Refuge.....	7
A Loving God.....	7
CHAPTER 2: The Importance of Sabbath.....	8
Sabbath Keeping Principles	9
Tips for Sabbath Camping Programs	11
CHAPTER 3: The Elements of Sabbath.....	12
Opening the Sabbath	12
Friday Evening	12
Sabbath Afternoon	13
Themes for Sabbath Afternoon Programming	13
Closing Sabbath.....	15
Sabbath Programming Guidelines.....	16
Sabbath Program Outlines	17
Sabbath Leadership	17
Evaluations.....	17
CHAPTER 4: Sabbath Camping Program Ideas	18
The Bible	18
Sabbath School Lesson Pamphlet	18
Nature Activities	18
Conclusion.....	18
Bibliography	19
APPENDIX 1: Sample Friday Night Campfire Worship Program.....	20

Orientation

Welcome to the Resource Material for PTHACT002 Pathfinder Sabbath Camping Programs.

Purpose

This unit outlines ways that the Sabbath can be celebrated while camping.

The Resource Material

This Resource Material contains the essential information to meet the competencies outlined for this unit. It should help you to:

- Gain a comprehensive understanding of Pathfinder Sabbath Camping Programs.
- Understand Sabbath Camping programming issues as they relate to a Pathfinder Club.
- Prepare for the PLA training/review/assessment program.
- Acquire knowledge that will help with your Pathfinder Ministry.

A basic Review Booklet has been developed for this unit. It contains a small number of worksheets that, once completed, provide evidence that you understand the material. The Review Booklet needs to be completed before the assessment and forms part of the requirements to gain competence in this unit.

Note: If you have any questions, please consult your District Director or your local Conference/Mission Youth Department.

What Additional Resources Do I Need?

- None.

What Do I Need to Bring for the Training/Review/Assessment Program?

- Resource Material (if received beforehand).
- Review Booklet (completed, if required).
- Pencil/pen.
- Any other resources or equipment as specified by your Assessor.

How Will I Be Assessed?

At the Conference/Mission training/review/assessment program, your competency will be assessed by one or more of the following methods:

- Written/oral questioning.
- Completed Review Booklet.
- Simulation activities.
- Project/assignment.

Reassessment Process

- You will be given the opportunity for reassessment if you are not found competent.
- There will be no limit to the number of opportunities for re-assessment.

Appeal Process

If you are not satisfied with your assessment you can:

- Discuss the issue with your Assessor.
- Discuss the issue with your District Director.
- Request the mediation of another Assessor.
- Report your concern to the Conference/Mission Youth Director.

Unit Outline

The Unit Outline below summarises the requirements (Elements) of this unit. Each Element requires completion of various tasks (Performance Criteria).

PTHACT002	Pathfinder Sabbath Camping Programs
PLA	Pathfinder Leadership Award

DESCRIPTION: This unit has been developed by the Adventist Youth Ministries of the South Pacific Division (SPD). This unit outlines the importance of the Sabbath and how it can be celebrated on a Pathfinder Campout.

The Competency Based Training (CBT) method has been adopted for the delivery of this unit.

Element	Performance Criteria
1. Explain the importance of the Sabbath.	1.1. Identify the biblical reasons for keeping the Sabbath. 1.2. Explain the biblical guidelines of worship. 1.3. List challenges in Sabbath-keeping during an adventure activity. 1.4. Determine ways of handling these challenges.
2. Identify the main elements of the Sabbath.	2.1. Outline ideas for opening the Sabbath. 2.2. List ideas for the Sabbath morning period. 2.3. Identify ideas for activities in the afternoon. 2.4. Detail ideas for the closing of Sabbath. 2.5. Outline a proposed Sabbath program for the weekend. 2.6. Demonstrate leadership ability in coordinating the Sabbath program on a Campout. 2.7. Evaluate the Sabbath camping program.
3. Identify resources available for Sabbath Programming.	3.1. Identify the role of the Sabbath School lesson. 3.2. Present a collection of nature activities. 3.3. Outline the principles of Christian Storytelling. 3.4. Identify creative methods of using the Bible as a resource.

CHAPTER 1: Introduction

The heart of the Sabbath rests in understanding the character of God. As we search Scriptures, we discover amazing stories which reveal the heart and character of God which deepen our understanding of who God is.

A Creator God

As demonstrated in creation, God is all powerful and has the ability to speak things into existence – Psalms 29. There is not another being who has the power to create in this way and therefore God alone is worthy of our praise.

A Redeemer God

From the moment sin entered the World, God was actively redeeming humanity from sin. From Bible to modern times, God's work has been evident. We see God's handiwork from the Israelites' miraculous crossing of the Red Sea, to His marvellous intervention to save a teen suffering from depression or loneliness; God alone can save. Paul, in the book of Romans, quoting from the Old Testament, says that "everyone who calls on the name of the Lord will be saved" (Romans 10:13). We have good reasons to celebrate and worship the God who saved us. And what better day to do just that but on the special day that God set aside for his children to rest and to remember their Creator. The God who saves us is none other than He who in one breath created us.

While the Israelites were in slavery, God heard their cries and chose to act. His desire for them was that they should leave slavery and be free to worship God in the desert. It was on this journey that God reminded them of the principles He desired for people to follow in order to live a vibrant life that would celebrate their redemption.

Whether it is a mark on Cain to protect him or His instructions on building an ark or His healing and releasing people from sin, God desires that no matter the situation, every individual come to a knowledge and experience of salvation. It is this knowledge and experience that motivates our worship.

A God of Refuge

Jesus' interaction with people in the New Testament and people's interaction with Him is worthy of note. The church leaders of Jesus day had a problem with Him meeting and interacting with sinners; they despised Jesus for meeting with sinners. Yet, we discover that Jesus was loved by these outcasts. They warmed to His message of hope and found refuge in Him and in the very lessons that He taught.

A Loving God

The examples of a loving God in Scripture are too numerous to record here; love is this very characteristic which lies at the heart of every thought and action of God. John states clearly, "God is love." He adds, "not that we loved God, but that He loved us and sent His Son as an atoning sacrifice for our sins" 1 John 4:10.

Each of these above characteristics underpins God's interaction with humanity. Our response in worship thus reflects the depth of gratitude we have to God for His redemptive activity.

CHAPTER 2: The Importance of Sabbath

In the beginning God created the world in which we live. He established everything that we accept as normal in the natural world. The seasons come and go and the movements of every part of creation play their role at their specific moment. God integrated the memorial to His creative powers within the cycle of the week.

“On the seventh day, having finished his task, God rested from all his work. And God blessed the seventh day and declared it holy, because it was the day when he rested from his work of creation.”
Gen 2:2, 3

Every weekend that Pathfinders go camping we have the fantastic opportunity to lead them to experience God in a special way, away from the many distractions and their daily routines. Ellen White makes a note that if everyone were to acknowledge the Sabbath, there could never be an atheist (The Great Controversy, pg. 438). The Sabbath on the weekend campout is in fact the only full day we have in the outdoors. Friday is spent trying to get there and establish the campsite. Sunday is spent doing specific activities and packing up to go home; hence, Sabbath is the only full day for the weekend campout. /going home process disrupts the completeness of the day. The success of the weekend is largely affected by the Sabbath experience.

It is our privilege as leaders to honour God in the eyes of our Pathfinders and to guide them in experiencing the Sabbath as a day of delight; to inspire them to embrace that special day of remembrance as a fitting memorial of his love.

The biblical reasons to honour the Sabbath include:

1. The Sabbath is a memorial to God's creative hand.

“For in six days the Lord made the heavens, the earth, the sea, and everything in them; then he rested on the Sabbath day. That is why the Lord blessed the Sabbath day and set it apart as holy.” Ex 20:11

The Sabbath was the first day of Adam and Eve's life in their perfect Edenic environment. What a day it must have been; exploring their new home, reviewing God's wonderful creation, including the newly created animals, learning to know each other and all that in the very presence of the God who had made it all. Today this experience still remains – it is still a time for Pathfinders to experience the presence of God in the context of the outdoors just like Adam and Eve

2. The Sabbath is a celebration of salvation.

“Remember that you were once slaves in Egypt and that the Lord your God brought you out with amazing power and mighty deeds. That is why the Lord commanded you to observe the Sabbath.”
Deut 5:15

The Sabbath is a reminder that Jesus died to save us. He rested on the Sabbath as a memorial of His finished work for our salvation. The Sabbath gives to every Pathfinder the opportunity to celebrate what God has done for them.

3. Sabbath reveals our loyalty to God

“I will bless the Gentiles who commit themselves to the Lord and serve Him and love His name, who worship Him and do not desecrate the Sabbath day of rest, who have accepted His covenant.” Is 56:6

The three angels messages of Revelation 14 deal with identifying the people who are loyal to God in the end time. The first angel outlines the good news of salvation that is available to every one who

places God first in their lives, gives Him glory and “worship Him who made heaven and earth, the sea, and the springs of water.” Rev 14:7

The Bible continues by identifying two characteristics of God’s people at the end of time – (Rev 14:12)

1. Faithful/loyal to Jesus.
2. People who obey and are loyal to God’s commandments.

Sabbath Keeping Principles¹

By the time Jesus came on earth, the Jewish Church leaders had devised a complex and burdensome list of Sabbath laws that they could not keep themselves. They had completely missed the mark. Instead of celebrating the love of God, they were continually ticking their checklist of things they should not do.

We must ensure that we do not repeat the same experience. Within the church there are many cultural differences that reflect the way the Sabbath is kept. In some places, bushwalking and bird-watching are encouraged, while snorkelling and appreciating the under-water beauty would be frowned upon. Similarly, in some places playing soccer is deemed inappropriate on Sabbath while in others it is a normal part of Sabbath afternoon activities. While it is important to remain sensitive to your cultural environment, our primary responsibility is to understand the biblical principles of Sabbath observance.

What are the Biblical principles that guide us in making Sabbath a blessed day?

1. The Sabbath is a day of rest (Exodus 20:8-11).
2. The Sabbath is a day of worship (Exodus 12:16; Luke 4:16).
3. The Sabbath is a day of fellowship (Exodus 12:16; Exodus 20:8-11).
4. The Sabbath is a day to honour God (Isaiah 58:13, 14).
5. The Sabbath is a day of joy and delight (Isaiah 58:13, 14).
6. The Sabbath is a day to show God’s kindness and goodness to others (Luke 6:9, 10).

“Keep the Sabbath holy. Don’t pursue your own interests on that day, but enjoy the Sabbath and speak of it with delight as the Lord’s holy day.” Is 58:13

The Sabbath is designed to be Christ-centred. This challenges us to create Sabbath experiences for our Pathfinders that are memorable and honourable. This focus on Sabbath-keeping is achievable because on a campout, Pathfinders can explore the wonders of God’s two great books, the Bible and Nature, while enjoying one another’s fellowship.

These principles can be a guide that may help us in organising a Sabbath program at a camp and assist us in making appropriate decisions.

¹ Concepts based on Don Pate. 52 Sabbath Activities For Teen Groups. Pg. 17

Common concerns that leaders may need to factor in when planning a camp have been outlined in the table below.

Sabbath Concern	Suggested Response
Travelling Friday Evening	This is a common problem that we face due to our work and school commitments. It is suggested that as Sabbath begins, the groups stop whatever activity they are engaged in (i.e. loading the car) to spend time ushering in the sacred hours.
Setting up the campsite after sunset on Friday evening.	The purpose of Pathfinding is to assist Pathfinders to grow in wisdom, stature and favour before God and before man. Setting up a campsite must be seen in the context of that sacred purpose.
Breaking camp on Sabbath afternoon.	It is advisable to avoid (unnecessarily) breaking camp on the Sabbath as this could be disruptive to spirit of Sabbath.
Hiking on the Sabbath	A purposeful hike to admire the wonders of nature, to visit an outstanding natural feature or landmark, or to enjoy a beautiful sunset will enhance the experience of Sabbath. With this in mind, it would be advisable to avoid strenuous hiking on the Sabbath, lest it becomes a burdensome activity for the Pathfinders. This may detract from the Sabbath as a day of rest and delight.
Worship Service	Take the unique opportunity to break the formality of church worship and be creative in the planning to ensure it is a memorable day for the Pathfinders. This may take more time in developing the day's worship activities, but the impact and results will be even more rewarding as Pathfinders utilize their five senses to meet with God. Every natural feature can affect the sense of worship.

A well planned Sabbath day at camp can be the highlight of a Pathfinder's experience that will honour God and draw Pathfinders closer to Him.

Tips for Sabbath Camping Programs

1. Pray for the Sabbath experience as you involve your leadership team in the planning.
2. Inspect the camping area before the camp and identify unique natural features that could be used for special Sabbath moments. Ensure that there are enough activities to keep the Pathfinders positively occupied.
3. Be creative. Use the wide range of possibilities that are available to you.
 - a. Praise God in song.
 - b. Explore Bible stories and lessons.
 - c. Explore the world of nature
 - d. Share personal stories of God leading.
 - e. Take the opportunity to serve others inside or outside the group.
 - f. Engage in games that feature biblical themes (i.e. pursuits, treasure hunts, etc.) and highlight spiritual applications.
 - g. Allow the Pathfinder to use the five senses – smell, touch, taste, hearing and sight – to experience the reality of God in nature.
 - h. Provide opportunities for commitment to God. The Sabbath in the outdoors combines the power of the Word with the atmosphere of nature; use them to lead our Pathfinders to Jesus.
4. Involve the Pathfinders as much as you can in the program. Allow Pathfinder units to organise and contribute to the various elements of the Sabbath program. Encourage the counsellors to offer guidance and suggest ideas for the units to draw from. Make sure that the club administrators are also responsible for part of the program. Involve the active minds of the Pathfinders and give them a sense of ownership in the experience.
5. Have a theme for the day. Possibilities for the theme may include the following: the Sabbath School Lesson, the exploration of a Bible character, a specific theme from the Bible, a life style issue or a particular aspect of nature.
6. Be adaptable. Have a plan in place but be willing to make adjustments as the need arises. A theme that has been presented may arouse further interest and may require further explanation. Always remember that the Holy Spirit leads us in the way that we need to go.

CHAPTER 3: The Elements of Sabbath

Spending a Sabbath in the outdoors creates the opportunity to make the day a delight and to restore the real focus on the things of God in a meaningful way for this age group.

Ellen G. White, talks about the importance of taking time to 'teach the children to see Christ in nature,'. She writes:

"Take them out into the open air, under the noble trees, into the garden; and in all the wonderful works of creation teach them to see an expression of His love. Teach them that He made the Laws that govern all living things, that He made laws for us, and that these laws are for our happiness and joy. Do not weary them with long prayers and tedious exhortations, but through nature's object lessons teach them obedience to the law of God"².

Opening the Sabbath

This acknowledgement that the sun has set and the Sabbath has begun. In many Adventist homes it is a time when the family comes together for a time of worship to welcome the Sabbath. On a Pathfinder Campout, the notion of getting together at sunset may not always be practical in view of travelling; however, we can make alternative arrangements to acknowledge this special time.

Whether we are busy packing the trailer, travelling or setting up the campsite, we need to be intentional in acknowledging that the Sabbath has begun. As Pathfinder leaders, we need to acknowledge God's special appointment with us.

Friday Evening

Having a worship time around the campfire can be a great way to set a spiritual tone for the start of camp. The campfire will then become one of the special memories of the camp. It draws people together and focuses people's minds on the spiritual purpose of the weekend. The time spent in preparing and planning the experience is worth it.

- A campfire is an excellent venue for:
- Team building.
- Sharing/testimonies.
- Commitments.

(Refer to Appendix 1 for a sample Friday night campfire worship program.)

² Mrs E White, Child Guidance p534

If the Pathfinders are still restless after the worship program then you could go for a night observation walk and utilise some of the following ideas:

- See how many living creatures they can see in the dark.
- If it is a clear night, spend the time looking at the stars; locate the different constellations.
- Etc.

These moments are a great spiritual time to talk about our God the Creator and the fact that Jesus is coming back soon.

Sabbath Afternoon

The afternoon is just as important as the morning. It is in fact an extension of what has already happened on the day.

The planning for the afternoon will depend upon the following factors:

- The overall theme for the day.
- The purpose of the camp (fellowship, skills, specific adventure, class etc).
- The location.
- The size of the camp.
- The staff that you have available.
- The time of the year.
- Is the entire club together?
- And other considerations.

Themes for Sabbath Afternoon Programming

The diagram in Figure 3.1 may help with ideas on themes for programs.

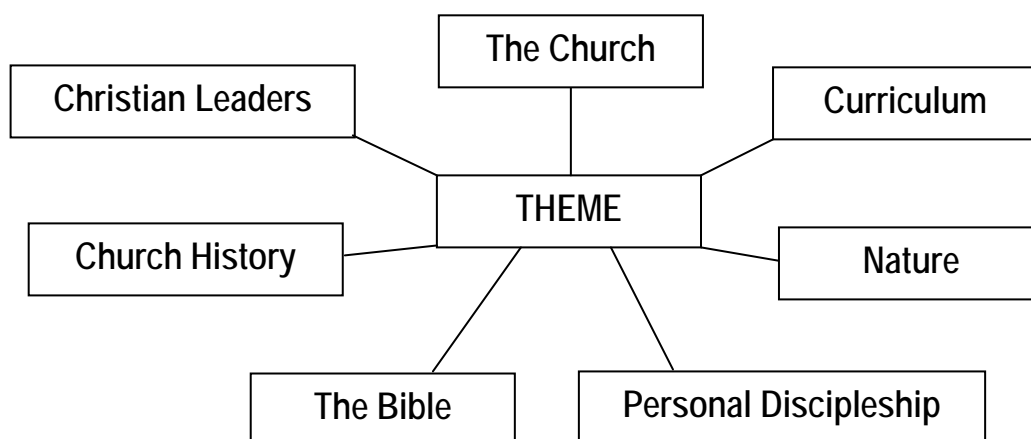


Figure 3.1: Ideas on Themes.

1. Christian Leaders
 - Martin Luther
 - John Calvin

- John Knox
- William Miller
- John Wesley
- James White
- Ellen White
- Joseph Bates
- John H Kellogg
- John N Andrews

2. The Bible

- Characters of the Bible
- Old Testament / New Testament Stories
- Doctrine
- History
- Prophecy
- The Gospels
- Parables
- Promises
- Psalms
- Etc.

3. Church History

- The early church
- The dark ages
- Reformation
- Missionaries
- Early Adventist History
- The pioneers
- History of Youth Ministry
- History of Pathfinding
- Etc.

4. The Church

- Doctrine
- Organisation
- Worship
- Fellowship
- Mission
- Nurture
- Etc.

5. Personal Discipleship

- Spirituality growth
- Lifestyle
- Values/Virtues
- Issues
- Choices
- Identity

- Service
- Faith-sharing
- Spiritual gifts
- Etc.

6. Nature

- Creation
- Environment
- Ecology
- Biology
- Zoology
- Astronomy

Note: Sabbath afternoon is an ideal time to complete requirements towards the outdoor Master Honours (i.e. Conservation, Naturalist, Wilderness and Zoology).

7. Curriculum

- The camp provides opportunity for class-based and club-based activities.
- Great opportunity to fulfil the outdoor requirements of class work and honours.

8. Other Ideas

It is always advisable to have a range of optional activities in reserve in case of changes in weather conditions. Some suggestions include:

- Quizzes.
- Unit activities.

There are lots of good books around that provide ideas for group development, simulations and problem solving activities. Make sure that the activities are appropriate for the group. They need to be interesting for the Pathfinders and involve doing things.

Closing Sabbath

Make this a special time for the club. It is a time when the whole club comes together for a time of worship, thanking God for the blessings of the day.

When planning for the Close of Sabbath remember to:

- Locate a special place that lends itself to worship.
- Plan a special feature that they will remember positively.
- Challenge them towards making a faith commitment to Jesus. There are several creative ways to achieve this (e.g. rock altar, planting trees etc.)
- Make the most of features such as the sunset, nature, hilltops etc.

Create opportunities for singing, reflection, meditation and sharing verses from the Scriptures.

If because of the nature of the camp, the sun sets in the midst of an activity, take time to stop and to acknowledge the end of Sabbath.

Sabbath Programming Guidelines

A meaningful Sabbath does not happen by chance. Careful planning must go into it. Here are some suggestions:

- Involve as many people as possible in the day. You can allocate different parts or features of the day to different units and allow them to brainstorm creative ways of presenting their segment.
- Plan for the whole day. Most Pathfinders need some structure to keep them on track.
- Be adaptable to the situation of the day. Some aspects may take longer than anticipated.
- Make use of the natural features of the camping location. Use a different part of the landscape for each of the main features of the day. Special locations can include:
 - ◆ A cave
 - ◆ A canoe.
 - ◆ Beside a lake/stream.
 - ◆ On a hilltop.
 - ◆ In a historic building.
- Be creative in your programming so Pathfinders have a different experience to what they normally have on a regular Sabbath day (i.e. Begin the program before sunrise. Allow for quiet time when campers can really meditate about the day, their lives and the wonders of Salvation).
- Utilise the talents and gifts of the Pathfinders eg. music, drama etc.
- Plan a range of low and high energy activities with spiritual applications, throughout the Sabbath day.

The main elements of the day should include:

- Sharing of the Word.
- Worship through praise.
- Fellowship.
- Creative engagement of the Pathfinders in meaningful activities.
- Nature exploration.
- Time in prayer.
- Commitment time if appropriate.

Some ideas of possible Sabbath Camping Programs are outlined in the following table:

Sabbath Program Outlines

Option 1:		Option 2		Option 3	
Time	Event	Time	Event	Time	Event
	Morning Devotion		Sun Rise Devotion		Unit Worship
	Breakfast		Breakfast		Breakfast
	Bible Exploration		Unit Preparation		Bible Charades
	Lunch		Unit Presentation		Spiritual Application
	Nature Walk		Lunch		Picnic Lunch
	Class Work		Honour Work		Class time
	Close Sabbath		Nature Walk		Close Sabbath
			Close Sabbath		

If your club follows the Way to Go Curriculum then you may decide to complete pursuits that fit the needs of the Pathfinder Club. There are so many ways of making the Sabbath the special feature that it really is. Please consider it sacred enough to spend time in preparation. In the workbook you will be asked to outline a Sabbath program. You will have fun as you consider it.

Sabbath Leadership

The leader sets the standard for the activity. Your attitude to the day will be reflected by the Pathfinders. As leaders, let's make this a special, worshipful and enjoyable day- a time of commitment, renewal, fellowship and laughter, learning and experiencing.

Evaluations

Evaluations are often overlooked. Taking the time to evaluate the program allows you to assess the effectiveness of the program. Was the purpose met? Did the events lead the participants to think about the issues raised? Was it appropriate for the occasion?

The evaluation should be simple and appropriate. Keep it short and allow people to express their own views about what has happened. Deal with how they felt and what they enjoyed. Allow them to suggest ways in which a program can be improved. The responses will help you gain a greater understanding of the group in view of more effective planning next time.

If the Sabbath programming is effective, Pathfinders and Staff will gain a better understanding of God's glory and His creation. It is important to honour the Sabbath and encourage the Pathfinders to embrace it as an integral part of their spiritual journey.

CHAPTER 4: Sabbath Camping Program Ideas

The Bible

The Bible is a fantastic resource for ideas and themes on a campout that ought to be used at every campout. The unit PLA OPS 005A Pathfinder Creativity Skills is packed with ideas on creativity. Here is a list of creative ideas that you can use on a campout:

- Drama - acting out a Bible story. The use of a script is optional.
- Modern Drama - is taking the Bible story and acting it out in a modern setting.
- Puppets – are a very effective way of retaining the attention of the Pathfinders.
- Voice Choir – a group of Pathfinders speaking the words of Scripture in unison, solo or in different groups.
- Dioramas – the creative display illustrating a Bible story utilizing available resources and props. Observers can walk around the diorama as it is being explained.
- Statues - a group of Pathfinders assuming a freeze position to display a Bible character, theme, story etc. One member of the group acts as the tour guide to explain the message of the statue
- Mime - a drama without words.
- Responsive reading – a shared reading of Scripture between a reader and the audience.
- Verse to music – a group of Pathfinders are given a Bible verse and are asked to sing the verse to a known or made up tune.
- Modern translation – a group of Pathfinders writes a Bible passage in today's language without using any words in the original passage.

Sabbath School Lesson Pamphlet

The Sabbath School Lesson Pamphlet is a good resource:

- It is designed for a certain age group.
- It is a ready-made resource.
- The Pathfinders may already be familiar with the lesson content for the week.
- It gives you ideas in how to review and explore different topics.
- The topics explore issues that are relevant to the needs of the Pathfinders.
- It is an enjoyable resource that can be used to develop interesting and active programs.

Nature Activities

Being on a camp takes you away from your familiar environment, into the amazing world of nature, where God's love is manifested in all of His creation. Excellent resources have been developed that can be used to teach pathfinders about the nature. When you complete the Pathfinder Unit PLA ACT 003B Nature Study Methods you will be exposed to a great range of nature resources. The Review Booklet will ask you to share list some of your resources.

Conclusion

Effective Sabbath Programming at camps provides an excellent opportunity to lead our Pathfinders to experience God in nature. As leaders we need to ensure we make the most of every opportunity to share with them about God and draw their hearts and minds to a reality of His love.

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APPENDIX 1: Sample Friday Night Campfire Worship Program

Campfire Notes

- Choose a cleared location.
- Have permission to have the fire. Organise fire fighting equipment in case of an emergency.
- Have an appropriate sitting area so that the Pathfinders can enjoy the campfire.
 - ◆ Natural seat such as logs
 - ◆ Slopping ground
- Build the fire place as an alter fire place. Have it only big enough for the needs of the group.
- Build it only as big as the length of time you are going to be at the meeting. What you are wanting is:
 - ◆ Stage 1 – Big blaze as soon as it is lighted. Put lots of small twigs and dry grass on the fire so that it will flare up quickly.
 - ◆ Stage 2 – Steady light during the singing and features of the camp fire program.
 - ◆ Stage 3 – Allow the fire to die down as the worship segment is taking place. So that the speaker becomes the focus. Add firewood if the fire dies down too quickly.
 - ◆ Stage 4 – Aim to have glowing embers at the end ready for the closing ceremonies.
- Have an appointed MC for the campfire program. They organise and co ordinate the program.
- Make someone the fire warden. They set up the fireplace. Prepare the special opening that the MC wants and maintains the fire to the needs of the evening. They are also responsible for making sure the fire is completely out.
- Basic Program Outline:
 - ◆ Welcome and Introduction
 - ◆ Lighting of the fire (The fire needs to be lit in a special way appropriate for the evening theme)
 - Special person lighting the fire.
 - Flaming torches brought in after being lit in the dark. NSEW representing the group.
 - A flame bearer who comes by water or horseback (or some other way).
 - A person dressed up as a Waldensian, one of the Pioneers, an aboriginal or Bible character.
 - Fire from Heaven – flaming torch sliding down a wire from a high location.
 - Secret Flame that is already in the fireplace but hidden by a tin which is only revealed once the tin is pulled back by a string.
 - ◆ Prayer of dedication for the evening
 - ◆ Happy Singing. Include action songs and rounds that everyone can take part
 - ◆ Special Unit presentations – that they have already prepared before the weekend (Skits, mime, special items etc)
 - ◆ Quiet meditative songs or/and a special item
 - ◆ Quest speaker – storyteller or worship leader
 - ◆ Benediction
- Formal leaving of the campfire area:
 - ◆ Leave quietly as units so that the impact of the experience is imprinted on the participant's minds
 - ◆ Leave singing a quiet song

- ◆ Sprinkle sugar on the fire so that it sparkles
- ◆ Get everyone to put a green leaf on the fire as they leave so that it will fizz
- Remember that the beginnings and the ending of the campfire bring together everything else that happens.

