



PATHFINDER PROGRAM SUMMARY

WAY TO GO PROGRAM

The Way to Go Program is based on four things:

1. It is activity-based in its learning style. That means that rather than relying on theoretical bookwork, Pathfinders learn by being involved in active learning.
2. It is carefully designed so values and attitudes can be readily internalised.
3. It is based on activities called pursuits* and contains a wide selection of pursuit choices so each club can implement a program that will suit themselves and their specific needs.
4. It focuses on debriefing during and after each pursuit as a vital component to activity-based learning.

*Pursuits are the structured activities each Pathfinder participates in to be invested. They are each carefully designed to highlight a value, attitude or skill. There are different categories of pursuits that highlight different values.

The program includes:

- A CD ROM resource of more than 400 activity based programs (called pursuits) for use with your Pathfinder Club. The CD ROM is web based and searchable.
- A manual which outlines the philosophy, background, organisation, regulations and leadership helps for planning, implementing and developing your program.
- A system for recording and recognising the achievements of Pathfinders. It includes a full set of necessary forms and organisational aids.
- A Pathfinder Journal for use by each Pathfinder. The journal serves as an official record of the Pathfinder's journey and provides the criteria for investiture. It is designed for the Pathfinder to personalise and keep as a lasting memory of Pathfinding and the relationship with God that is developed as a result.

The Yearly Program:

1. To run this program successfully a club needs to plan for a minimum of 230 hours of total club time for the year. That includes everything – hall meetings, camps, hikes, sports nights, conference events – the lot.
2. Of those 230 hours, 180 of them must be spent in outdoor/nature activities.
3. To be an effective club, you must meet at least once a month.

The Individual Program:

To be invested for each of the classes, each Pathfinder will need to

- ☐ Participate in 40 hours of pursuits
- ☐ Know and understand 10 Bible texts
- ☐ Complete at least 2 honours
- ☐ Demonstrate a positive attitude to Pathfinders
- ☐ Participate in the normal program of the club

Pathfinder Specialty Program

The Pathfinder Specialty Program is an alternative to the main stream Pathfinder Program. It requires the Pathfinder's to attend 10 'Hall' meetings, 5 Campouts, 1 Outreach Activity, 1 Community Service Activity, 50% of the local Conference events, and to participate in the Adventist Appeal each year.

All the 'basic' Pathfinder skills are taught in the Junior Units (Friend to Explorer) while the Teens operate as a group as mixed units and are able to select certain activities. Activities selected by the Teens allow them to 'specialise' in areas of interest or to experiences and develop new skill activities.

Speciality Program Activities are grouped into four categories:

- a) **Activities completed as a club:** Activities that were common to all main stream Pathfinder classes i.e memory gems, outreach, community service, church heritage and temperance have been taken out of the class activity. It can now be completed as an entire club. It is therefore the responsibility of the local Pathfinder Executive to organise these activities.
- b) **Activities completed at the club hall:** These activities are predominantly practical or hands on type. The Juniors have a predetermined set of activities, while the Teen Pathfinders select for themselves from a set of specialties or honours. Some club hall activities also require campout activity time.
- c) **Activities completed at a Campout:** These activities comprise both practical and learning types. Again the Juniors have a predetermined set of activities. The Teens continue with activities as determined by their selection. The Teen Pathfinders have a core list of activities, some of which are required to be completed at each campout. These core activities are predetermined, and are Spiritual and Personal Development group discussion type activities.
- d) **Advanced Activities:** Advanced activities are completed by the Pathfinders under their own initiative at home with the encouragement of their unit counsellor.

Juniors to be invested, must complete all club, hall and campout activities. To be invested for Advanced, they must complete at home, the advanced set of activities based on their unit.

Teens to be invested, must complete all the club activities, the campout core activities, and the selected specialty or honours of their activity group. Teens are invested according to their unit, ie Ranger, Voyager and Guide. To be invested for Advanced, they must complete at home the advanced set of activities based on their unit.

Club Activities

These are activities that the club has to accomplish in order for the Pathfinders to be invested, and are done outside the two activity periods of the regular club program. They are therefore the responsibility of the Pathfinder Executive Committee to organise and not the Unit Counsellor.

1. Ensure that all Pathfinders hold two current Memory Gem Certificates. (These are based on exams taken half yearly consisting of six memory gems from the existing slip so that one memory gem corresponds to each hall meeting and campout conducted).
2. As a club take part in the Adventist Appeal with 50% Club participating.
3. As a club be involved in at least once a year on a community service project in which 80% of the club participates.
4. As a club take part in at least one outreach program (other than the Adventist Appeal), with 80% of the club participating.
5. Throughout the year have your Pathfinders invite visitors to a Pathfinder meeting, Club Camp or local church Pathfinder Day. The total number of visitors must be greater than or equal to 15% of your Pathfinder Membership.
6. Attend at least 50% or more of your local conference Pathfinder events conducted during the Pathfinder Year.
7. Conduct a 30 minute club feature each hall meeting. At each of the ten regular club programs, there are 30 minutes given alternatively for either drill activities or club features. This period therefore will be used five times for drill activities and five times for club features. The club features are to be on Church Heritage, Camping, Ceremonies and Health. Because there are five periods allocated each year to club features, you may extend one of these features over two periods or use the additional period for a review of all four previous features.

One section (e.g. a,b,c or d) of each feature, must be presented each year. The sections may be taught in any order, however only ONE section may be taught in any one year. Ensure your selected topics are recorded in the Club Activities Register for future reference.

Pathfinder Card Program

The program is based on the original Junior/Pathfinder curriculum. It was revised and updated in our Division in 1982.

The Requirements

Each class has its own separate card that outlines the requirements.

Each teacher works through the requirements and marks them off when they have been completed.

Club Programming needs

The club needs:

Two Pathfinder meetings per month.

At least three campouts (at least two of them would be work camps).

Some Sundays for special needs such as swimming, hiking etc.

To be involved in all Conference Pathfinder events.

To be involved in outreach and community activities.

Book Keeping

Monthly Zoo club reports

Class cards – need to be signed up and dated as soon as the requirement is recorded.

Class workbook where the Pathfinders write their notes etc. There are class sheets available from the youth department for each of the classes,

Resources

Junior Resource – Junior teachers Resource Manual – (blue book) from Youth Department.

Teen Resource – Teen Teachers Resource Manual – (gold book) from Youth Department.

Minimum Staffing

Six teachers, one for each class.

For more detailed information on the above programs please contact the Youth Department who will be able to provide you with a full manual on the Sepcialty and Way to Go programs.