

PLANNING SCHEDULE

3-4 MONTHS PRIOR TO THE PATHFINDER DAY

- Be taking slide pictures and/or video of activities and events the club is involved with 3-4 MONTHS PRIOR
- Contact the pastor/church board concerning a specific date for the event
- Get the date published on the church calendar
- Contact any guest participants that might be involved
- Notify your district coordinator and Conference office about the date so they are aware and may attend or be involved

2 MONTHS PRIOR

- Meet with the Pathfinder staff and Pathfinders to set goals, plan the program, and delegate responsibilities
- Contact the Elder, Deacon, Greeter, SS Superintendent, etc. who are responsible for that Sabbath to make sure that they know what the Pathfinders will be doing during the services that day
- Make sure all uniforms have been ordered and fitted for all Pathfinders and Staff

1 MONTH PRIOR

- Review the responsibilities with the staff! Pathfinders who are in charge of various areas to insure that things are proceeding on schedule
- Check to see that all duties are filled and that everyone understands their roles
- Make sure information is given to the Church bulletin secretary so that activities can be announced in advance

2 WEEKS PRIOR

- Have a rough run-through of the program in the church with the entire club, making additions and changes as necessary
- Go over the program with the person(s) in charge of the sound system and lighting
- Conduct a uniform inspection to insure that all patches, pins, etc. are in correct order

1 WEEK PRIOR

- Have a dress rehearsal in the church, including music, stories, etc.

RESPONSIBILITY ASSIGNMENTS

It is important to delegate responsibilities to various members of the staff, to the Pathfinders, and to Pathfinder families who are dedicated to having a quality organization. There is no way one person can or should do everything. By sitting down well in advance and determining who will do what will ensure that no one can make excuses that they don't have time, and will give people a chance to do their parts well. There should be opportunities at staff or Pathfinder meetings to check on progress of planning and for accountability, so that things come together as planned.

Activity	Person in Charge	People Involved
Color Guard	_____	_____
Ushers / Deacons	_____	_____
Greeters	_____	_____
Music	_____	_____
Song leaders	_____	_____
Special musics	_____	_____
Organist	_____	_____
Pianist	_____	_____
Other	_____	_____
Sound System / Lighting	_____	_____
Public Relations	_____	_____
Video / Slides Bulletin	_____	_____
Bulletin Board	_____	_____
Conference News	_____	_____
Union News	_____	_____
Other	_____	_____
Sabbath School	_____	_____
Welcome	_____	_____
Scripture and Prayer	_____	_____
Semonette/Skit	_____	_____
Platform personnel	_____	_____
Announcements	_____	_____
Pledge & Law	_____	_____
Pledge of Allegiance	_____	_____
Scripture & Prayer	_____	_____
Offering Call	_____	_____
Children's Story	_____	_____
Sermonette	_____	_____
Church setup / Cleanup	_____	_____
Weekend programming	_____	_____
Friday evening	_____	_____
Potluck	_____	_____
Sabbath afternoon	_____	_____
Sabbath night worship	_____	_____
Sabbath night	_____	_____
Sunday morning	_____	_____



THE SABBATH SERVICES

Sabbath Morning Schedule

- 8:45 Staff and leading Pathfinders meet for reminders and prayer
- 9:10 Pathfinder greeters in lobby to greet and hand out bulletins
- 9:20 Sabbath School program begins
- 10:30 Entire club meets in fellowship room or Junior room to prepare.
Last reminders and announcements.
- 11:00 Church Service program
- 12:30 Potluck dinner

Sabbath School

Arrange for Pathfinders to lead out in the Adult Sabbath School program with things such as:

- Song Service
- Scripture & Prayer
- Mission Presentation
- Skit or Special Feature
- Special Music

Suggested Order for Church Service

- Welcome & Announcements
- Processional
- Pledge of Allegiance
- Pathfinder Pledge and Law
- Color Guard Posts Colors
- Scripture
- Prayer
- Hymn
- Video or Slide Program
- Offering Call
- Children's Story
- Special Music
- Reading
- Special Music
- Sermonette
- Closing Hymn
- Benediction
- Recessional

SABBATH SCHOOL PROGRAM

Song Service

Hymnal:

“All Creatures of Our God and King” — No. 2
“What a Friend We Have in Jesus” — No. 499
“Lead Them, My God, to Thee” — No. 653

Theme Song

Welcome

Welcome! Today we will focus on four aspects of the Pathfinder program, a world-wide ministry of the Seventh-Day Adventist church for ages 10-15.

Scripture

Matthew 13:44-46

Worship in Prayer

Mission Emphasis

Special Features

Personal Growth Time

Choose someone to do the following reading. Optional information is in parentheses. Pathfinders participation and/or slide show projection may support the reading.

“Paddling” Pathfinders

Youth are our “acres of diamonds.” They are the future of nations, households, and God’s work on earth. Pathfinders is the church’s ministry for helping children and youth discover God, their world, and themselves. Here are four significant FINDs which are at the heart of successful Path-FIND-ering.

(Hold a placard that reads “FIND.”)

(Picture or have Pathfinders portray two youth happily paddling a canoe down a scenic river. From a bluff a passer-by sees dangerous rapids ahead. The adult tries to warn the canoers, absorbed in their fun, are oblivious to the dangers ahead.)

Speaker: Fellowship is an opportunity for caring adults to, as it were, get into the canoe with youth; in Pathfinding, adults and children voyage together.

(Show picture/slides or have Pathfinders demonstrate the following activities:)

Tying knots can be frustrating, an “all thumbs” activity but when mastered, tying knots is a thrilling “thumbs up”!

The safe use of a hatchet is one of dozens of Pathfinder skills.

Launching model rockets thrills all ages! Adults can encourage Pathfinders to reach spiritual heights for Jesus.

When there is fellowship, it is easier to memorize Scripture and apply it to life. Pathfinders can become a tender sanctuary for the hurting or abused child. *(Adult consoles child.)* Fellowship happens when caring adults climb into the “canoe” of youthful experiences.



Instruction

Pathfinders is designed to teach concepts and skills that accentuate harmonious growth mentally, physically, socially, and spiritually. (*Display filled honors sash or honors chart or project activities.*)

Pathfinder classes plus more than 300 honors provide instructional options that help children and youth develop a decided jump-start momentum for adult achievements. (*Show slide of activities or have Pathfinders do appropriate demonstrations.*)

Pathfinders is class time in the real-world—not just theory study. Tents get pitched. Nature is experienced. Crafts are made. Gardens are tended. Hikes are Hiked. Canoes are paddled. Children grow up like Jesus did—blending thinking, doing, feeling, and choosing into a sanctifying whole.

New Experiences

At Pathfinders youth can do together what they cannot do alone. (*Show events slides.*)

Through educational field trips, conference events, national camporees, socials, fund-raising, and out-reach projects, Pathfinders enjoy a kaleidoscope of new experiences.

As a bud blossoms into a fragrant, fully developed flower, Pathfinding's new experiences help young potentials grow into experiential godliness.

Some children experience caring adults only at Pathfinders—adults who gently guide hands through a new craft, help to build a first campfire, or lash together camp furniture. These adults encourage kids to keep going when the hike gets tough, respond gently to misbehavior, and joyously celebrate with them when they succeed.

The most awesome new experience that Pathfinders brings to hurting kids is the realization that I am special, I am important, and I am loved!

Decision-Making

Making decisions for eternity is a central purpose of Pathfinding. Youth are led to become a “servant of God and a friend to man.” (*Show a uniformed captain or scribe.*)

Leadership is encouraged at every level of Pathfinders. Unit scribes and captains gain experience helping with club decision-making. (*Show a camping activity.*)

Pathfinder activities teach teamwork. Pathfinders are taught to accept responsibility for the decisions they make as they share work, choose activities, and blend their differences.

Away from the stained-glass picture of Christianity which youth often get at church, Pathfinders can see how living for Jesus really works in the stresses of an active lifestyle. (*Show a kneeling adult and Pathfinders.*) Learning how to “fit” biblical principles into the everyday realities of young lives is what Pathfinders is all about.

Conclusion

(*Pathfinder children stand on stage.*)

These are our own “acres of diamonds.” They wait to be discovered, polished, and sent sparkling into a needy world as diamond for Jesus. Pathfinding gives our youth fellowship, instruction, new experiences, and opportunities to make life-changing decisions. How thankful we can be to God for this treasure in our own “field”!

(*Give information on the local Pathfinder program. To close, a pastor or elder offers a prayer of consecration.*)

Visitors' Day

Visitors' Day is set aside as an informative and Christ-centered outreach to non-Adventists. This Sabbath School program should be looked forward to as the most appropriate time for sharing with people who are unacquainted with our church.

Bulletin Idea

Like buried treasure, the potential of children and youth lies waiting to be discovered. Caring adults can harvest this hidden treasure by carefully cultivating opportunities to link youth with Jesus. This is the heart of a Pathfinding ministry.