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Introduction



Jesus said, “Let the little children come to me, and do not hinder them, for the kingdom of heaven belongs to such as these.”

This passage from Matthew 19:14 (NIV) is often illustrated with a group of angelic children sitting attentively at Jesus’ feet. Perhaps this was the first picture that popped into your mind when you agreed to lead out with Sunbeams. However, now that you’ve had time to think about it, the picture may have quickly changed to a group of active second graders running around the room screaming at the top of their lungs while you yell, “Please be quiet!” Hopefully the reality will be somewhere in between these two pictures!

This guide was developed to assist parents and Sunbeam level leaders who want to work with children as they develop physically and spiritually. The Sunbeam curriculum can be used as part of the Adventurer Club in your church or by a group of parents who want to use a curriculum to assist them in teaching their children skills and values.

All Sunbeam activities should be fun and kid-centered. Remember that children of this age look to adults to set the pace of the meetings and model how they should respond to situations. So . . . take a deep breath, say a prayer, and keep your sense of humor. Your adventures with Sunbeams are about to begin!

Section 1

The Sunbeam Level

This section contains an overview of the Sunbeam level. You'll get a quick look at how Sunbeams fit into Adventurer Club Ministries, the goals, Pledge, Law, song, and more!



Sunbeams are part of the Adventurer Club which is for children from pre-kindergarten to fourth grade. Adventurers can be found worldwide with a membership of more than 2 million boys and girls.



ADVENTURER LEVELS



Pre-kindergarten



Kindergarten



First Grade



Second Grade



Third Grade



Fourth Grade

ADVENTURER CLUB LOGO

The logo is a visual reminder of what the Adventurer Club is all about. The Adventurer Club is a ministry for families that is supported by a strong biblical foundation. All club activities are focused on connecting children and their parents/caregivers to Jesus.

Focused on Jesus

Family-centered

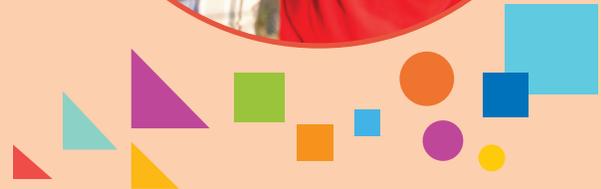
Bible-based





Sunbeam Goals

- 1 Demonstrate God's love for children.
- 2 Promote the values expressed in the Adventurer Pledge and Law.
- 3 Create an environment where all children can contribute.
- 4 Encourage children to have fun.



Sunbeam Logo



ADVENTURER PLEDGE

Because Jesus loves me,
I will always do my best.

ADVENTURER LAW

Jesus can help me to:

- Be obedient
- Be pure
- Be true
- Be kind
- Be respectful
- Be attentive
- Be helpful
- Be cheerful
- Be thoughtful
- Be reverent

ADVENTURER SONG

We are Adventurers
 At home, at school, at play
 We are Adventurers
 We're learning every day
 To be honest, kind, and true
 To be like Jesus through and through
 We are Adventurers!





The Sunbeam Curriculum

One of your responsibilities as Adventurer parents and staff is to encourage the physical, mental, and spiritual development of each child. The Adventurer curriculum levels were created to assist you with this responsibility. The Sunbeam requirements are organized into five areas: Basic, My God, My Self, My Family, and My World. Additionally, there are lots of fun and educational awards the children can earn.

Most children will complete the program requirements, except for the Sunbeam Reading award*, as part of the Sunbeam lessons (pp. 29-116). The completion of each requirement will be noted in the lesson so you can put a star or sticker by the child's name on the Sunbeam chart and/or card. At the end of the Adventurer year, each child completing all the requirements will receive the Sunbeam pin during the Investiture Service.

It is very important for Adventurer staff to understand that not all Sunbeams will be at the same developmental level or have the same physical abilities, so you'll need to be flexible in how the children complete these requirements. It is up to you to interpret how the children fulfill these requirements. For example, not all children will be able to memorize or read Bible verses. Instead, you can explain the verse to the child and then have the child draw a picture illustrating the verse. A child might not be able to grip a paintbrush but, instead, could dip a large sponge into paint and decorate a sheet of paper. Again, flexibility and creativity are the keys to ensuring the success of each Sunbeam.



*The Sunbeam Reading Award is usually done outside of meeting time with a parent or guardian.

(requirements on p. 7)

Find lots of activity ideas & resources at [Pinterest.com/AdventSource](https://www.pinterest.com/AdventSource)





Sunbeam Investiture Requirements

BASIC

- I. Recite and accept the Adventurer Law.
- II. Complete the Sunbeam Reading award.

CHART
ON PAGE
22

See p. 7 for Sunbeam Reading award requirements.

MY GOD

I. God's Plan to Save Me

- A. Create a story chart or lapbook showing Jesus':
 - Birth
 - Life
 - Death
 - Resurrection

OR the Bible stories you are studying in school or Sabbath School. (See pp. 118-121 for coloring sheets.)

- B. Use your story chart or lapbook to show someone the joy of being saved by Jesus.

II. God's Message to Me

- A. Memorize and explain two Bible verses about being saved by Jesus:
 - Matthew 22:37-39
 - 1 John 1:9
 - Isaiah 1:18
 - Romans 6:23
 - Your choice

- B. Name the two major parts of the Bible and the four gospels.

- C. Complete the Friend of Jesus award.

III. God's Power in My Life

- A. Spend regular quiet time with Jesus to talk with Him and learn about Him.
- B. Ask three people why they study the Bible.





MY SELF

I. I Am Special

Make a tracing of yourself. Decorate it with pictures and words which tell good things about yourself.

II. I Can Make Wise Choices

Participate in an activity about choices.

III. I Can Care for My Body

Complete the Fitness Fun award.



MY FAMILY

I. I Have a Family

Create a family collage, scrapbook, crest, or coat of arms.

II. Family Members Care for Each Other

Show how Jesus can help you deal with disagreements. Use:

- Puppets
- Role playing
- Your choice

III. My Family Helps Me Care for Myself

Complete the Road Safety award.



MY WORLD

I. The World of Friends

Complete the Courtesy award.

II. The World of Other People

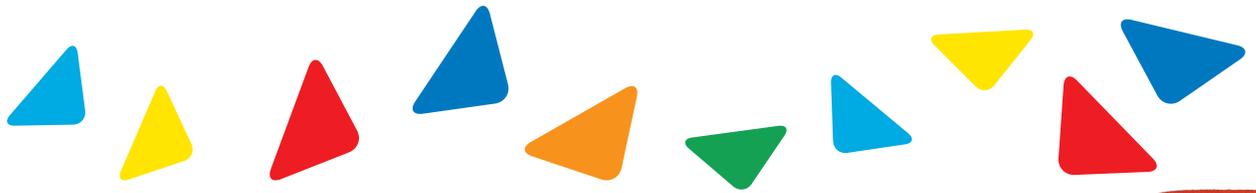
A. Explore your neighborhood. List things that are good and things you could help make better.

B. From your list, choose ways and spend time making your neighborhood better.

III. The World of Nature

Complete the Friend of Nature award.





Adventurer Awards

Sunbeam patches are called awards. There are lots of awards and each one is designed to encourage your Sunbeams to explore, learn, and play. Once a Sunbeam has completed all the required activities for an individual award he or she can receive that patch.

Many awards are completed as part of the Sunbeam curriculum but your club will probably set aside time just for awards.

It is important to note that the awards have levels that correspond with the Adventurer levels. When you are selecting an award to complete make sure that you choose age-appropriate awards.

When working on awards it is up to the leader to adapt the requirements to the club and children's needs. For example, an award may require the child to play an action game using a community helper's skills. As parent or leader you might choose to watch a video or visit a community helper.

It is also up to you to decide when a child has met the intent of the award. Remember that not all children will be capable of completing all award requirements as written. It is more important that the children try new things and have fun than compete with each other to receive the most awards or become frustrated by requirements that are beyond their abilities. Flexibility on your part will make the experience more enjoyable and positive for both children and parents!

Children of this age need immediate rewards so you will want to consider giving Sunbeams their patch for completing awards right away to put on their sash. You can also put a star or sticker by each child's name on the record chart when the requirements for an award are completed (see p. 138 or print a PDF from the Resource USB Flash Drive).

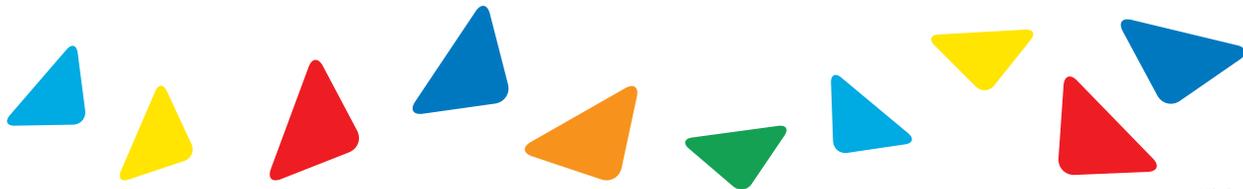
SUNBEAM READING AWARD

Awarded to Adventurers who read or listen while someone else reads:

1. Two chapters from the book of Mark from a simple modern translation of the Bible
2. A Bible story or book about Jesus
3. A book on health or safety
4. A book on family, friends, or feelings
5. A book on history or missions
6. A book on nature

Visit AdventSource.org for age-appropriate books for the Reading award.





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WHERE DO I FIND THE AWARD REQUIREMENTS?

The Resource USB Flash Drive available from adventsource.org includes requirements for all Adventurer awards as of publication date. New patches are being created every year so check Adventurer-Club.org for all the new patch requirements and teachers helps.



Leaders should think ahead about how they are going to recognize their Sunbeams during the Investiture program at the end of the year. One idea is to cut a length of ribbon for each Sunbeam and attach the child's name to the top. Throughout the year, add pictures of all the awards that the child received. Give each child their ribbon when they receive their Sunbeam pin during Investiture.

