



What You'll Find Inside



INTRODUCTION iii

SECTION 1

The Helping Hand Level 1

SECTION 2

Characteristics of Helping Hands 9

SECTION 3

Helping Hands with Disabilities 15

SECTION 4

Helping Hand Meetings 19

Scope and Sequence 22

Meeting 1 God's Plan to Save Me 29

Meeting 2 God's Message to Me 33

Meeting 3 Caring for My World 37

Meeting 4 I Am Special 41

Meeting 5 God's Power in My Life 45

Meeting 6 Honeybees 49

Meeting 7 Wise Choices 53

Meeting 8 Hygiene 57

Meeting 9 Geology 61

Meeting 10 I Have a Family 65

Meeting 11 Family Members Care for Each Other 69

Meeting 12 Habitats 73

Meeting 13 Computers 77

Meeting 14 I'm a Caring Friend 81

Meeting 15 Activities from Around the World 85

Meeting 16 Carpentry 89

Meeting 17 Sign Language 93

Meeting 18 Basket Making 97

Meeting 19 Weather 101

Meeting 20 Hiking 105

Meeting 21 Christmas 109

Meeting 22 Bike Rodeo 113

RESOURCES

God's Plan Coloring Sheets 118

Photocopy Masters 123

Award Requirements 129

Adventurer Song Sheet Music 143

Record Chart 144

Contacts 145



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 Helping Hands. However, now that you’ve had time to think about it, the picture may have quickly changed to a group of noisy fourth graders running around the room or huddled in the corner planning their next conquest. Hopefully the reality will be somewhere in between these two pictures!

This guide was developed to assist parents and Helping Hand level leaders who want to work with children as they develop physically and spiritually. The Helping Hand 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 Helping Hand 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 Helping Hands are about to begin!

Section 1

The Helping Hand Level

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



Helping Hands 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



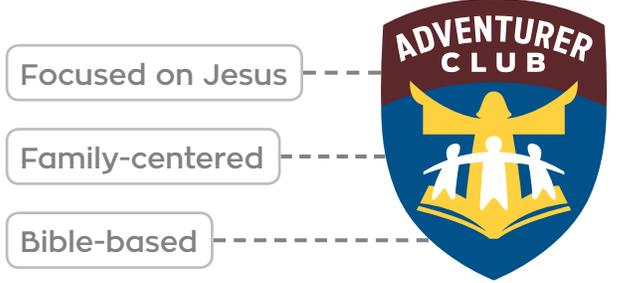
Third Grade

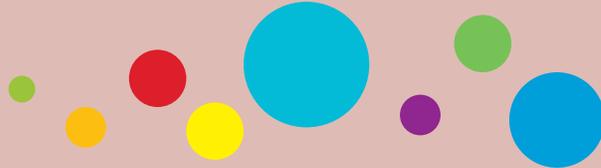


Fourth Grade

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.





Helping Hand 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.

Helping Hand 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 Helping Hand 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 Helping Hand 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 Helping Hand Reading award*, as part of the Helping Hand 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 Helping Hand chart and/or card. At the end of the Adventurer year, each child completing all the requirements will receive the Helping Hand pin during the Investiture Service.

It is very important for Adventurer staff to understand that not all Helping Hands 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 Helping Hand.



*The Helping Hand 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)





Helping Hand Investiture Requirements



BASIC

- I. Recite the Adventurer Pledge and Law.
- II. Explain the Law.
- III. Complete the Helping Hand Reading award.



See p. 7 for Helping Hand Reading award requirements.

MY GOD

I. God's Plan to Save Me

A. Create a story chart or lapbook showing the order in which these stories took place:

- Noah—Water cleans the earth
- Abraham—God calls a people
- Moses—A promised land for God's people
- David—God works with His people
- Daniel—God's people disobey

OR the Bible stories you are studying in school or Sabbath School. (See pp. 118-122 for coloring sheets.)

B. Use your story chart or lapbook to show someone how to live for God.

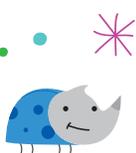
II. God's Message to Me

Complete the Bible II award.

III. God's Power in My Life

A. Spend regular quiet time with Jesus to talk with Him and learn about Him. Journal your time by writing, drawing, or recording a video.

B. With an adult, choose one thing in your life which Jesus has promised to help you improve. With His help, pray, plan, and work together to reach your goal.





MY SELF

I. I Am Special

- A. List some special interests and abilities God has given you.
- B. Share your talents using one of the following:
 - Talent show
 - Show and tell

II. I Can Make Wise Choices

- A. Learn the steps of good decision-making.
- B. Use them to solve two real-life problems.

III. I Can Care for My Body

Complete the Hygiene award.



MY FAMILY

I. I Have a Family

Make a scrapbook or picture book about your family history.

II. Family Members Care for Each Other

Help plan a special family worship, family night, or family outing.

III. My Family Helps Me Care for Myself

Complete a level 3 or 4 award not previously earned.

MY WORLD

I. The World of Friends

Complete the Caring Friend award.

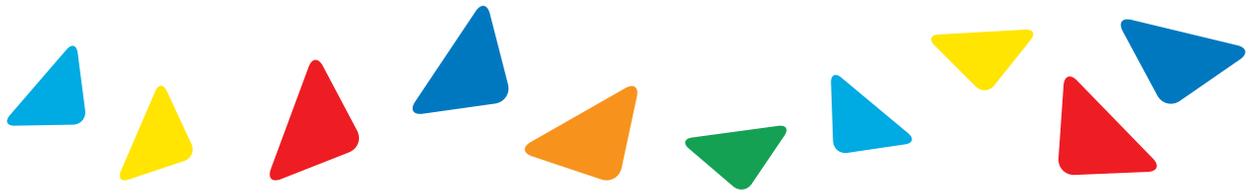
II. The World of Other People

Complete the Country Fun award.

III. The World of Nature

Complete the Environmentalist award.





Adventurer Awards

Helping Hand patches are called awards. There are lots of awards and each one is designed to encourage your Helping Hands to explore, learn, and play. Once a Helping Hand 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 Helping Hand curriculum and 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. If it is just Helping Hands, you can choose a Level 4, 3, 2, or 1. If everyone in the club is doing the same award it is probably best to pick a Level 1 or 2 award and adapt requirements for age appropriateness.

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 are encouraged to 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!

Helping Hand age children like immediate rewards but are able to understand delayed recognition better than the younger age groups. When they complete an award you could give them a picture of the award or write on their record card or activity book and let them know they will receive the patch at the Investiture Service. 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. 144 or print a PDF from the Resource USB Flash Drive).



HELPING HAND READING AWARD

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

1. 1 Samuel 1-3 from a 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.





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 Helping Hands at the Investiture program at the end of the year. Some clubs give Little Lambs, Eager Beavers, and Busy Bees their patches as the requirements are completed but wait until the Investiture Service to give Sunbeams, Builders, and Helping Hands their patches.

