

# Eager Beaver Leader's Guide

## with 23 Themed Meeting Plans

*The Eager Beaver Leader's Guide was developed with oversight by the Adventurer Committee of the North American Division.*

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**Available from:**

AdventSource  
5120 Prescott Avenue  
Lincoln, NE 68506  
**402.486.8800**  
**adventsource.org**

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ISBN# 978-1-62909-218-8

Printed in the U.S.A.



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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. And perhaps this was the first picture that popped into your mind when you agreed to lead your church’s Eager Beaver level. However, now that you’ve had time to think about it, the picture may have quickly changed to a group of active kindergartners running around the room while you stand helplessly in their midst. Hopefully, the reality will be somewhere in between these two pictures!

This guide was developed to assist parents and Eager Beaver leaders who want to work with children as they develop physically and spiritually. The Eager Beaver level 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.

Eager Beaver 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 Eager Beavers are about to begin!

# Section 1

## The Eager Beaver Level

This section contains an overview of the Eager Beaver level. You'll get an idea of how Eager Beavers fit into Adventurer Club Ministries and the goals and requirements of the Eager Beaver level.



# ADVENTURER LEVELS



Eager Beavers 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.



Pre-kindergarten



Kindergarten



First Grade



Second Grade



Third Grade



Fourth Grade

# Eager Beaver 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.



## Eager Beaver 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 Eager Beaver Curriculum

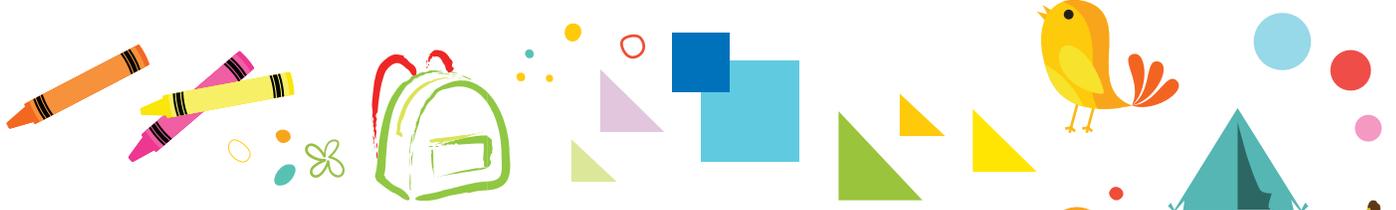
One of your responsibilities as leader is to encourage the physical, mental, and spiritual development of each child. The Eager Beaver level requirements were created to assist you with this responsibility. The requirements are organized into five areas: Basic, My God, My Self, My Family, and My World. Each child will complete most of the requirements as part of the Eager Beaver Lessons (pp. 29-166). 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 Eager Beaver record chart. At the end of the Eager Beaver year, each child completing all the requirements will receive an Eager Beaver pin.

It is very important for leaders to understand that not all Eager Beavers 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 tie their shoes. Instead, they might be able to velcro their shoes or put on their shoes. Flexibility and creativity are the keys to ensuring the success of each Eager Beaver. As always, these activities should be fun for you and the children.



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





# Eager Beaver Investiture Requirements

## BASIC

- I. Recite the Adventurer Pledge.
- II. Recite your country's Pledge of Allegiance or national anthem.
- III. Pray independently.



CHART  
ON PAGE  
22

## MY GOD

- I. Say the fourth commandment: "Remember the Sabbath day, to keep it holy" (Exodus 20:8).
- II. Complete the Beavers chip.
- III. Complete the Bible Friends chip.
- IV. Complete the God's World chip.

## MY SELF

- I. Complete the Alphabet Fun chip.
- II. Complete the Manners Fun chip.
- III. Complete the Know Your Body chip.

## MY FAMILY

- I. Say the fifth commandment: "Honor your father and your mother" (Exodus 20:12).
- II. Complete the Fire Safety chip.
- III. Complete the Helping at Home chip.
- IV. Complete the Pets or Toys chip.



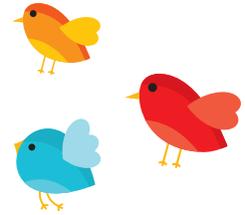
A decorative border on the left side of the page features a variety of colorful elements. At the top, there are several squares in yellow, green, blue, and red, along with circles in purple, yellow, and red. Below these are stylized human figures in red, orange, yellow, green, and blue, holding hands in a circle. Further down, there are more colorful shapes, including a paint palette with various colors and a paintbrush. A cartoon girl with blonde hair, wearing a green dress with white polka dots, is jumping joyfully. Below her are a blue book, a green circle, a pink circle, and a green circle. A brown beaver is shown holding a nut. There are also several colorful butterflies (purple, green, yellow, pink) and a green frog. At the bottom, there are ladybugs and small rocks. The entire page is decorated with a green border at the bottom containing a white dotted line.

## MY WORLD

- I. Complete the My Community Friends chip.
- II. Complete the Playing with Friends chip.
- III. Complete the Scavenger Hunt chip.

## Additional Chips

- Animal Homes
- Animals
- Beginning Biking
- Beginning Swimming
- Birds
- Crayons & Markers
- Gadgets & Sand
- Jesus' Star
- Jigsaw Puzzle
- Left & Right
- Shapes & Sizes
- Sponge Art
- Stamping Fun



# Eager Beaver Chips

Eager Beaver patches are called chips. There are more than 25 chips designed to encourage the children in your club to explore, learn, and play. Once a child has completed the activities for an individual patch, he or she has earned a chip. Children this age need immediate rewards, so give them the chips at the end of the program when the patch is completed.



It is important for leaders to note that the requirements for 22 chips are built into the meeting activities. Once you have completed all the requirements for a chip, you can put a star or sticker by each child's name on the Eager Beaver record chart (p. 184). New chips are always being added, so check [adventurer-club.org](http://adventurer-club.org) for a complete list.



**ALPHABET FUN**



**ANIMAL HOMES**



**ANIMALS**



**BEAVERS**



**BEGINNING BIKING**



**BEGINNING SWIMMING**



**BIBLE FRIENDS**



**BIRDS**



**CRAYONS & MARKERS**



**FIRE SAFETY**



**GADGETS & SAND**



**GOD'S WORLD**



**HELPING AT HOME**



**JESUS' STAR**



**JIGSAW PUZZLE**



**KNOW YOUR BODY**



**LEFT & RIGHT**



**MANNERS FUN**



**MY COMMUNITY FRIENDS**



**PETS**



**PLAYING WITH FRIENDS**



**SCAVENGER HUNT**



**SHAPES & SIZES**



**SPONGE ART**

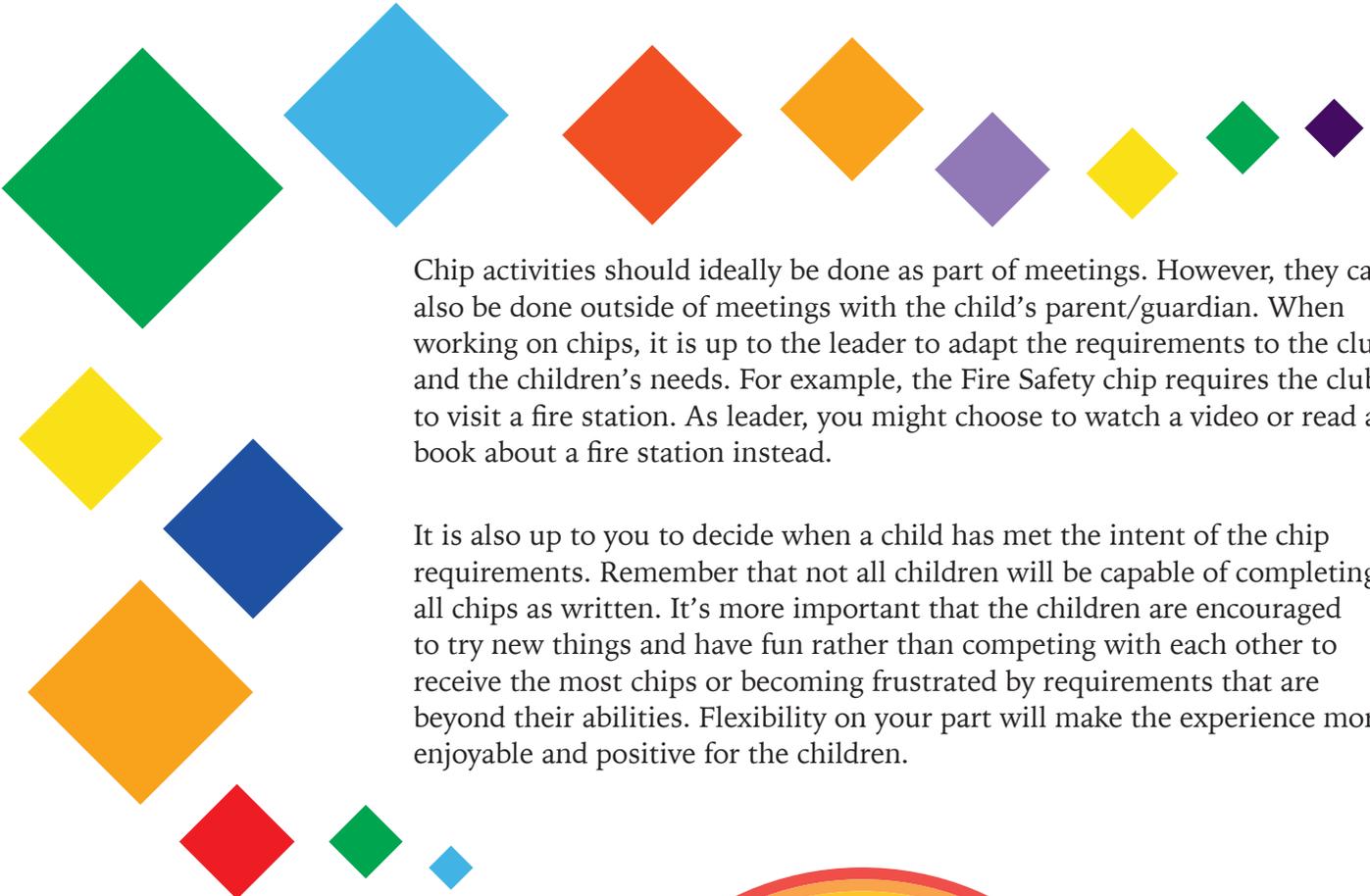


**STAMPING FUN**



**TOYS**





Chip activities should ideally be done as part of meetings. However, they can also be done outside of meetings with the child's parent/guardian. When working on chips, it is up to the leader to adapt the requirements to the club and the children's needs. For example, the Fire Safety chip requires the club to visit a fire station. As leader, you might choose to watch a video or read a book about a fire station instead.

It is also up to you to decide when a child has met the intent of the chip requirements. Remember that not all children will be capable of completing all chips as written. It's more important that the children are encouraged to try new things and have fun rather than competing with each other to receive the most chips or becoming frustrated by requirements that are beyond their abilities. Flexibility on your part will make the experience more enjoyable and positive for the children.

