

Activity Book



Helping Hand



This book belongs to

Child's name

How to use this activity book

This activity book is designed for ease of use by the parent or teacher, and to stimulate enthusiasm on the part of the Adventurer. This activity book may be used as a whole, or the pages may be removed and completed one at a time. Collecting the completed pages and binding them together (with stapler or yarn) at the end of the year will provide a keepsake for the children to remind them of their Adventurers.



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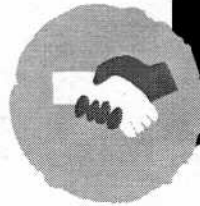
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first name _____

last name _____ /

God's

Helping Hand

Things I like to do with my hands:

My future adventurers:

Father: _____

Mother: _____

My address: _____

My age: _____

My grade: _____

Brother or Sister: _____

My school: _____

My teacher: _____

Brother or Sister: _____

Ways I've been God's helping hand:

Helping Hand Checklist

Basic Requirements

I. Responsibility

- A. Recite the Adventurer Pledge and Law.
- B. Explain the Law.

II. Reinforcement

Earn the Helping Hand Reading Award.

My God

I. His Plan to Save Me

- A. Create a story chart or booklet showing the order in which these stories took place:
 - Noah
 - Abraham
 - Moses
 - David
 - Daniel

OR the Bible stories you are studying in your classroom or Sabbath School.

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

II. His Message to Me

Earn the Bible II Adventurer Award

III. His Power in My Life

- A. Spend regular quiet time with Jesus to talk with Him and learn about Him.
- 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 abilities God has given you.

- B. Share your talent using one of the following:

- Talent show
- Show and Tell
- Earn an Adventurer Award.

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

Earn the Hygiene Adventurer Award.

My Family

I. I Have a Family

Make a family flag or banner,
OR collect stories or photographs about your family history.

II. Families Care for Each Other

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

III. My Family Helps Me Care for Myself

Earn an Adventurer Award, not previously earned, in one of the following areas:

- Finance
- Safety
- Indoor skills
- Outdoor skills

My World

I. The World of Friends

Earn the Caring Friend Adventurer Award.

II. The World of Other People

Choose a world culture to study. Find a way to share Jesus' love with some of the people of that culture.

III. The World of Nature

Earn the Environmentalist Adventurer Award.



Instructor Checklist

Basic Requirements

- I. A. _____
- B. _____
- II. _____

My God

- I. A. _____
- B. _____
- II. _____
- III. A. _____
- B. _____

My Self

- I. A. _____
- B. _____
- II. A. _____
- B. _____
- III. _____

My Family

- I. _____
- II. _____
- III. _____

My World

- I. _____
- II. _____
- III. _____

It's great to be part of an Adventurer Club...

Adventurer Club will help you:

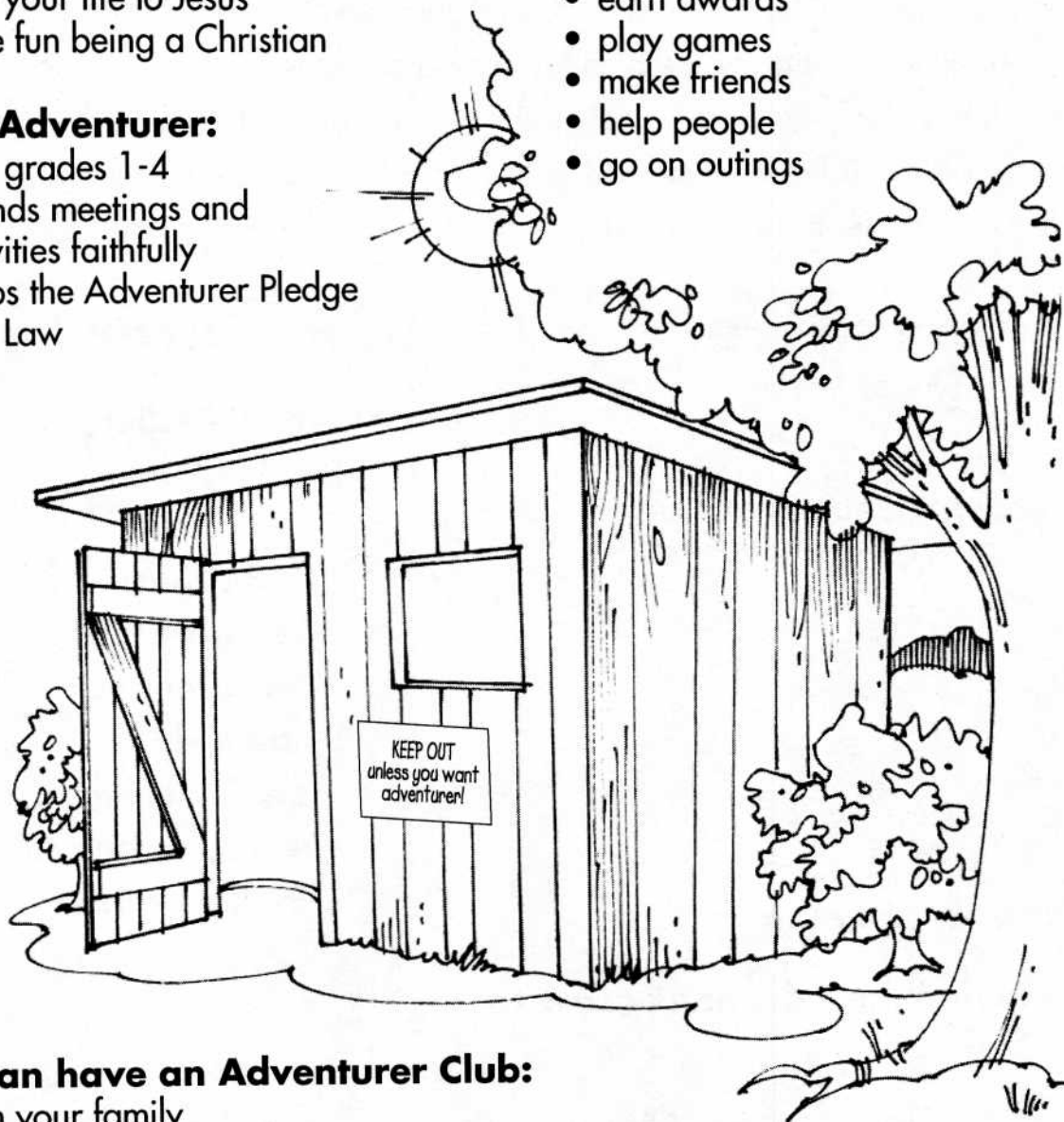
- give your life to Jesus
- have fun being a Christian

A real Adventurer:

- is in grades 1-4
- attends meetings and activities faithfully
- keeps the Adventurer Pledge and Law

In Adventurer Club, you'll:

- earn awards
- play games
- make friends
- help people
- go on outings



You can have an Adventurer Club:

- with your family
- with kids at your church
- with kids at school or in your neighborhood

If you don't have a club yet, ask your mom or dad or an adult at church.

Responsibility



.....

A. Recite the Adventurer Pledge and Law.

_____ is a special person that the King of the Universe wants to have as a friend. Our Savior and King wants to walk with me every day and to show me how to be happy. He died for me so I can leave my sins behind and live forever. Now He is showing me how to be a great and joyful person like He is by taking good care of myself and giving a helping hand to the people around me. He puts love in my heart for all the people He has created. He helps me want to keep:

Adventurer Pledge

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

Adventurer Law

Be Obedient

Be Pure

Be True

Be Kind

Be Respectful

Be Attentive

Be Helpful

Be Cheerful

Be Thoughtful

Be Reverent

B. Explain the Adventurer Law.

I explained the Adventurer Law to _____.

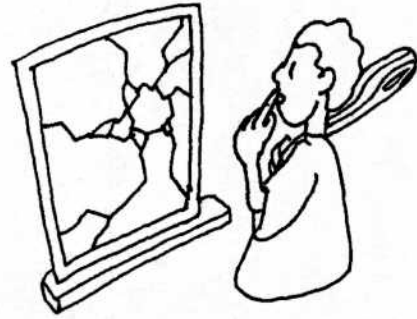
Suggestions for Parents or Leaders

Each Helping Hand may choose one person such as a leader, family member, younger Adventurer, or friend to explain the Pledge to.

In explaining the Pledge, the Helping Hand may: tell its meaning in his/her own words; give examples of when to use it; or how to keep it.

Color these Adventurer Law cards and use them to make a poster, mobile, or wall hanging. Add a sentence to each picture below that explains how Jesus helps.

Jesus can help me . . .



Be True



Be Obedient



Be Kind



Be Pure



Be Respectful



Be Attentive



Be Thoughtful



Be Helpful



Be Reverent



Be Cheerful

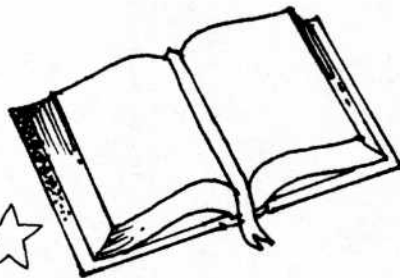
Reinforcement

Earn the Helping Hand Reading Award.



Read the book, write it's name under the picture, then color the picture.
Color one star if the book was OK, four stars if it was super

I Samuel 1-3



Book on family, friends or feelings



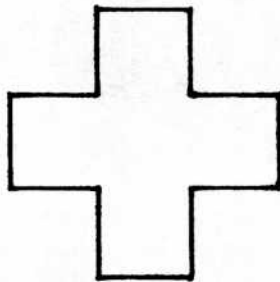
Bible story book or a book about Jesus



Book on history or missions



Book on health or safety



Book on nature



Suggestions for Parents or Leaders

The Helping Hand Reading Award is awarded to children who read or listen while someone else reads:

1. 1 Samuel 1-3 from a simple, modern translation of the Bible
2. A Bible story book or a 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

Provide children with several good books to choose from, which will help them to understand and apply the things they are learning this year in the Busy Bee classwork.

Be sure that the books are:

1. True to life. The books must present an accurate picture of reality. It must not be overly simplistic, sentimental, or exciting.
2. Lasting value. A good book helps the child to understand God, human nature, or the things of creation without appearing to be preachy and contrived.
3. Positive Morality. Evil and sin are recognized as such, and receive their just reward. The good should be upheld as the model and goal for the children.
4. Enjoyable. The book should be one that the adult enjoys reading. (If the adult does not enjoy it, it is highly unlikely that the child will—or should.)
5. Developmentally appropriate. A good book will fit the child's level of reading ability, sophistication, and interest.

His Plan to Save Me



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

- Noah
- Abraham
- Moses
- David
- Daniel

OR

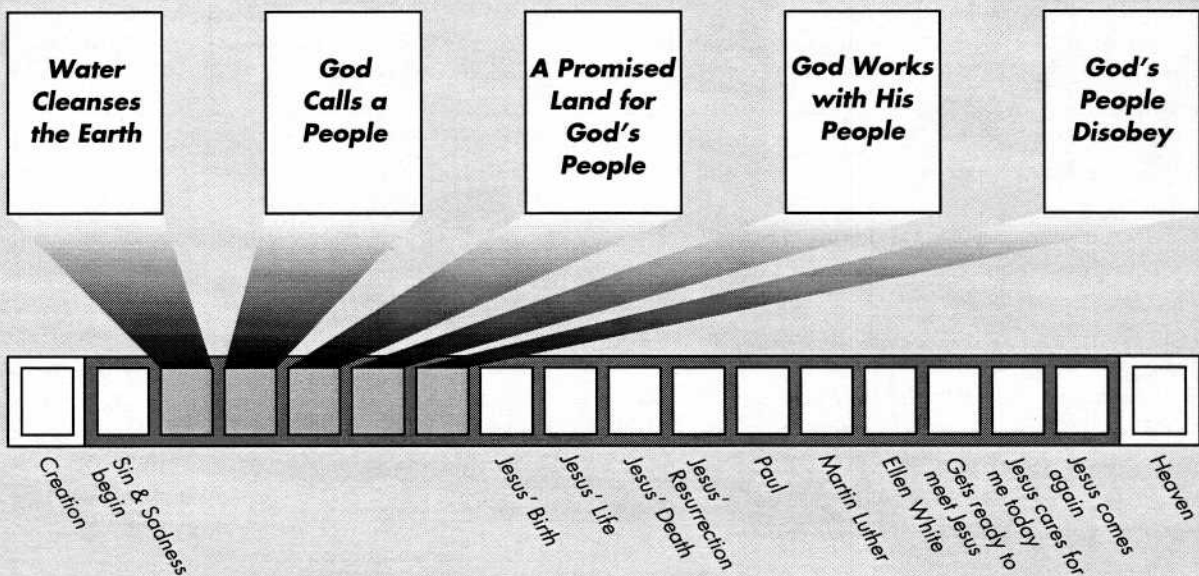
the Bible stories you are studying in your classroom or Sabbath School.

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

I showed _____ that I can live for God by _____.

S T E P B Y S T E P

Helping Hand Bible Story Chart



Suggestions for Parents and Leaders

Background Information

Beginning with a recognition of the love and watchcare of God at the Busy Bee level, Adventurers have learned to recognize the presence of evil in the world and in their own lives. They are learning to escape from evil by receiving forgiveness and power through Jesus Christ.

The goal of the Helping Hand requirements is to provide children with a reminder of the beginning steps of salvation and to encourage them to continue in the Christian life even though it is often hard.

The following basic concepts are found in each of the stories and verses:

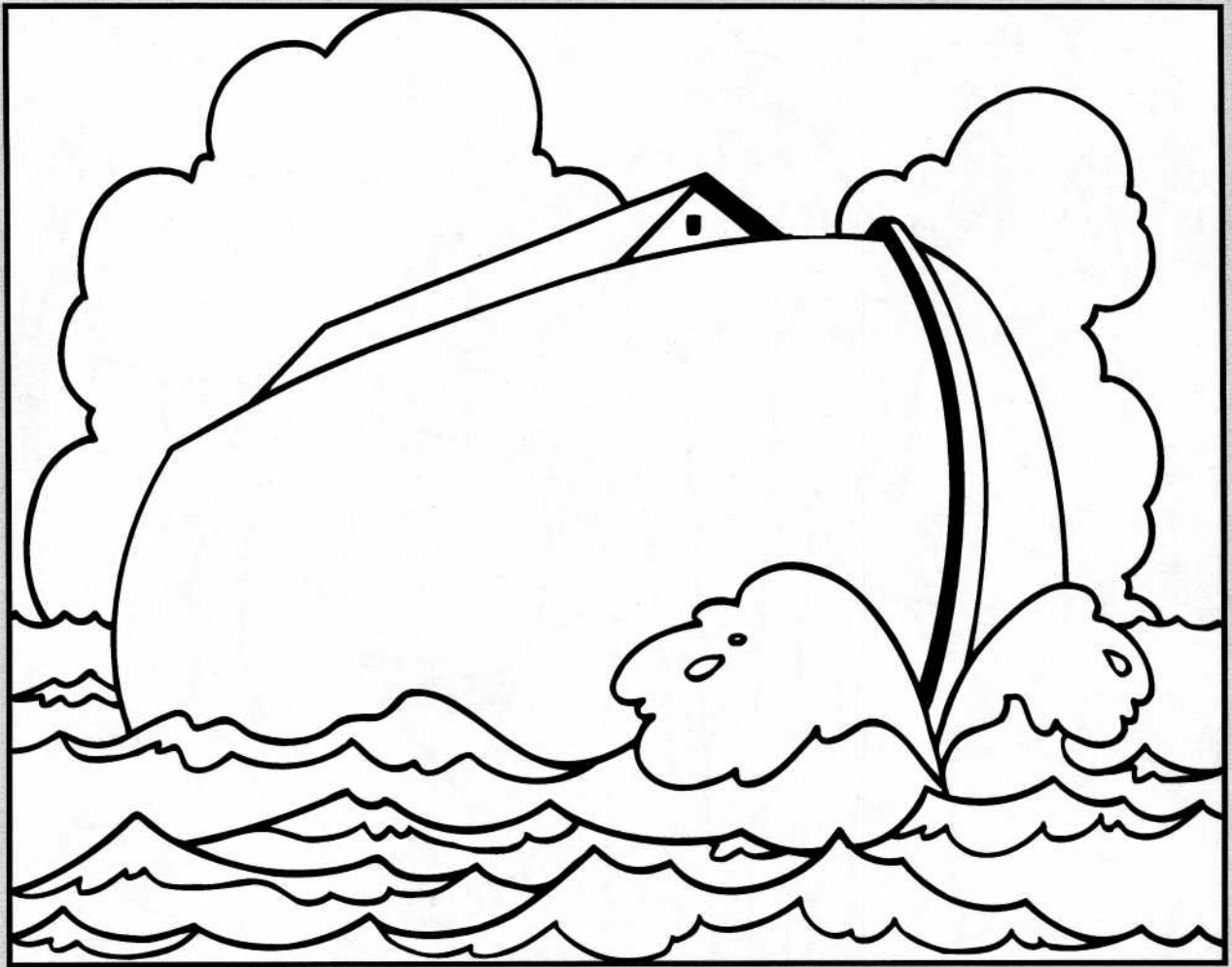
- 1. I want to obey God and escape from evil.** I recognize the destructiveness of evil and am sorry for my part in it.
- 2. I can give my life to Jesus, and He will give me a new clean heart.** When I give Him my life He makes me a part of His redeemed family and helps me obey Him.
- 3. I do my best to live for Him, and He is always there to forgive and help me when I ask.** I love Him because He has given me eternal life. I want Him to continue to forgive and help me.
- 4. I am becoming the person He wants me to be.** I will be persistent in letting Jesus help me grow up to be just like my Father. He promises that I will if I trust and obey Him.

The Bible Story Chart may be used in three different ways:

- 1.** Place the pictures on a large wall story chart, adding each new picture as you tell the story. The children may refer to this chart as they work on their own chart(s) and as they learn about other stories from the Bible and history.
- 2.** Provide the children with a practice activity by making available a blank chart and the pictures, stories and labels provided on the following pages. The children may set the blank chart on the floor and place the pictures, stories and labels in order on the chart.
- 3.** Children may also color the pictures and use the stories and labels to create their own story charts or story chart booklets.

In the first presentation, use the Bible story chart to give an overview of the battle between good and evil and to show how the Helping Hand stories fit into that battle.

- 1.** Review the sections of history covered previously: creation and the fall; Jesus' life and death; the Christian church; and Jesus' second coming and heaven. The pictures and labels describing these events may be placed on the story chart in black and white.
- 2.** Color the new Helping Hand pictures and add them to the story chart as you briefly describe how they fit into God's plan of salvation. Briefly discuss the stories and pictures from these levels.



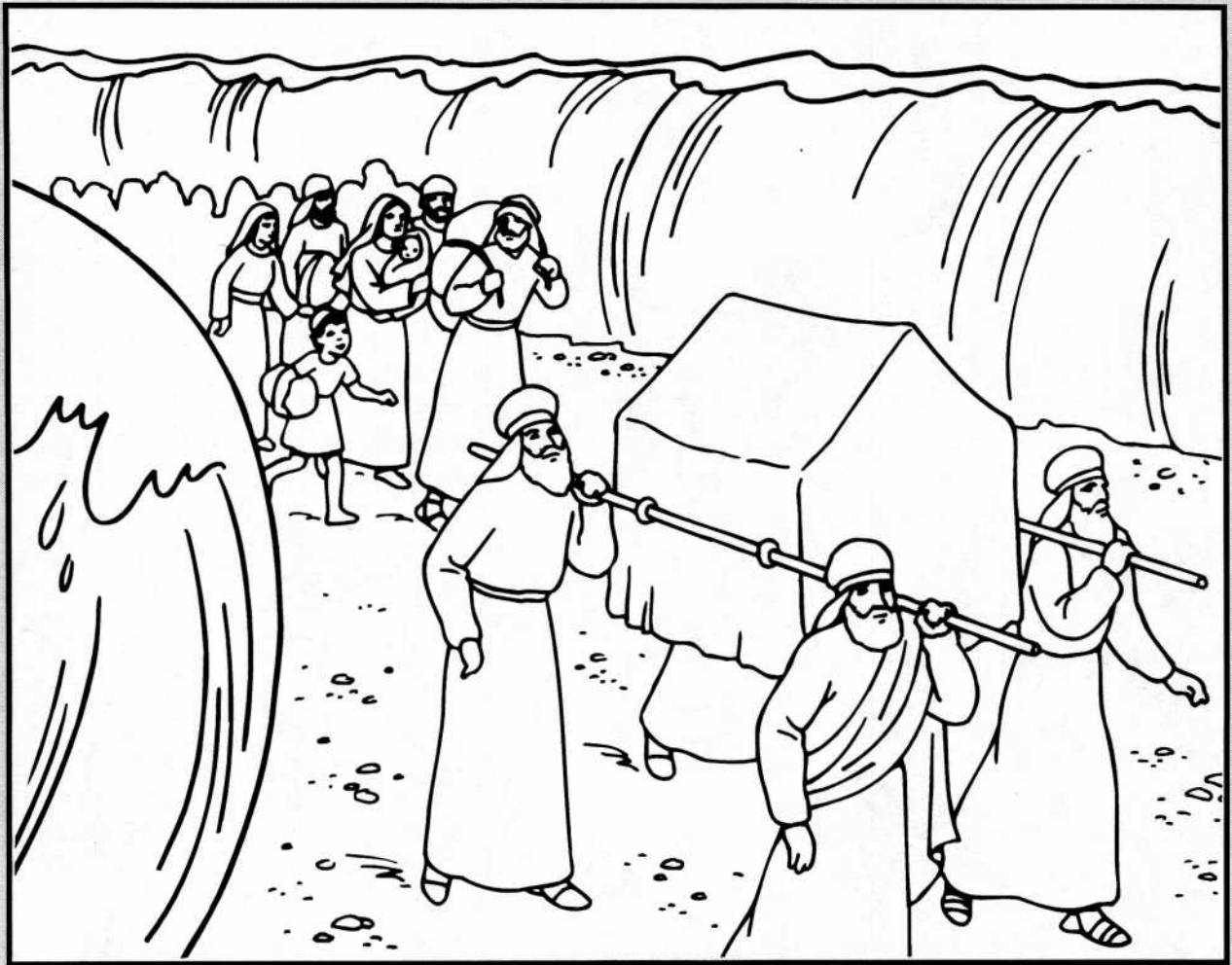
Water Cleans the Earth

People became so disobedient that they were destroying everything. God decided to wash away all the sin and evil and try again. He saved everyone who would listen by asking Noah to build a special ark for them.



God Calls a People

God decided to choose a special group of people to teach the world about Him. He called Abraham and Sarah to a new country and made them the "father" and "mother" of His new nation.



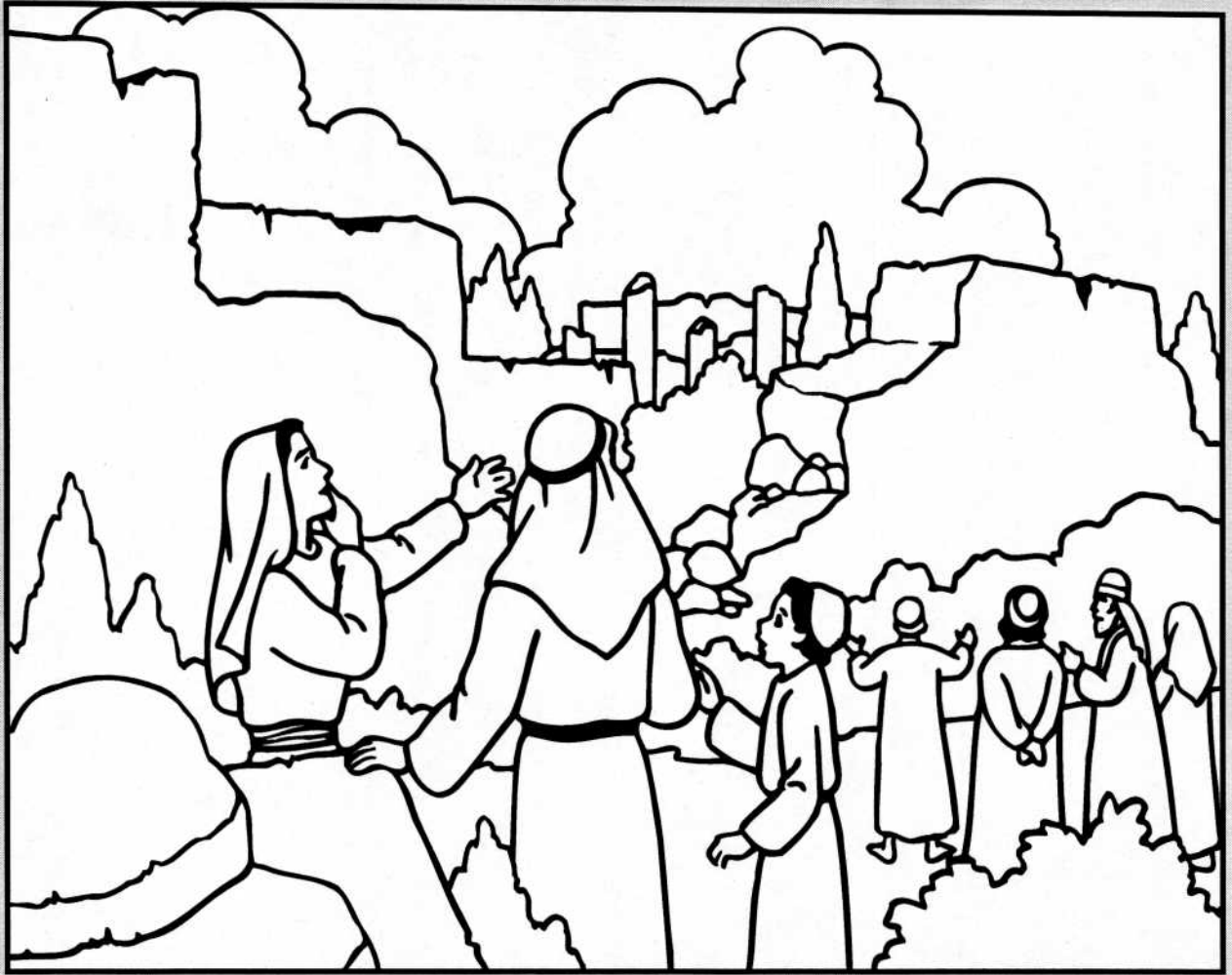
A Promised Land for God's People

God rescued His people from slavery just as He had promised. He brought them to a beautiful "Promised Land." He told them how to live so they would be happy and healthy.



God Works with His People

God's people, Israel, did not always trust Him but He continued to help those who would listen. David, the "shepherd king", loved to tell of God's mercy and justice.



God's People Disobey

Israel refused to obey God. He finally let them be taken captive, hoping they would realize their mistake. Some listened to God and returned to Israel, but they never became what God had planned.

His Message to Me

✎
☆☆☆
💡
✝️
🗨️
👤
🔪
🔍
💻
🍲
👶

⚠️
⚡
🍵
🐏
👁️
🦋
⊗
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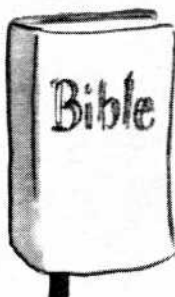
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Earn the Bible II Adventurer Award

Bible II Award

1. Earn the Bible I Award.
2. Recite in order the books of the Old Testament.

Genesis Exodus Leviticus Numbers Deuteronomy Joshua Judges Ruth 1 Samuel 2 Samuel 1 Kings 2 Kings 1 Chronicles 2 Chronicles Ezra Nehemiah Esther Job Psalms Proverbs	Ecclesiastes Song of Solomon Isaiah Jeremiah Lamentations Ezekiel Daniel Hosea Joel Amos Obadiah Jonah Micah Nahum Habakkuk Zephaniah Haggai Zechariah Malachi
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17

3. Tell or act out the following Bible stories:

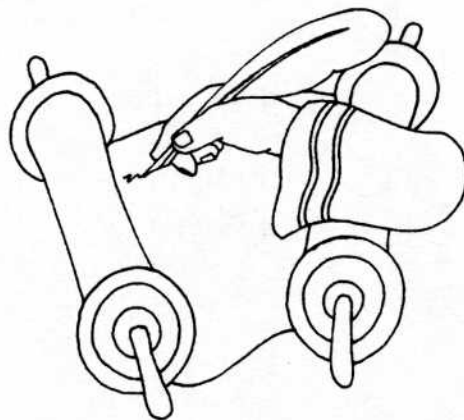
- a. Noah
- b. Abraham
- c. Moses
- d. David
- e. Daniel

4. Read or listen to a Bible story.

5. Memorize and explain three of the following verses about living for Jesus:

- a. Exodus 20:11-17
- b. Philippians 4:13
- c. Philippians 2:13
- d. 1 John 2:1, 2
- e. Jude 24
- f. Your choice

6. Play games to help the children enjoy and retain the Bible stories.



His Power in My Life

A. Spend a regular quiet time with Jesus to talk with Him and learn about Him.

Here are some ideas. Check off what you've done. Circle what you like best.

Days

- Sunday
- Monday
- Tuesday
- Wednesday
- Thursday
- Friday
- Saturday

Place

- on my bed
- in my room
- in my favorite chair
- outdoors in a special spot

Time

- when I get up in the morning
- after breakfast
- after supper
- at bedtime
- at _____ o'clock

What to do:

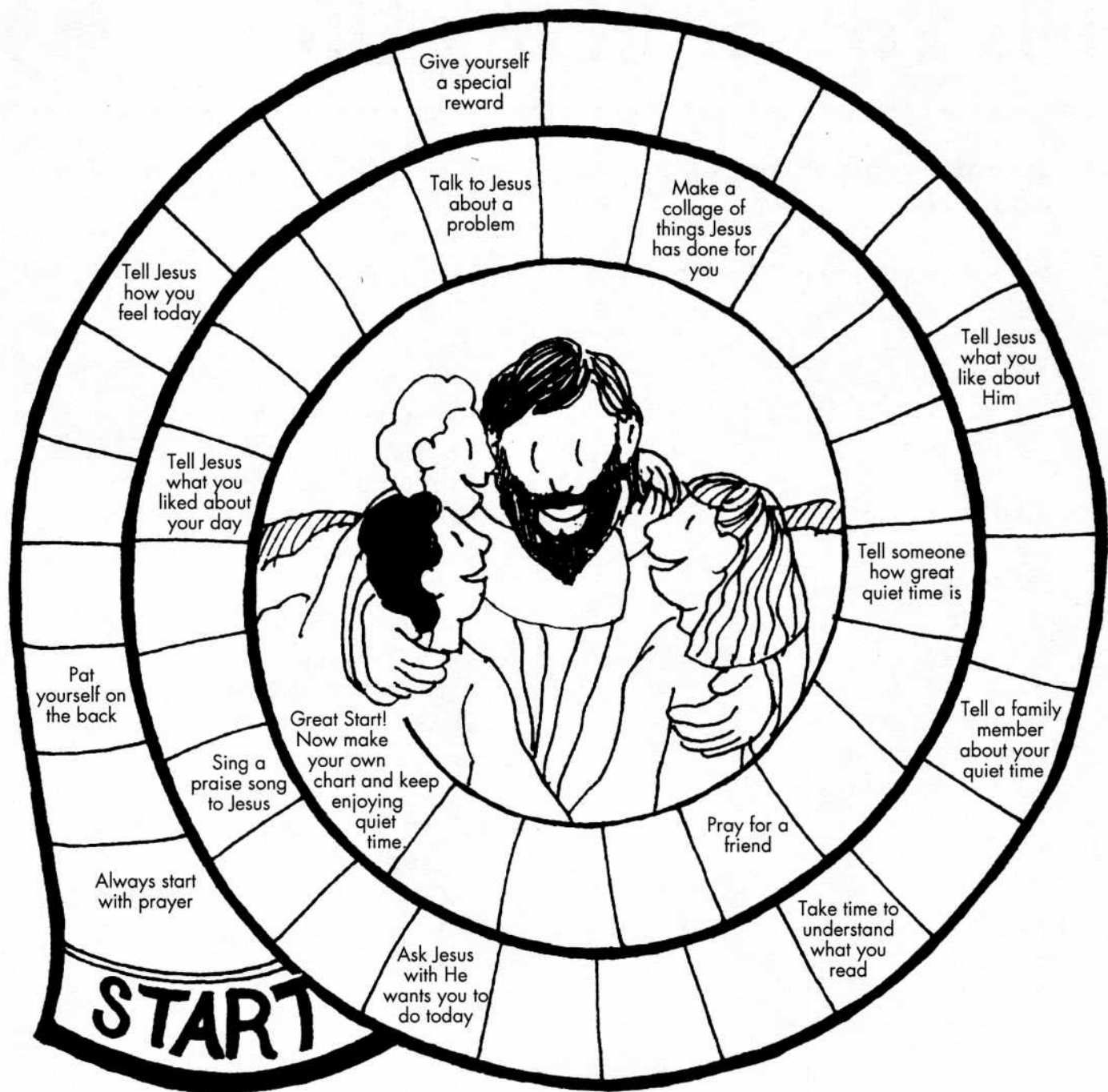
First:

- read your Bible
- study your Sabbath School lesson
- read a book about God
- write a Bible verse on a card to keep with you all day

Second

- sing a song
- memorize a verse
- keep a journal or scrapbook
- make a prayer or thank you list
- draw a picture
- write a song, poem, or letter to God

Color in a square each time you have a quiet time.



Suggestions for Parents or Leaders

Your child needs your example and leadership as he tries to form good devotional habits.

You can help by:

- Having your own daily quiet time with Jesus daily;
- enthusiastically sharing some of the inspiration and

insights you receive during your quiet time;

- leading out in family worship daily;
- helping your child choose a wise time and place for his quiet time;
- being a part of your child's quiet time until he is able and eager to continue on his own.

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.

1. Pray that God will help you make a good choice.

2. Name one thing in your life that you know God would like to help you improve. Tell exactly what change you want to make.

3. Use your concordance to find and read what the Bible has to say about this. Write a text that promises God will help you. _____

4. List steps that will help you make this change. _____

5. Memorize the promises you wrote.

- Every morning, ask God to give you a new heart and ask Him to help you want to do what is right.
- When you are tempted, repeat your promise, then choose to do or think about something else.

6. Be patient. Changing a habit is hard work. If you make a mistake:

- Ask God to forgive you
- Think about what you will do different next time.
- Thank God for all the times he has helped you do it right

7. Meet with your adult leader at least once a week. Pray and talk about how it's going.

8. Work together for three weeks or more; until you are meeting your goal consistently. Have a celebration and thank God for His faithfulness.

_____ is consistently reaching his/her goal.

Helping Hand's signature _____

Adult Helper's signature _____

Suggestions for Parents or Leaders

You or another adult can be a great encouragement to the Helping Hand as she/he learns how to work with God to become like Him.

- Carefully help him/her choose a goal that is worthwhile and reachable.
- Provide lots of encouragement for small improvements.

- Consider working on a similar project of your own so you can relate to the child's experience.

A parent, teacher, pastor, Sabbath School leader, Adventurer staff person, or adult Christian friend may serve as an adult helper.



I Am Special

.....

A. List some special interests and abilities God has given you.

You might be good at things like:

- math or reading—which take a lot of thinking
- soccer or fixing things—using your hands or body
- painting or music—being artistic
- helping people or making friends—with other people

A large heart outline with five horizontal lines inside for writing.

A large heart outline with five horizontal lines inside for writing.

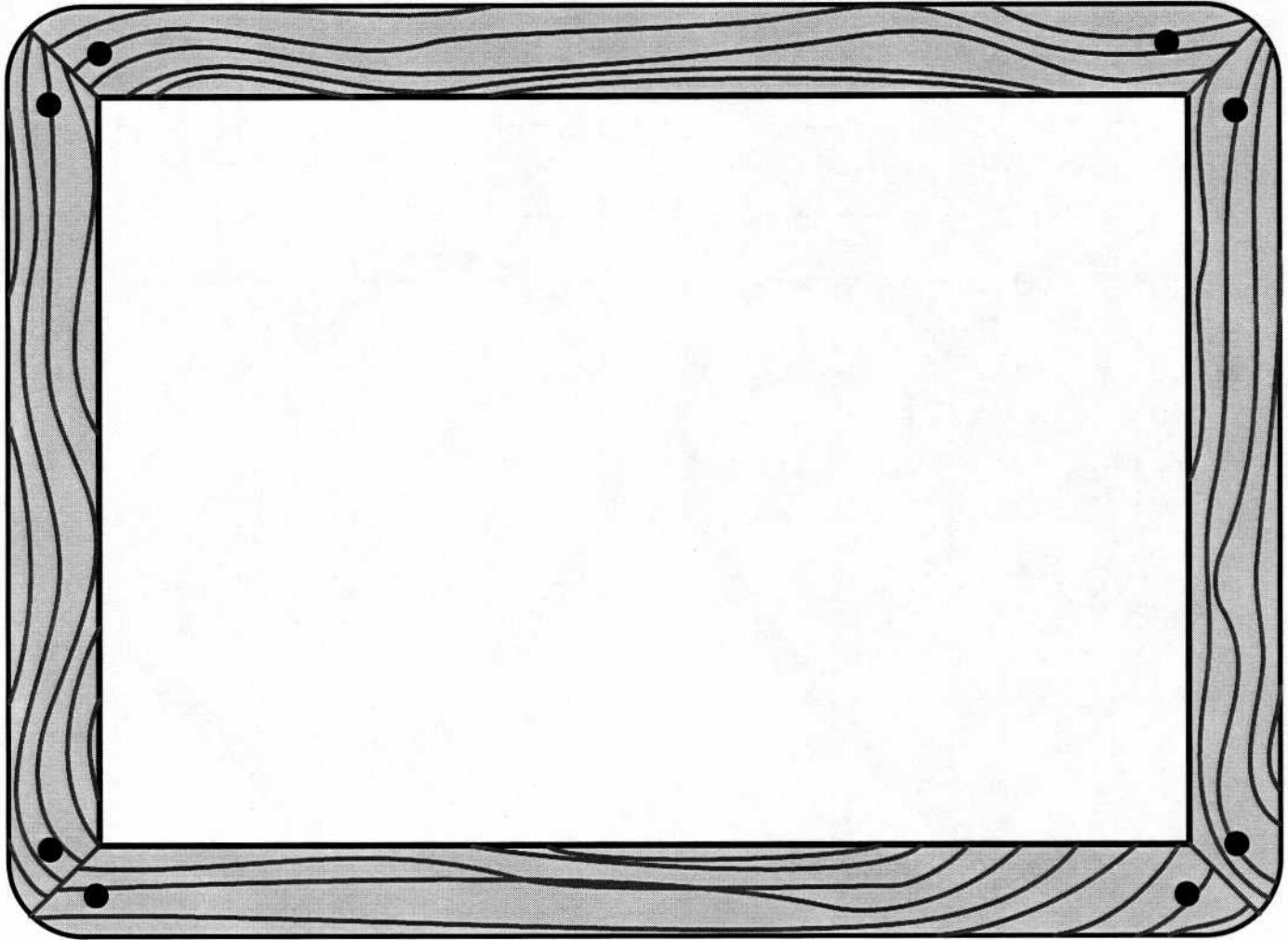
A large heart outline with five horizontal lines inside for writing.

A large heart outline with five horizontal lines inside for writing.

B. Share your talents using one of the following:

- Talent show
- Show and tell
- Earn an Adventurer Award

Draw a picture of what you did.



Suggestions for Parents or Leaders

Background Information

Our society often leads children to believe that they are not really talented unless they are good in school, sports, or the arts. This is misleading, because there are many areas in which the children may excel. Each is a gift from God and is given for a special purpose.

Children may have:

- Physical talents: Athletic or work ability (strength, coordination, speed, or agility); pleasing appearance; working with one's hands.
- Intellectual talents: Remembering and understanding, writing, planning and organizing, decision-making.
- Interpersonal talents: Speaking, sensitivity, humor, leadership, making friends.
- Artistic/creative talents: Art, music, poetry.

I Can Make Wise Decisions

A. Learn the steps of good decision-making.

The Steps of Good Decision Making

Talk over each of the following with Jesus.

1. What is the problem?
2. What are several possible solutions? And what might be the consequences of each solution for myself and for other people?
3. Choose the best solution and act on it.
4. Review. How did it work?
What will you do different next time?



B. Use them to solve two real-life problems

Problem 1

1. The problem



2. Possible solution

Consequences

Possible solution

Consequences



Possible solution

Consequences

3. Best solution

ACT ON IT

4. Next time I'll



Problem 2

1. The problem



2. Possible solution

Consequences

Possible solution

Consequences



Possible solution

Consequences

3. Best solution

ACT ON IT

4. Next time I'll



I Can Care for My Body



Earn the Hygiene Adventurer Award

Hygiene Award



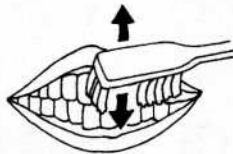
1. Find, read and discuss Psalm 119:11, 51:10, and 19:14.

2. Learn about personal cleanliness.

Personal cleanliness is important because _____

3. Discover three important times for washing your hands.

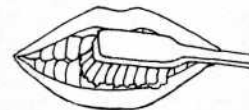
4. Practice proper brushing of teeth.



Up and down



Use floss



All teeth for two minutes

5. Discuss regular bathing and how to keep your hair clean.

I will bathe _____
I will _____

6. How many glasses of water should you drink daily? _____

7. Is it important to keep your clothing clean?

8. Participate in a recognized fitness test:
a. President's Challenge
b. An equivalent program

Suggestions for Parents or Leaders

Make this award fun by:

- building food group collages or sorting types of food into boxes.
- enjoying an exercise activity together in the sunshine and fresh air.
- having a healthy water-drinking contest.

Order the information for the fitness tests from:

President's Challenge
Poplars Research Center
400 East 7th Street
Bloomington, IN 47405

President's Challenge Qualifying Standards

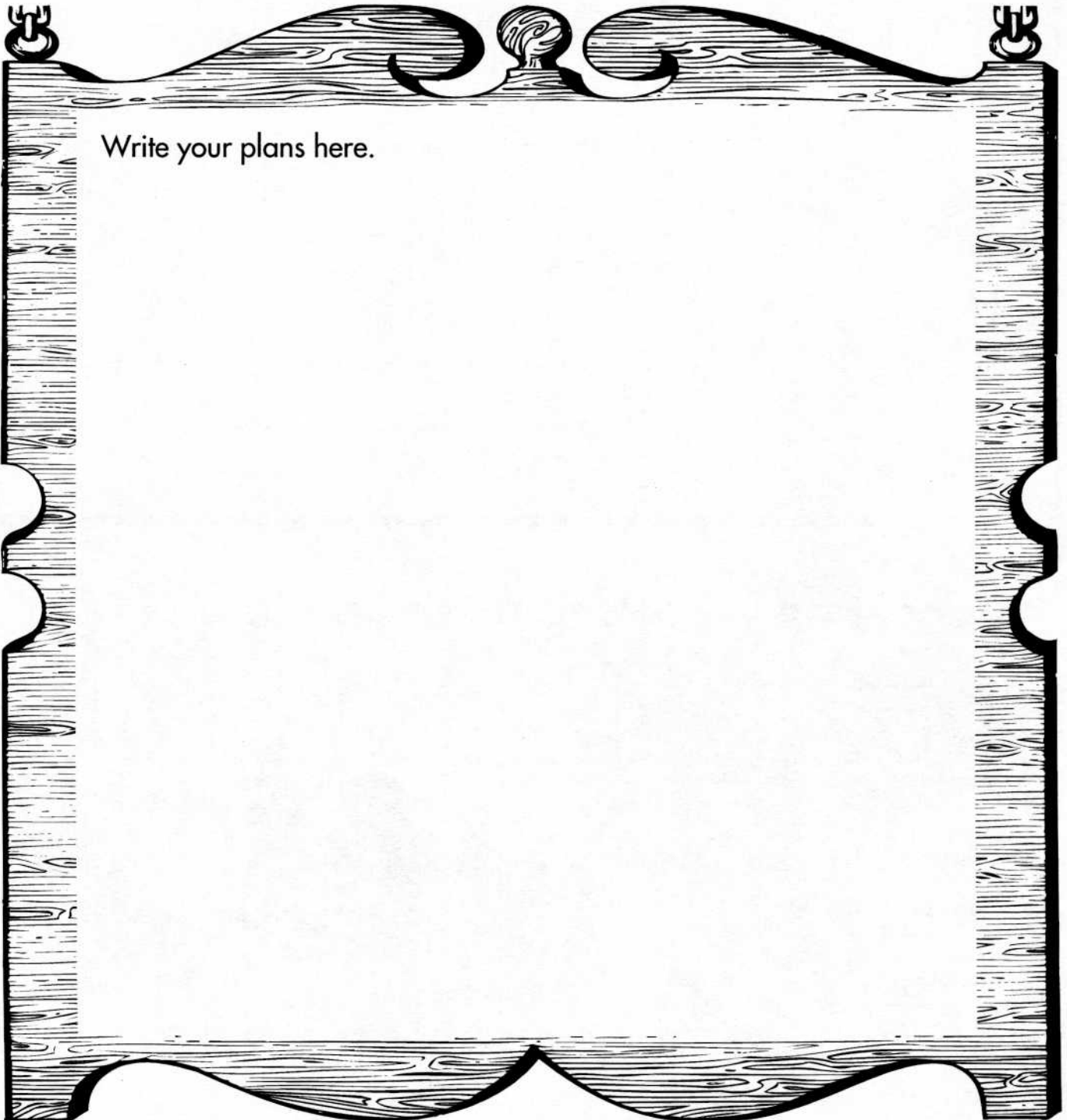
Age	Curl-Ups (in 1 minute)	Shuttle Run (seconds)	V-Sit Reach (inches)	Sit & Reach (centimeters)	1-mile Run (min./sec.)	Pull-Ups (number)
Boys						
6	33	12.1	+3.5	31	10:15	2
7	36	11.5	+3.5	30	9:22	4
8	40	11.1	+3.0	31	8:48	5
9	41	10.9	+3.0	31	8:31	5
10	45	10.3	+4.0	30	7:57	6
Girls						
6	32	12.4	+5.5	32	11:20	2
7	34	12.1	+5.0	32	10:36	2
8	38	11.8	+4.5	33	10:02	2
9	39	11.1	+5.5	33	9:30	2
10	40	10.8	+6.0	33	9:19	3

I Have a Family



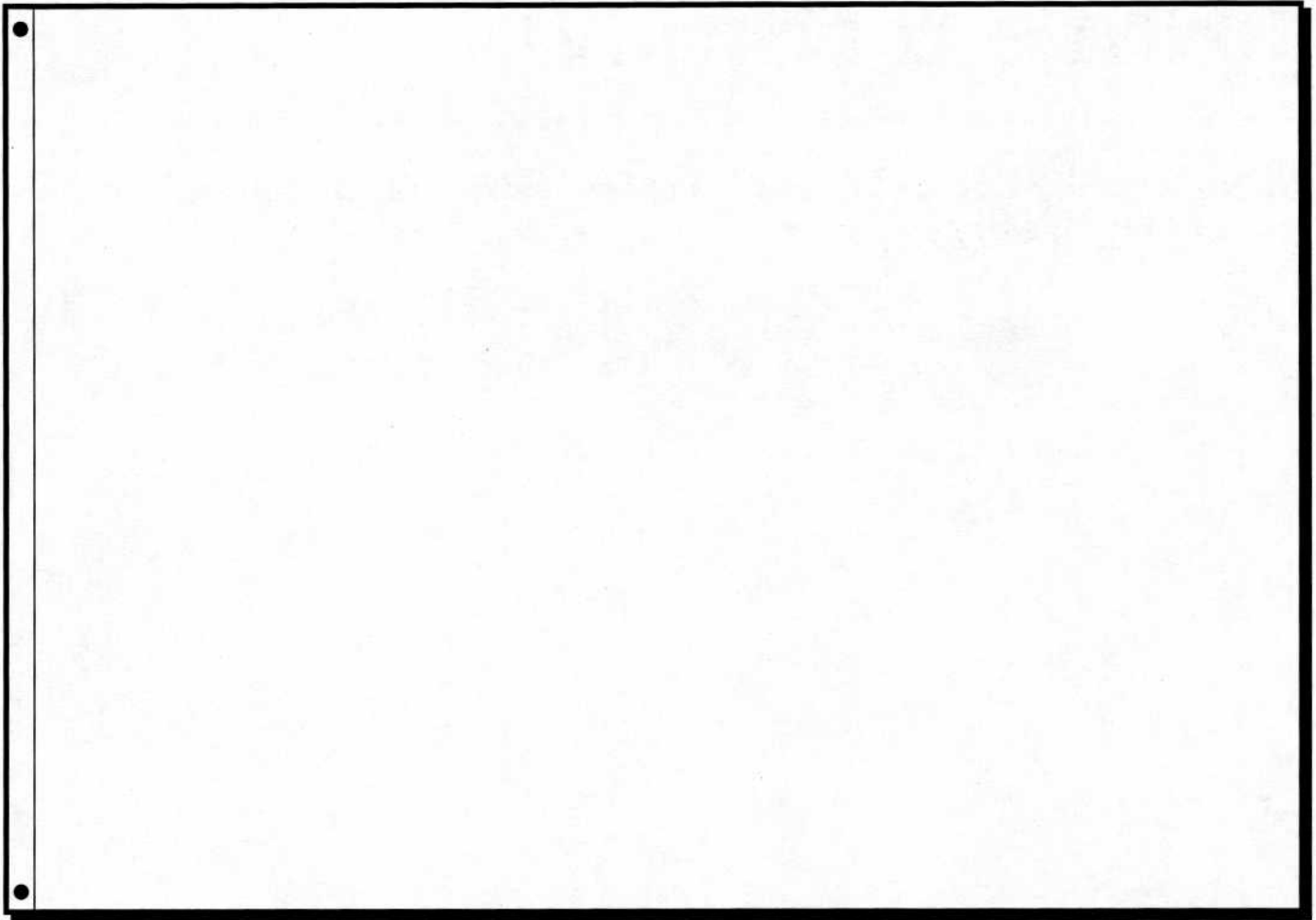
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Make a family flag or banner OR collect stories or photographs about your family history.



Write your plans here.

Sketch your flag or banner here.

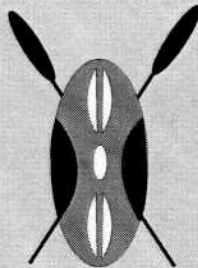


Suggestions for Parents or Leaders

A flag or banner may include colors, symbols, or words showing:

- country of ancestry
- occupations
- hobbies
- favorite activities and interests
- family motto or sayings
- family traditions
- special achievements

Ask parents, grandparents, or relatives about happy, sad, or funny memories or memories of school, home, work, or play. Use a notebook or tape recorder to remember what you hear.



Sample crests used on flags and banners.

Families Care for Each Other



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

Use this action strip to show what you did.

1.

2.

3.

4.

5.

6.

7.

8.

9.

10.

11.

12.

Suggestions for Parents or Leaders













Help the children list a variety of activity ideas then choose what they would like to do:

- Worships may include a skit or favorite Bible game, songs and prayer.

- Family night activities may include such things as a special dinner or a living room picnic
- Family outings may be to the zoo, park, or special friend's home

My Family Helps Me Care for Myself

Earn an Adventurer Award, in one of the following areas:

<p>Finance</p> <p><input type="checkbox"/> Wise Steward </p>	<p>Outdoor Skills</p> <p><input type="checkbox"/> Carpenter </p>
<p>Indoor Skills</p> <p><input type="checkbox"/> Cooking Fun </p>	<p><input type="checkbox"/> Guide </p>
<p><input type="checkbox"/> Home Helper </p>	<p><input type="checkbox"/> Swimmer I or II </p>
<p><input type="checkbox"/> Sewing Fun </p>	<p><input type="checkbox"/> Camper </p>
<p><input type="checkbox"/> Troubadour </p>	<p>Safety</p> <p><input type="checkbox"/> Safety Specialist </p>
	<p><input type="checkbox"/> Road Safety </p>
	<p><input type="checkbox"/> First Aid Helper </p>

The World of Friends



Earn the Caring Friend Adventurer Award

Caring Friend Award



1. Explain how you can be a Caring Friend.

- Find, read and memorize I Peter 5:7.

2. Talk to a person and ask the following:
- the day and month of birth.
 - his/her favorite animals
 - two of his/her favorite colors
 - three favorite foods
 - four things that are important to him/her
 - have your new friend tell you about a family trip.

3. Visit a shut-in and take something to him/her. Use the questions in #2 as a basis for your conversation.

I visited _____

4. Tell one of the persons in #2 or #3 above how Jesus loves you and that He loves him/her also.

5. Show your love to your parents by:

- a. helping to keep your room clean**
- b. helping in the kitchen with preparation or cleanup**
- c. doing extra chores without being told**

Tell what you did for your parents.

6. Tell of something special you have done for a friend.

The World of Other People

Choose a world culture to study. Find a way to share Jesus' love with some of the people of that culture.



Name of culture _____

They live in _____
continent or country

It is very _____ where they live.
climate

The land is _____ with lots of _____ growing.
flat, hilly, etc. *types of plants*

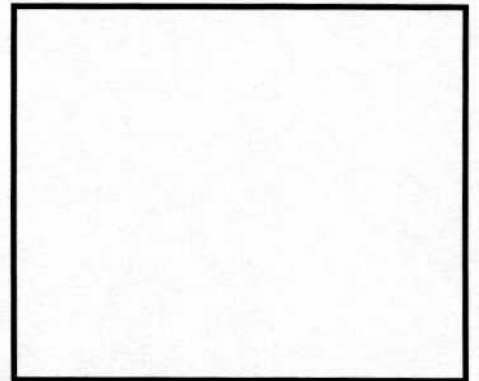
The people eat _____.
kinds of food

Many of them worship _____.
name of God

They make beautiful _____.
kinds of arts

They speak _____.

They live in houses built to look like this: (draw in box)
name of language



Some interesting things they do are _____.

Some great places to visit are _____.
place names

Check the things you would enjoy doing:

- tasting a native food
- trying a native craft
- seeing a video about the culture
- singing a song
- hearing a story
- talking to a missionary or native
- playing a game

I shared Jesus' love by _____

Suggestions for Parents or Leaders

You might share Jesus' love by:

- talking to missionaries or people from that culture to learn their needs
- writing letters
- sending needed supplies
- raising money for a special project
- sending literature and supplies to one of the

addresses in the back of the *Adventist Review*.

- Finding out what special plans the church might have for that culture by writing to:

Center for International Relations
12501 Old Columbia Pike
Silver Spring, MD 20904

The World of Nature

3

Earn the Environmentalist Adventurer Award.

Environmentalist Award



1. Recite Genesis 1:26. Explain our role in protecting wildlife.

This verse says we should _____

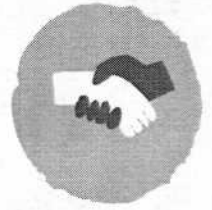
2. List three animals that are endangered and explain why.

3. List three birds that are endangered and explain how you can help protect birds.

4. Study endangered trees in your area. Plant or adopt a tree.

5. In your area:
- a. What causes pollution, and list ways you can prevent pollution.

More Awards for Helping Hand

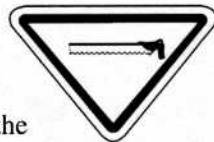


Basket Maker



1. Explain what a basket is.
2. Name several baskets found in your home.
3. Know the tools of a basket maker.
4. Describe how materials are prepared for basket weaving.
5. Make a simple basket of natural grasses, reeds, or other local material.
OR
Decorate a basket to be used for: sewing, trash, berries or flowers.
6. Decorate a basket to be given as a gift.
7. Tell some ways baskets were used in the Bible. Give at least one text.

Carpenter



1. Explain what a carpenter does.
2. Recite what the carpenter built in the following Bible texts:
 - a. Genesis 6:14-16
 - b. Exodus 30:1-3
 - c. II Samuel 5:11
3. Identify the basic tools required for simple wood-working and explain how to take care of them.
4. Name three things a carpenter builds.
5. Visit one of the places listed below:
 - a. lumber yard
 - b. hardware store
 - c. woodworking shop
 - d. sawmill
6. Using carpenter tools, make one of the following:
 - a. bird house or feeder
 - b. key holder
 - c. napkin holder
7. Discuss Jesus the Carpenter and things He may have made.

Computer Skills



1. Explain the purpose of each item:
 - a. Computer system
 - b. Monitor
 - c. Mouse
 - d. Keyboard
 - e. Central Processing Unit
 - f. Hard disk
 - g. Scanner
 - h. CD ROM
 - i. Modem
 - j. Printer
 - k. Network
 - l. Diskette
2. What are computers good for?
 - a. Documents and books
 - b. Databases
 - c. Calculations
 - d. Communications
 - e. Research
 - f. Fun
3. Do one of the following:
 - a. Type and print a thank-you note.
 - b. Play an educational game.
4. Do one of the following:
 - a. Visit an office and see how a computer helps that person with their work.
 - b. Visit a computer sales person and have them give a demonstration of the latest technology.
5. Know the home row of the keyboard.
 - a. Show the proper hand position on the keyboard.
 - b. Explain why proper hand position is important.
 - c. Type on an elementary typing program such as Sticky Bear or Mavis Beacon.

Habitat

1. Define habitat and select
2. Learn about your habitat. Record the day and time you looked at it and what you saw.
3. Name, photograph or draw a picture of the animals, insects, etc that you see.
4. Name, photograph or draw a picture of the plants that you see.
5. Describe your habitat and tell about interesting things that you learned.
6. Find verses in the Bible that tell about your habitat.
7. On which day did God create your habitat?
8. Describe what you think the habitat of Heaven will be like.
9. Create a habitat.



2. Recite the golden rules for hiking:
 - a. Never cut trees
 - b. Never pull up live plants
 - c. Do not remove any type of markers
 - d. Stay off "No Trespassing" property
 - e. Ask permission before walking on private property
 - f. Don't litter
3. Explain what side of the road to walk on and why.
4. Walk half a mile to a picnic area. Carry and eat your own lunch.
5. Walk one mile and find nature items for each letter of the alphabet, such as: A = acorn; B = butterfly; C = cattail; D = duck; etc.
6. Take two walks of at least two miles each and talk about what you see. Tell what day of the week each item was created on.
7. Recite five safety rules for walking:
 - a. Always walk with at least one partner
 - b. Carry water when going for a walk
 - c. Wear comfortable walking shoes
 - d. Wear proper clothing
 - e. Watch where you walk so you won't become lost

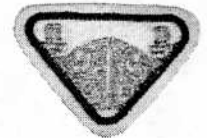
Geologist

1. Describe a Geologist and his/her work.
2. Recite a text in the Bible telling about rocks or minerals. Tell a Bible story where rocks or stones were used.
3. Experiment with soil, sand, gravel, rocks and water. OR Make a crystal garden.
4. Collect and display five different types of rocks. Identify and label them.
5. Read together Revelation 21.
 - a. Look up the precious stones listed.
 - b. Draw a picture of the heavenly city and color it.
6. Use stones or rocks to make an art picture or paint a rock.



Pearly Gate

This award is intended to make children aware of and look forward to the Second Coming and Heaven.

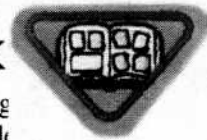


1. Find and read a promise of Jesus' Second Coming in the Bible.
2. Act out a parable from the Bible about Jesus' Second Coming.
3. Name a Bible book and chapter that describes Last Day events.
4. Make a list of the signs of Jesus' Second Coming, found in Matt. 24:3-14.
5. Describe Jesus' ascension of Heaven and tell how it is like or unlike the way He will return.
6. Find and read in the Bible a description of the Holy City or New Earth.
7. Complete and memorize John 14:2,3 using one of the following activities:
 - a. Fill in the blanks:

"In my Father's _____ are many _____; if it were not so I would have _____. I go to _____ for you. And if I go and _____, I will _____, and receive you unto _____; that where _____, there _____ may be also."
 - b. Put each word on an index card (one word/card), and have the children put the cards in order).
 - c. Help make a rebus of the memory verse; say the verse, with help from the rebus.

My Picture Book

1. Make a picture book of at least 6 pages
2. All pages must have some form of drawing
3. Describe each picture in the book.
4. Memorize Joel 1:3 and discuss the meaning.
5. Share your picture book with others and explain why you picked these pictures. Did sharing your book help you understand Joel 1:3?



Outdoor Explorer

1. Take a nature walk and collect items of interest:
 - a. a leaf, and share why you like that particular one
 - b. a feather, and discover what bird it is from
 - c. a rock, and learn what type it is
 - d. a seed, and identify the plant it comes from



- d. Hide pieces of the puzzle and make a game for the Parable of Lost Coins with them.
8. Close your eyes and imagine meeting Jesus at the Pearly Gate, then either draw a picture of what you imagined or create what the Pearly Gate would look like.



Prayer Warrior

1. Read what Paul said about the armor of God (Ephesians 6:11-18) and make a poster or craft showing the armor of God:
2. Name 5 Bible Old Testament prayer warriors and read one of their stories from the Bible. How were their lives changed by talking with God?
3. Discuss how and where to pray.
4. Learn who we should pray for and write a prayer of your own. Read this prayer in the Adventurer Club, Sabbath School Class, or during church service.
5. Discuss why you pray.
6. Take a prayer walk with the Adventurers or your family. Talk about the way you felt during the walk.

Rainbow Promise



1. Show the two elements that make a rainbow.
2. Find who saw their very first rainbow in Gen. 9:8-17.
3. What is a covenant?
4. What does the rainbow promise us?
5. What colors make up the rainbow? Create your own rainbow with the colors in their right order.
6. Where will we find a rainbow in heaven?

Reporter



1. Give a report to your parents about an Adventurer function. Make a "Reporter" scrapbook of three Adventurer outings.
2. Look up information on a toy or musical instrument. Report to the group two things you discovered.
3. Listen to announcements and read the church bulletin.
 - a. Put bulletin announcements in your scrapbook.
 - b. Circle the events you were most interested in.
4. Talk with your pastor, Sabbath School or school teacher. In your scrapbook put:
 - a. a drawing of the person and where he/she works
 - b. a note describing what he/she likes best about his/her job

5. Keep your "Reporter" scrapbook for at least two months.
6. Name some reporters in the Bible and tell what they reported.

Sign Language



1. Learn the manual alphabet used by deaf, and the rules pertaining to it.
2. Learn how to send the receive words, using the manual alphabet.
3. Learn at least 50 words.
4. Learn and present at least one simple Christian song.
5. Where possible, have the Adventurers meet a deaf person and sign with them.
6. Sign a simple Bible verse.

Skater



1. Describe where and when it is safe to skate.
2. Demonstrate the care of a pair of skates.
3. Learn to skate forward, backward, to the right, to the left, and know how to cross over.
4. Skate through a curve, come to a full stop, and coast.
5. Skate a slalom course with at least six obstacles.
6. Participate in a game played on skates.

Steps to Jesus



1. Understand the steps to salvation:
 - God is love (1 John 4:8). God loves me very much (Jer. 31:3). God loves everyone (John 3:16).
 - I am a sinner. Everyone does wrong and is a sinner, thus everyone needs salvation because sinners will die forever (Rom 3:23).
 - God sent Jesus to die so I wouldn't have to die forever (John 3:16). Then He rose again as my Saviour (1Cor. 5:3, 4). When I receive Jesus, all my sins will be forgiven (Isa. 1:18; Ps. 51:7-11; 1 John 2:1, 2).
 - Salvation is a gift God gives me. I must personally ask Jesus to be my Saviour
 - (John 1:12). God hears me when I pray.
 - If I have accepted Jesus, I have become a new person, one who doesn't want to do wrong because I love Jesus and Jesus loves me (John 3:3-7; 2 Cor. 5:17).

Even more Adventurer Awards

The Helping Hand can go back and complete unearned Grade 1/Busy Bee, Grade 2/Sunbeam Awards, and Grade 3/Builder. These include:

- I can be sure that I am saved when I have asked Jesus to be my Saviour (John 3:26; Heb. 13:5). Because I am sinful, I will still make mistakes. But if I confess my sins to Jesus, He will forgive me and remove my guilt completely (Jer. 31:34). God wants me to confess to others who are hurt by my actions (1 John 1:9) and make restitution to them (Luke 19:8), and then totally turn away from sin (John 8:11).
- 2.** Read and discuss with an adult four of the following Bible stories on conversion/ salvation:
 - The Ethiopian converted (Acts 8:26-40)
 - Naaman washed clean (2 Kings 5)
 - Jesus loves children (Matt. 19:13-15)
 - The lost coin, sheep and son (Luke 15)
 - Zacharius (Luke 19:1-10)
 - Jailer converted (Acts 16:21-34)
- 3.** Memorize John 3:16, Acts 16:31, and 1 John 1:9
- 4.** Spend a regular quiet time with Jesus.
- 5.** Make a personal choice to accept Jesus as Saviour and Lord. Discuss your decision with a parent or club teacher.
 - Trace around your foot on paper and decorate any way you like, including the words of commitment: I ____ (your name) have taken my first steps to Jesus today ____ (date) with ____ (adult witness' name).
 - Show the foot (commitment response to a club teacher, to receive a certificate and award patch.

- Artist
- Astronomer
- Bead Craft
- Bible I
- Build and Fly
- Building Blocks
- Butterfly
- Camper
- Collector
- Cooking Fun
- Country Fun
- Courtesy
- Cyclist
- Disciples
- Early Adventist Pioneer
- Feathered Friend
- First Aid Helper
- Fish
- Fitness Fun
- Flowers
- Friend of Animals
- Friend of Jesus
- Friend of Nature
- Gardener
- Glue Right
- Guide
- Gymnast
- Hand Shadows
- Handicraft
- Health Specialist
- Homecraft
- Home Helper
- Ladybugs
- Lizards
- Media Critic
- Music Maker
- Olympic
- Road Safety
- Safety Specialist
- Sewing Fun
- Skier
- Spotter
- Swimmer I
- Swimmer II
- Temperance
- Trees
- Tin Can Fun
- Troubadour
- Whale
- Wise Steward



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