



ONTARIO CONFERENCE  
**ADVENTURER  
CAMPOREE**



**JULY 26-30, 2023**

**CAMP NEW LOWELL**

 5867 County Rd 9, New Lowell, Ontario L0M 1N0

**ONTARIOADVENTURERS.CA**







## Directions to Camp New Lowell

Address: [5867 County Rd 9, New Lowell, ON L0M 1N0](#)

- From Hwy 401 take exit 359 to merge onto Hwy 400 North toward Barrie
- Stay on Hwy 400 N and take exit 96B for Dunlop St. West for Angus
- Take Country Rd 90 West
- Turn right onto Brentwood Rd/ Country Rd 10
- Turn left onto Country Rd 9
- Stay on Country Rd 9 and drive for about 5.5 km to Camp New Lowell
- The camp entrance will be on the left

## Sabbath Day Pass

Church pastors, leaders, and members who wish to visit the Adventurer Camporee on Sabbath, July 29, 2023 are required to purchase their **Sabbath Day Passes** starting on July 1 and no later than July 9, 2023. Please visit [www.OntarioAdventurers.ca](http://www.OntarioAdventurers.ca) for more info.

Sabbath Day Pass = **\$20.00/person**

An additional **\$30.00/person** will be charged if Sabbath Day Pass holders stay overnight.

# Preparation

1. Present to your church board your club's plan to attend and participate in the Adventurer Family Camporee to be held on July 26-30, 2023 at Camp New Lowell.
2. Promote the Adventurer Camporee to all Adventurer families in your church. Registration closes on June 30, 2023.
3. Organize the following committees to be comprised of staff, parents, and other volunteers: fundraising, transportation, food service, security, first aid, camp equipment, etc.
4. Check with your Pathfinder club or other Master Guides from your church if they can possibly lend you tents, First Aid kits, fire extinguisher, coolers, generators, cook's tents, etc. For safety reasons, repair or replace worn out or broken supplies.
5. All staff should have their Vulnerable Sector Check done at the start of the Adventurer program year. Just see to it that all staff and volunteers who will join the camporee have complied with this requirement.
6. All Adventurer campers, both young and old, should fill out the Medical Info and Liability Release form. Put them in a binder
7. Meal times are short so you can save a lot of time and energy if you have volunteers to cook for your club. Thus, it is recommended that you organize a kitchen crew. Just be mindful of other individuals with different dietary needs. Remember, club volunteers are also required to register to be admitted to camp.
8. Keep your staff and Adventurer families well informed about the Camporee and share information with them as you receive it.
9. Meet with your Adventurer staff and discuss what they like to do while at the Camporee (i.e., what awards to take, what daytime activities to do, etc). Planning this ahead of time will get your Adventurers involved and excited about what they will be doing once they get to camp.
10. One week before the Camporee, meet with all your staff and Adventurer parents to finalize your packing list, club rules, and club activities/schedule for what your club plans to do at the Camporee.
11. As you plan well for camp set-up, plan also for camp teardown and clean up at the end of camporee. Kindly leave your campsite cleaner than when you first found it. Your area coordinator will inspect your site first before you will be allowed to leave camp.

## Dress code

- Wednesday, July 26 – Type B
- Thursday, July 27 – Camporee shirt
- Friday, July 28 – Type B
- Sabbath, July 29 (morning) – Type A uniform
- Sabbath, July 29 (afternoon) – Camporee shirt
- Sunday, July 30 – Casual



# Packing List

## Adventurer Club Leaders/Staff should bring:

- Tent, stakes, poles
- Tarps for under tents
- Lanterns
- Pots & pans
- Dish soap & dish towels
- Plates, cups, bowls
- Silverware/Plastic ware
- Cooking utensils/ can opener
- Matches
- Cook stove
- Fire Extinguisher
- Tables & Tablecloth
- Screen tent or Cook tent
- Food
- Water Containers/ Coolers
- Rope & clothespins
- Hammers
- Adventurer Flag with stand
- Canadian Flag with stand
- First Aid kit
- Toilet paper
- Garbage bags



## Each Adventurer camper should bring:

- Bible
- Pen/Pencil
- Type A Adventurer Uniform
- Type B Uniform (Club T-shirt & pants)
- Black shoes, hiking shoes
- Sleeping bag, pillow, blanket
- Cot/sleeping pad
- Plastic bags for dirty laundry
- Towels & washcloth
- Footwear for showers (flip flops)



- Toiletry items: Shampoo, soap, toothpaste, toothbrush, hairbrush, comb, deodorant, floss, hair bands
- Shirts, pants, shorts, underwear, socks
- Flashlight
- Bug spray, sun block
- Camera (optional)
- Rain coat & jacket
- Outdoor collapsible chairs



## Arrival and Camp Setup

Onsite registration and campsite set-up will be on Wednesday, July 26, 2023 from 9:00 am. to 7:00 pm. As soon as Adventurer club members arrive at Camp New Lowell, the club director or his/her designee should report to the Camporee Headquarters for registration and instructions. At this time, directors will be asked to submit a binder of the completed and signed Medical Info and Liability Release forms.

## Camporee Entrance

It is recommended that each participating club will put up a camp entrance showing the name of the club and it reflects the theme of the camporee. Use your creativity in designing your entrance. It doesn't have to be expensive to come up with a presentable entrance; just be resourceful and involve Adventurers in designing it.

## Guest Speaker



**Dr. Lyle Notice** grew up in City of Toronto. From a young age, he had a passion for the stage and had begun an acting career when he felt God calling him to ministry. After graduating from Canadian University College and Andrews University, he accepted a call to become youth pastor at the Ottawa, Orleans and Kanata Churches. In 2012 he joined the Alberta Conference as Associate Youth Director and since 2014 has served as the Youth Director.

Lyle is married to Cheri, and they have two children, Marlowe-Rae and Cairo.

# Camporee Schedule

## Wednesday, July 26, 2023

9:00 AM	Gate Opens
	Onsite Registration/Camp Setup
12:00 PM	Lunch
5:00 PM	Supper
6:00 PM	Preparation
7:00 PM	Opening Ceremony
7:30 PM	Nighttime Program
10:00 PM	Noise & Lights Out

## Thursday, July 27, 2023

6:00 AM	Quiet Time
6:30 AM	Directors' Meeting at HQ
7:00 AM	Wake Up! /Generators on/Preparation
7:30 AM	Flag raising / Worship/ Fitness Journey
8:00 AM	Breakfast
9:00 AM	Awards
10:30 AM	Daytime Activities – <i>Joseph's Journey</i> and Market Place
12:00 PM	Lunch Break and Free Time
2:00–4:00 PM	Organized Games
5:00 PM	Supper
7:00 PM	Flag Lowering Ceremony
7:30 PM	Nighttime Program
10:00 PM	Noise & Lights Out

## Friday, July 28, 2023

6:00 AM	Quiet Time
6:30 AM	Directors' Meeting at HQ
7:00 AM	Wake Up! /Generators on/Preparation
7:30 AM	Flag raising /Worship/Fitness Journey
8:00 AM	Breakfast
9:00 AM	Awards
10:30 AM	Daytime Activities – <i>Joseph's Journey</i> and Market Place
12:00 PM	Lunch Break and Free Time
2:00 PM -4:00PM	Organized Games
5:00 PM	Supper

7:00 PM	Flag Lowering Ceremony
7:30 PM	Nighttime Program
10:00 PM	Noise & Lights Out

## Sabbath, July 29, 2023

6:00 AM	Quiet Time
6:30 AM	Directors' Meeting at HQ
7:00 AM	Wake Up! /Generators on/Preparation
7:30 AM	Flag raising /Worship/Fitness Journey
8:00 AM	Breakfast
10:00 AM	Sabbath Service
12:00 PM	Sabbath Lunch and Free Time
2:00 PM	Awards
3:30 PM	Daytime Activities ( <i>Joseph's Journey</i> )
5:00 PM	Supper
7:00 PM	Flag Lowering Ceremony
7:30 PM	Nighttime Program/ Closing Ceremonies
10:00 PM	Noise & Lights Out

## Sunday, July 30, 2023

7:00 AM	Wake Up!/Generators on
7:30 AM	Worship by Clubs
8:00 AM	Breakfast
10:00 AM	Breaking of Camp/ Area Inspection
12:00 PM	HOMEWARD BOUND



### CAMPOREE WRISTBANDS

should be worn by all registered Adventurer Campers and Sabbath Day Pass holders at all times while at camp.

Those without wristbands will be escorted by Security out of the camp property. Thanks for your cooperation.



# Summary of Daytime Program

Adventurers will return to the main stage after Awards class time to have 5 -10 minutes interaction with Joseph:

Day 1 - Joseph in prison (God gives us hope)

Day 2 – Joseph in the Palace (God gives us special abilities)

Day 3 - Joseph anxious about his family returning to live with him in Egypt (God gives us a family)

Adventurers will then move to the Marketplace and rotate to activity stations for Crafts, face painting and other activities.

For organized games and treasure hunt, Adventurers will be divided by Teams with names of Joseph and his Brothers:

- Reuben
- Gad
- Simeon
- Asher
- Levi
- Issachar
- Judah
- Zebulon
- Dan
- Joseph
- Naphtali
- Benjamin



The **Prayer Tent** will be open from  
9:00 am - 5:00 pm every day for prayer requests  
and family prayer time.



# Morning Worship Schedule

Thursday, July 27, 2023		
TIME	ITEMS	IN-CHARGE
7:30 – 7:33	Flag Raising Ceremony	Kitchener Waterloo FAITH
7:33 – 7:35	National Anthem	Niagara Partridge
7:35 – 7:37	Adventurer Song	Mount Zion Light Bearers
7:37 – 7:39	Adventurer Pledge & Law	Malton Victory
7:39 – 7:41	Welcome	OCAC
7:41 – 7:43	Opening Prayer	North London
7:43 – 7:48	Praise Team	Downsview Morningstar
7:48 – 7:50	Scripture Reading	Tor. Nigerian Soaring Eagles
7:50 – 7:53	Special Music	Ruth Explorers
7:53 – 7:58	Devotional Talk	Mount Zion Light Bearers
7:58 – 8:00	Closing Prayer	Toronto West Brilliance
8:00 – 8:10	Fitness Journey	Ruth Javier

Friday, July 28, 2023		
TIME	ITEMS	IN-CHARGE
7:30 – 7:33	Flag Raising Ceremony	Berea Jewels
7:33 – 7:35	National Anthem	Toronto Spanish
7:35 – 7:37	Adventurer Song	Petits Flambeaux
7:37 – 7:39	Adventurer Pledge & Law	Mount Olive Hummingbirds

7:39 – 7:41	Welcome	OCAC
7:41 – 7:43	Opening Prayer	Spanish Betel
7:43 – 7:48	Praise Team	GTA Zimbabwe
7:48 – 7:50	Scripture Reading	Agape
7:50 – 7:53	Special Music	Toronto Central Taurus
7:53 – 7:58	Devotional Talk	Ajax Lightbeares
7:58 – 8:00	Closing Prayer	Esperanza
8:00 – 8:10	Fitness Journey	Ruth Javier

## Sabbath Morning Service

Sabbath, July 29, 2023		
TIME	ITEMS	IN-CHARGE
9:00 – 9:05	Praise & Worship	
9:05 – 9:15	Processional	Adventurer
9:15 – 9:17	National Anthem	
9:17 – 9:19	Adventurer Pledge and Law	
9:19 – 9:21	Adventurer Song	
9:21 – 9:23	Opening Prayer	
9:23 – 9:25	Scripture Reading	
9:25 – 9:45	INVESTITURE SERVICE	OCAC
	CHARGE & OFFERTORY	OCAC
9:45 – 9:50	CHILDREN'S STORY	
9:50 – 9:55	Praise & Worship	
9:55 – 9:57	Introduction of Speaker	Pastor Edwin Martin

9:57 – 10:00	Special Music	
10:00– 10:20	Sermonette	Pastor Lyle Notice
10:20– 10:23	Theme Song	
10:23– 10:25	Closing Prayer	
10:25– 10:30	Announcements	OCAC

ADVENTURER AWARDS		
AWARDS	DAY	LOCATION
Archery (HH)	Thursday	TBA
Bodies of Water (LL)	Thursday	TBA
Build and Fly (B)	Thursday	TBA
Camper (SB)	Thursday	TBA
Fitness Fun (SB)	Thursday	TBA
Guide (BB)	Thursday	TBA
Left and Right (EB)	Thursday	TBA
Trains and Trucks (EB)	Thursday	TBA
Artist (BB)	Friday	TBA
Birds (EB)	Friday	TBA
Crayons and Markers (EB)	Friday	TBA
First Aid Helpers (B)	Friday	TBA
God's World (EB)	Friday	TBA
Knot Tying (HH)	Friday	TBA
Listening (Multi-Level)	Friday	TBA
Origami (Multi-Level)	Friday	TBA
Universe (Multi-Level)	Friday	TBA
Weather (LL)	Friday	TBA
Bible Royalty (HH)	Sabbath	TBA
Delightful Sabbath (Multi-Level)	Sabbath	TBA
Jesus Stars (EB)	Sabbath	TBA
Little Boy Jesus (LL)	Sabbath	TBA
Missionaries (SB)	Sabbath	TBA
Prayer (B)	Sabbath	TBA
Tabernacle (B)	Sabbath	TBA

## ORGANIZED GAMES

(Pyramid Playground) – 2:00-4:00 PM

THURSDAY, July 27	FRIDAY, July 28	SABBATH, July 29
Archery	30m Relay Race	Treasure Hunt - <i>Joseph's Journey at 3:30 pm</i>
Bean Bag Toss	Archery	
Bouncy Castle	Bouncy Castle	
Cup Pyramid	Cup Pyramid	
Egg and Spoon	Dodgeball	
Flag Tag	Egg and Spoon	
Hula Hoop Race	Frisbee Golf	
Obstacle Race	Giant Jenga	
Potato Sack Race	Horseback Riding	
Ring Toss	Tug of War	
Three (3) legged Race		
Water Balloon Toss		

## MARKETPLACE

SHOPS	DAY	LOCATION	In-charge
Ancient Egypt Museum	Thur, Fri	TBA	Mount Zion
Toy Shop (Balloon Sculpture, puzzle etc)	Thur, Fri	TBA	
Barber Shop & Salon (Face Painting)	Thur, Fri	TBA	
Hieroglyphics	Thur, Fri	TBA	
Basket Weaver's Shop	Thur, Fri	TBA	
Artist Shop	Thur, Fri	TBA	
Food/Tuck Shop	Thur, Fri	TBA	OCAC
Photo Booth	Thur, Fri	TBA	



# The Journey Drama Cast

Joseph	Jonathan Oseghale and Sherlau Persilus
Narrator	Leah Macias
Jacob	Emmanuel Corona López
Pharaoh	Karsten Persilus
Potiphar	Nailah Wilson
Asenath	Makayla Plummer
Joseph's sons	Jessie and Jayden Uwadiogwu
Potiphar's wife	Chanelle Daley
Simeon	Royce Plummer
Rueben	Sebastian Diaz
Judah	Adebola Akinrinade
Levi	Jon-Marc Hall
Warden	Darien Manners
Messenger/ Steward	Teerah Williams
Trader 1	Abebola Akinrinade
Butler	Josie Moscoso
Prisoner 1	Lizzy Córdoba Ramírez
Prisoner 2	Aly Hernández García
Guard	Michael Vella Galves
Guard/ singer	Sarah Williams
Guard/ Brother	Ethan Rop
Slaves	Sarah Williams/ Ethan Rop
Baker	Ariella Hall
Costume	Andrea Shoga and Elizabet Galves Rodriguez

Scriptwriters: Lory Chamberlaine and Norene Dyer

Play Managers : Norene Dyer and Jason Gordon



# Nighttime Program

<b>July 26</b>	<b>Wednesday</b>	
7:15-7:20	Flag lowering	Hamilton East
7:30-7:35	Praise team	Ruth *
7:35-7:45	National Anthem	Toronto Pilipino
	Pledge	First Fil-Can Omega
	Law	First Fil-Can Omega
	Adventurer Song	Toronto Central
	Theme Song	Spanish Bethel
7:45-7:47	Opening Prayer	Ottawa French- Club David *
7:47-7:50	Welcome	Pastor Martin/Exec. Coordinator Velma
7:50-8:00	Gift giver	Norene Dyer
8:00-8:30	Drama	Joseph the Journey - Act 1
8:30-8:35	Special Item	Malton *
8:35-8:50	Speaker	Pastor Lyle Notice
8:50-8:55	Announcements	Pastor Martin/Exec. Coordinator Velma
8:55-8:57	Closing Prayer	Durham Fil-Can Sparrows

<b>July 27</b>	<b>Thursday</b>	
7:15-7:20	Flag lowering	
7:30-7:35	National Anthem	Ebenezer
	Pledge	Berea *
	Law	Bethanie
	Adventurer Song	GTA Zimbabwe
	Theme song	Toronto Spanish 1000
7:35-7:37	Opening Prayer	Agape
7:37-7:42	Welcome	Coorinators Sheena and Evelyn
7:42-7:50	Day in Review	Media Team
7:50-8:00	Giftgiver	Norene Dyer
8:00-8:30	Drama	Joseph the Journey - Act 2
8:30-8:35	Special Item	Kitchener Waterloo -Faith *
8:35-8:50	Speaker	Pastor Lyle Notice
8:50-8:55	Closing remarks/announcements	Pastor Martin/ Exec. Coordinator Velma Morgan
8:55-8:57	Closing Prayer	Toronto West

<b>July 28</b>	<b>Friday</b>	
7:15-7:20	Flag lowering	Eglise Francophone
	National Anthem	Willowdale
	Pledge	St Catharines
	Law	Heritage Green
	Adventurer Song	First Fil-Can
7:35-7:37	Opening Prayer	Haileybury
7:37-7:42	Welcome	Coordinator Marcia and Jerson
7:42-7:50	Day in Review	Media Team
7:50-8:00	Gift-giver	Norene Dyer
8:00-8:30	Drama	Joseph the Journey - Act 3
8:30-8:35	Special Item	Downsview *
8:35-8:50	Speaker	Pastor Lyle Notice
8:50-8:55	Closing Remarks/Announcements	Pastor Martin/Exec. Coordinator Velma
8:55-8:57	Closing Prayer	Malton
<b>July 29</b>	<b>Saturday</b>	
7:15-7:20	Flag Lowering	Downsview
	National Anthem	Niagara Falls
	Pledge	Spanish Bethel
	Law	Hamilton East
	Adventurer Song	Willowdale
7:35-7:37	Opening Prayer	Berea
7:37-7:42	Welcome	Coordinators Marva and Patrice
7:42-7:50	Day in Review	Media Team
7:50-8:00	Gift-giver	Norene Dyer
8:00-8:30	Drama	Joseph the Journey- Act 4
8:30-8:35	Special Item	Mount Zion
8:35-8:50	Speaker	Pastor Lyle Notice
8:50-8:55	Closing remarks/announcements	Pastor Martin/ Exec. Coordinator Velma Morgan
8:55-8:57	Closing Prayer	Heritage Green

# Health and Safety

At Camporee, the safety of Adventurers and all attendees is our number one priority. In view of this, the following safety rules must be observed by all campers:

1. The Ontario Conference Adventurer Council (OCAC) is responsible for establishing a supervised First Aid Station on the campground; this will be staffed, on a rotation basis, by volunteer medical personnel.
2. Each club is responsible for the timely and proper disposal of all garbage from your campsite.
3. Each club must follow established procedures for the disposal of gray water from the campsite.
4. Food must NOT be stored in the sleeping tents during the night.
5. Peanuts and/or peanut products should NOT be brought to Camporee in consideration of people who could have an allergic reaction to these products.
6. Ignitable materials, lighted candles, stoves, heaters or lanterns are prohibited in tents used as living quarters or unattended storage space. Any of the above equipment, while in use outside the tents, should not be left unattended.
7. No campfires allowed.
8. Do not Use petroleum products for starting fires.
9. Each club should have a FIRE EXTINGUISHER (A.B.C. rated) on site.
10. No swimming is allowed.

# Adventurer Investiture at Camp

There's a plan to have an Adventurer investiture at camporee on Sabbath, July 29, 2023 during the midday service. If your club is interested to participate, please send an email to [adventurers@adventistontario.org](mailto:adventurers@adventistontario.org) and provide the following items no later than Wednesday, July 12, 2023:

1. List of Adventurer investees with their corresponding classes/levels
2. List of Adventurer Awardees for the current year:

Adventurer of the Year (Boy)
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Adventurer of the Year (Girl)
Eager Beaver of the Year (Boy)
Eager Beaver of the Year (Girl)
Little Lamb of the Year (Boy)
Little Lamb of the Year (Girl)
Best in Conduct (Adventurer)
Best in Conduct (Eager Beaver)
Best in Conduct (Little Lamb)
Most Improved Adventurer
Most Improved Eager Beaver
Most Improved Little Lamb
Best in Attendance (Adventurer)
Best in Attendance (Eager Beaver)
Best in Attendance Little Lamb

**Note:** It is the Club Director's responsibility to prepare (purchase from Advent Source) the awards/ chips/ stars, level pins, and parent's pins, and other special recognition awards. Also, you may arrange with Adventurer coordinators and Master Guides (in uniform) from your club to help in pinning while Pastor Edwin Martin and Sis. Velma Morgan conduct the investiture service.



# Reminders

1. Everyone from your club should complete the Medical Info and Liability Release form in triplicate. No exception. Original copies should be placed in a binder, arranged alphabetically, and submitted to the camporee nurse upon arrival for onsite registration. One copy will be kept by the club director or designated club nurse and the other copy by the Adventurer family to be brought at all times while at camp.
2. No Adventurer will be allowed to attend the Adventurer Camporee without an accompanying parent or legal guardian. Parents or legal guardians should be with their Adventurer children at all times.
3. Due to limited space, no RVs or pop-up trailers will be allowed on the campground.
4. All vehicles should be parked at the designated area. No vehicle will be allowed on the campground from July 26 (6:00 p.m.) to July 30 (6:00 a.m.). If space allows, one vehicle per club may be permitted (for storage purposes) provided it stays the entire duration of the camporee. Observance of road signs and speed limits is mandatory.
5. For the safety of campers, no pets and bikes are allowed on the campground.
6. Camp set-up starts on Wednesday, July 26, at 9:00 a.m. No club will be allowed to set-up earlier than that specified time. Campsite assignment will be provided when clubs register onsite.
7. Pathfinder and Master Guides that registered to attend the Adventurer Camporee are urged to wear their complete Type A uniform on Sabbath morning.
8. Church/club members who purchased day passes will be the only ones who will be allowed to visit the camp on Sabbath day.
9. The Adventurer Family Camporee will be a huge success by God's grace and through the help of volunteers and supporters from each club. Thus, your help in finding more volunteers will be highly appreciated.

# Suggested Camp Layout





Instructor  
Required

HELPING HAND

4

## Archery

1. Explain the rules of safety related to archery.
2. Number the different parts of an arrow.
3. Name the different parts of a bow.
4. Learn how to manipulate the bow, string, and arrow.
5. Demonstrate archery skills by completing the following on a 48 inch target:
  - a. 20 arrows at 6 feet
  - b. 30 arrows at 32 feet
  - c. 30 arrows at 65 feet



Name \_\_\_\_\_

Instructor \_\_\_\_\_

Church/Club \_\_\_\_\_

Date \_\_\_\_\_



# Artist



1. Explain what an artist is. Name creation's Master Artist.
2. Name and know the primary colors.
  - a. Mix these colors to make three new colors.
  - b. Use these six colors to make a picture.
3. Demonstrate how to sharpen pencils and clean brushes.
  - a. Sharpen two pencils.
  - b. Using water, clean your brushes.
4. Make a design with each of the following:
  - a. Fingerpaints
  - b. Colored pencils
  - c. Felt markers
5. Learn an art technique and demonstrate two of the following:
  - a. Potato prints
  - b. Stencil
  - c. Papier-mâché or clay model
  - d. Bread dough art
6. Make two of the following:
  - a. Invitation
  - b. Bookmark
  - c. Greeting card
  - d. Poster

## Helps

1. One who professes and practices an imaginative art. Discuss with the children what type of artist they are. Do they sing, play an instrument, draw, act in plays, do crafts, etc. In different ways we are all artists.
2. Red, yellow, and blue are the primary colors. Mix red and yellow to make orange, yellow and blue to make green, and blue and red to obtain violet.
3. Teach how to sharpen pencils. Stress cleaning brushes thoroughly. Demonstrate safety in handling pencils and brushes.
4. Wear aprons when working with fingerpaints or felt markers. Kids may make designs of things God made and tell the day He made them.
5. Teach children to make fun designs and to clean up after their project is completed. The Internet, craft books, or your local library will have resources that will be helpful.
6. Make an invitation to an Adventurer meeting, church program, etc. Make a card, bookmark, or other item that may be given as a gift to an older person or shut-in.

Name \_\_\_\_\_

Instructor \_\_\_\_\_

Church/Club \_\_\_\_\_

Date \_\_\_\_\_

# Bible Royalty

1. Memorize Psalm 100:4.
2. Name five Bible kings. Which kings were the best rulers and why?
3. Tell stories about two of the kings as the children act out the stories.
4. Name at least four queens in the Bible. Why are these queens important?
5. Have the Adventurers write a story about queens and read it to the class.
6. Make two of the following:
  - a. A throne room using a shoe box
  - b. Crowns and explain what decorations mean to the king
  - c. Decorate a chair for a king
  - d. Mural of a throne room
  - e. Your choice



## Helps

2. First king: Saul; second king: David; third king: Solomon. Joash was seven years old when he started his reign; Josiah was eight when he became king. King Jesus is another example.
3. Use costumes, crowns, throne chair, etc. if possible.
4. Vashti, Esther, Bathsheba, Queen of Sheba, Jezebel, etc.
5. May work in small groups to write the story. Then share the story with the class.
6. Use Bible story books for picture ideas. Possibilities include throne, carpet, pictures, vases, jewels, velvet, etc.

## Resources

- Bible concordance
- My Bible Stories
- My Bible Friends

Name \_\_\_\_\_

Instructor \_\_\_\_\_

Church/Club \_\_\_\_\_

Date \_\_\_\_\_

# Birds

1. Name five birds you see around your home.
2. Name your state bird.
3. Name three kinds of bird food.
4. Draw a picture of a bird, then use a mixture of bird seeds to fill it in.
5. Make a pine cone bird feeder and hang it in your yard. Count how many birds come to feed from it.
6. Name two birds mentioned in the Bible.
7. Know two bird sounds and pretend you are those birds.



Name \_\_\_\_\_

Instructor \_\_\_\_\_

Church/Club \_\_\_\_\_

Date \_\_\_\_\_

# Bodies of Water

1. Listen to a book about lakes, streams, rivers, and oceans.
2. Sing a song about lakes, streams, rivers, and oceans.
3. Play a game about lakes, streams, rivers, and oceans.
4. Make a lakes, streams, rivers, and oceans craft.



Name \_\_\_\_\_

Instructor \_\_\_\_\_

Church/Club \_\_\_\_\_

Date \_\_\_\_\_



# Build and Fly

1. Make paper airplanes and fly them.
2. Make a simple glider and fly it.
3. Make a simple kite, fly it, and explain the safety rules.
4. Observe four different animals that fly and tell how they fly.
5. Draw a picture of your favorite flying animal.
6. Know where the Bible speaks of an angel flying.
7. List the first successful pilots of a motorized airplane.
8. Work on a crossword puzzle about types of flying.



## Helps

1. Teach the children to make their own paper airplanes. Color or otherwise decorate them and have fun flying them. Have contests where you see which one flies the farthest, longest, etc.
2. You may wish to use a simple balsa wood kit or make your own from scratch. Have each child put his/her name or initials on his/her glider. Fly the gliders and record the longest flight.
3. Make a simple, standard kite. Include family help when making and flying the kites. Never fly kites near electric power lines, buildings, trees, or a crowd of people. Use strong string and read the instructions on a purchased kite.
4. Visit the zoo or watch a video about birds, insects, bats, squirrels, fish, etc.
5. Discuss each picture and let the child tell why he/she likes the particular creature they drew.
6. Revelation 14:6. We do not know exactly how the angels fly, but we are told that the children will fly from place to place with the angels. What a wonderful promise!
7. Tell or read an age appropriate story about the Wright brothers. Explain how they didn't give up but kept trying until they could actually fly a plane. Persistence paid off!
8. Give the children a crossword puzzle or similar game illustrating different types of flight.

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# Camper

1. Discuss with your family important rules for camping.
2. Go on a campout with your family and Adventurer group.
3. Help pitch a tent.
4. Help set up your stove or build a campfire.
5. Help prepare at least one meal while camping.
6. After your trip, help put camping supplies away.
7. Memorize Psalm 34:7.



## Helps

1. Camp away from streams and bodies of water. Do not harm the environment. Do not cut or destroy trees, bushes, or plants. Never leave a fire without putting it out. Never camp or hike alone. Do not run while carrying a sharp object. Check with the local Forestry Service for guidelines for your area.
2. Camp out at least one night, making this a special time to enjoy nature (trees, flowers, stars, birds, etc.).
3. Clear the ground, lay out a ground cloth, and help properly set up your tent. Learn to take care of all camping items, including tent zippers, tabs, and stakes.
4. Learn safety when handling stoves, fuel, matches, and fire. Learn how to clear the area around a campfire and when and where it is safe to have a campfire.
5. Learn to safely heat water and boil, fry, or bake food.
6. When you arrive home, help clean and store camping supplies. Put your dirty clothes where they belong.

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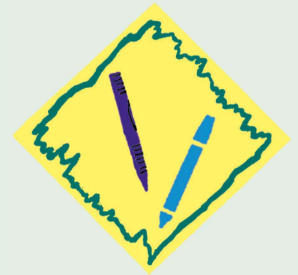
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# Crayons & Markers

1. How are crayons made? What are the eight main colors of crayons and markers?
2. What are crayons made of?
3. What happens if a crayon gets hot?
4. Name a boy who had a coat of many colors.
5. Draw or color a picture of Joseph and his coat.
6. Draw or color a picture with markers.
7. Why do markers need a cap?
8. Where should you use markers? Where should you not use markers?
9. Make a folder for your pictures and decorate the front with markers or crayons.
10. Draw or color two of the following with markers or crayons:
  - a. Animal or birds
  - b. Jesus and children
  - c. Rainbow
  - d. Your hand
  - e. Your house
11. Know nine colors.



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# Delightful Sabbath



1. Read Exodus 20:8-11, Isaiah 58:13,14 and Isaiah 66:22, 23 and answer the following:
  - a. What day of the week is Sabbath?
  - b. What is the first word of the fourth Commandment?
  - c. Whom does the fourth Commandment say created everything?
  - d. Will the Sabbath ever cease to exist? Explain.
  - e. Based on what you read, why should we look forward to the Sabbath?
2. Decorate a Sabbath box and place items inside that will help make your Sabbaths more enjoyable. Some examples are:
  - a. Bible stories books
  - b. List of Sabbath activities
  - c. Clay or play dough to illustrate Bible stories
  - d. Christian activity books
  - e. Your ideas
3. Complete two or more of the following projects that can be added to your Sabbath box:
  - a. Start a mini scrapbook or photo album to save special Sabbath pictures and memories in.
  - b. Decorate a small votive candle holder with beads, gems, or other embellishments to be used on Friday night to welcome in the Sabbath.
  - c. Make a Sabbath banner.
  - d. Start a Sabbath sermon sketchbook to record notes and small drawings for at least two sermons that you attend.
  - e. Make a Sabbath door hanger to use as a reminder of Sabbath.
  - f. Make a Sabbath/creation-themed mobile with colorful beads and nature items.
4. Tell a friend some of your favorite things about Sabbath and show your Sabbath box to them.
5. Have a “Welcome Sabbath” get together on Friday night with some friends, Adventurer families, or your own family at home.

## Helps

1. Read and discuss the concepts of Sabbath. God meant for the Sabbath to be a delight, something that gives great pleasure and enjoyment. Sabbath is a day for resting from our busy work week, spending time with our Creator/Redeemer, fellowshiping with believers at church, spending time in nature, and doing good.
2. Wrap box with items like stickers, wrapping paper, etc. Be creative. Have fun.
3. Be creative.

(continued on next page)

4. If your club is blessed with non-Seventh-day Adventist Adventurers this award can be a wonderful teaching tool to show the Adventurers and their families how special God intended the Sabbath to be. Take extra time to explain when the Sabbath was created and why God gave us the Sabbath. Remember the Sabbath was made for people and not people for the Sabbath (Mark 2:27). Tell a friend, family member, or the club.
5. Have a prayer of blessing for each child and light some candles. Invite everyone to share what they are thankful to God for in the past week. You could also serve a light meal with fresh fruit and use fancy glasses/cups with grape juice.

**Resources**

- Bible
- [adventurer-club.org](http://adventurer-club.org)

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# First Aid Helper



1. Demonstrate how to treat an abrasion or a cut, and describe the dangers of a dirty dressing.
2. Describe how to care for a nosebleed.
3. Identify and make a display of different types of bandages. Know when and demonstrate how to use them.
4. Make a simple first aid kit and learn uses of included items.
5. Visit a hospital emergency department and learn about the emergencies they handle or have an EMT come and talk to your club about the emergencies he or she handles.
6. Describe and draw the First Aid symbol.
7. Give an example of first aid in the Bible.

## Helps

1. A dirty dressing can cause infection. Clean a cut or abrasion with running water and cover with a clean bandage.
2. Sit down, lean forward, and apply pressure on the side that is bleeding. Apply a cold compress to nose and face.
3. Triangular bandage, adhesive-strip dressing, figure of eight, fingertip, spiral, and circular bandages are good ones to teach children how to make. Practice applying these bandages.
4. Even a simple kit needs the following items: adhesive compress bandage compress, 2 × 2 in plain gauze pads, gauze roller bandage, triangular bandages, needle, scissors, tweezers, thermometer, disinfectant, calamine lotion, insect repellent, and an ACE bandage.
5. Plan to visit a hospital or fire station or have a community worker come to talk with your group about the different emergencies he/she handles as part of his/her job.
7. Bring clean sheets and bandages and let the children “treat” the different problems with simple care.
9. See Matthew 26:51.

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## Fitness Fun



1. Read and discuss Jeremiah 29:11.
2. List at least four things that contribute to physical fitness.
3. Do three different stretches. Hold each for a minimum of 15 seconds.
  - a. Leg
  - b. Back
  - c. Arms and shoulders
4. Do four of the following:
  - a. Run, jog, or walk one-half mile
  - b. Skip
  - c. Jump rope for three minutes
  - d. Jumping jacks—do at least 15
  - e. Hop on one leg at least five times—see how many you can do
  - f. Sit-ups
  - g. Exercise of your choice
5. Participate in two of the following:
  - a. Obstacle course
  - b. Leap frog
  - c. Relay race
6. Participate in an organized game that requires physical exercise.

### Helps

1. Apply verse to fitness.
2. Fitness means proper nutrition, rest, water, exercise, strength, cardiovascular fitness, flexibility, and endurance.
3. When stretching, use static stretches (hold stretch for 15 seconds without bouncing). Do stretches both before exercise to avoid injury and after when muscles are warmed up to help cool down to avoid strains.
4. Encourage all children to do their best without competing with each other.
5. Set up an obstacle course so children can run around, under, over, and through objects such as tires, cardboard boxes, pylons, ropes, and poles.
6. Such as soccer; basketball; kickball; Let's Move Day (Adventists InStep for Life); or Duck, Duck, Goose. Visit [AdventistsInStepForLife.org](http://AdventistsInStepForLife.org) for more information.

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# God's World

1. Who made our world? Learn Genesis 1:1.
2. Act out the story of creation while someone reads or tells it.
3. Sing a song about your world.
4. Look at a globe and show where you live.
5. Name five of your favorite things God created for you.
6. Make a collage, color a picture of God's world, or take a walk outside and find things He made.



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# Guide

1. Describe what a guide does.
2. Draw a map or give your group directions to your house.
3. Be able to lead someone to the following locations:
  - a. Post office
  - b. Grocery store
  - c. Phone booth
  - d. Police station
  - e. Church
  - f. School
4. Demonstrate how to ask for directions, and list people whom you can safely ask.
5. As a group, organize a trip to and visit one of the following:
  - a. Museum
  - b. Fire station
  - c. Art festival
  - d. Water-treatment plant
  - e. Monument
  - f. Police station
  - g. Factory
6. You have been a guide to different places, but who is our guide according to Psalm 48:14?



## Helps

1. A guide is a person who shows the way.
2. Learning to give simple directions is the goal. Children at times have to give directions to emergency personnel as well as to visiting family. Have a map of your area to help them understand north and south or left and right.
3. Using butcher paper, draw a large map of your town that shows the places listed. Show street names necessary to reach the different places.
4. Practice asking courteously and listening carefully to directions. Play a directions game. Divide the group into teams. Teacher will hide an object in the room and one person on each team will know where the object is. These people will give oral directions only once to the first member of their team. These team members will try to find the object without further instructions. Give each child a chance to find the object or give instructions.
5. Explain how you make arrangements to visit one of the places listed. Before the trip, give the children information as to expected behavior and what to be looking for.
6. Help the youngsters understand that God is with us and is our Guide throughout our lives. He really knows and cares about each one of us.

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# Jesus' Star

1. Who created the stars and on what day?
2. How did the wise men know Jesus was born?
3. Identify which direction Jesus will come from.
4. Draw, cut out, or color a star.
5. Visit a planetarium or view stars at night. Locate the North Star.



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# Knot Tying

1. Know and explain two different types of lashing.
2. Learn to make the following knots and explain their usage:
  - a. Overhand knot
  - b. Figure-eight knot
  - c. Granny knot
  - d. Square knot
  - e. Clove hitch
  - f. Fisherman's knot
  - g. Sheet bend
  - h. Sheepshank
3. Prepare a model over a table or cardboard that includes the eight knots you have learned to make.



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# Left & Right

1. Play "Simon Says" using left/right.
2. Which hand do you draw with? Print your name.
3. Put blue dot stickers on the fingers of your left hand. Put red dot stickers on your right hand.
4. Which side of a faucet controls the hot water? Which side is cold?
5. Put your shoes on the correct feet.
6. Practice marching while chanting, "Left, right, left."



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# Listening



1. Memorize and explain two of the following listening Bible verses:
  - a. James 1:19
  - b. Jeremiah 29:11-12
  - c. Jeremiah 13:15
  - d. Proverbs 1:8
  - e. Isaiah 59:1
2. Tell one of the following listening Bible stories:
  - a. Samuel listening—1 Samuel 3
  - b. Jesus listening—Luke 2:41-49
3. Learn the following principles of listening:
  - a. Listen to God.
  - b. Always be ready to listen. (See James 1:19).
  - c. Be patient. Listening takes time, but the reward far exceeds the investment.
  - d. Be obedient. Listen and respond the first time instruction is given.
  - e. Be kind. Listening is a gift, so be the first one to lead out in listening. Be a listening role model.
  - f. Be respectful. Listen to others and let them finish their story before you talk.
  - g. Be attentive. Pay attention while others are speaking.
4. Make a craft that relates to listening.
5. Play a listening game.

## Helps

1. You can also find other verses about listening.
2. Encourage creativity (skits or pantomimes) as children learn listening habits. Be a listening role model. Teach listening lessons with songs and games.
3. Reward exemplary listeners.
4. For an example, use two tin cans and a string. A tin can telephone is a type of voice-transmitting device made up of two tin cans attached together on the closed end with a taut string or wire.
5.
  - a. Telephone Game: Have everyone sit in a circle. The instructor will start a message by whispering it into the ear of the child to his/her left. The message will continue around the circle, from child to child, by whispering the message in the ear of the next child. (Be careful not to whisper loud enough for others to hear.) When the message has gone around the whole circle, have the last child say the message out loud so everyone can hear. Discuss how the message has changed as it moved around the circle.
  - b. Simon Says
  - c. A game of your choice

## Resources

- Bible
- Library books

# Little Boy Jesus

1. Listen to a book about little boy Jesus.
2. Sing a song about little boy Jesus.
3. Play a game about little boy Jesus.
4. Make a little boy Jesus craft.



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# Missionaries



1. What is the Great Commission found in the Bible?
2. Discuss what Jesus taught us about knowing “who is my neighbor”.
3. What is a missionary?
  - a. What were the first missionaries in the New Testament called by Jesus?
  - b. Who were the first foreign Christian missionaries
4. Learn about and identify on a map the three missionary journeys that Paul traveled on.
5. Listen to or watch a current mission story.
6. Talk about some ways you can be a missionary or how you can help with the mission work around the world.
7. Participate in at least one missionary project.

## Helps

1. Read Matthew 28:19-20.
2. Read Luke 10:27-37.
3. A missionary is someone sent by Jesus Christ just as He was sent by God.
  - a. Matthew 10:5-15.
  - b. Acts 13:-1-13.
4. Highlight different events from his journeys. Have the children trace in three colors the journeys of Paul.
5. There are several Adventist mission organizations, search the internet for websites. Also, invite those who have gone on mission trips to give a presentation.
6. You can be a missionary by helping your neighbor, telling them about Jesus, or telling your friends in school about Him, inviting your friends to Adventurers or Sabbath School. You can help by raising funds for foreign Mission Projects.
7. Some ideas:
  - a. Send a letter or card to a missionary or their children.
  - b. Make a prayer journal and pray for a missionary project.
  - c. Participate in a fundraiser that will sponsor a mission project.
  - d. Donate a toy or clothing to a mission project.
  - e. Assemble Care Packages.

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# Origami

1. What is Origami? Where did it come from? How was it used and developed?
2. Demonstrate folding at least four different folds, such as:
  - Valley fold
  - Mountain fold
  - Inside reverse fold
  - Outside reverse fold
3. Demonstrate folding at least three different bases. Such as:
  - Waterbomb base
  - Frog base
  - Fish base
  - Preliminary base
4. Do four of the following models:
  - Whale
  - Fish
  - Hen
  - Or another model of your choice
  - Boat
  - Frog
  - Dove
5. Discuss Bible stories that can be related to each model that you choose to make.

## Helps

Plan to have several adults to help the kids follow along and learn the folds. If possible, teach the adults ahead of time how to make the molds. Origami is truly an art that many people take years and years to perfect. The point of this award, like many others, is to introduce the kids to something new, something fun and something from another culture.

1. Origami is the Japanese art of paper folding. The Japanese have a long history of making all sorts of creations simply by folding square pieces of paper-many times simply for fun, but sometimes origami has religious implications tied to them. The crane is the most popular origami model. (Origami creations are called “models.”)

**2-4** The best way to teach this award to Adventurer kids is to first decide which models you will make. When you are ready to make each model, present the bases, folds, and symbols that go along with it. For example, If you choose to make the fish model (origami paper animals, didier Boursin). You will teach the kids the fish base, the symbols for “fold in front”, “fold behind”, “turn the model over”, etc... and how to do a crease fold and a valley fold. “Note: they are possibly dozens of different models for any given object; therefore, if you choose to make a fish, for example, from a different source other than the one given, your folds, bases, and symbols will likely vary).

By making different models, it should be easy to recover the required bases, folds, and symbols. Some requirements will be used more than once (for example, you may use the same type of fold in more than one model) and other requirements you may only use once.

5. As a fun way to bring the Bible to life, present stories from the Bible that go along with each model. For the whale, you could talk about Jonah and the whale. For the fish, you should talk about Jesus feeding the 5,000 with the little boy’s lunch. This should be a fun time. You can have a story prepared ahead of time, let the kids help think of stories or maybe let the kids act out parts of the stories using their models.

# Prayer



1. Explain why we pray, what we pray for, and how we pray. Read Isaiah 40:31.
2. Read Matthew 6:5-15, the Lord's Prayer.
3. Have a personal prayer time with Jesus each day.
4. Share with someone you know what you learned about praying and say a prayer with him or her.
5. Do two or more of the following:
  - a. Lead out in a club opening or closing prayer or have prayer during family worship
  - b. Make a card with a prayer in it and give it to someone
  - c. Ask the pastor about prayer
  - d. Have a prayer breakfast for kids and parents

## Helps

1. We pray to stay close to Jesus because He is our very best Friend and we want to be like Jesus (read Mark 1:35). We pray to thank Him for His love and care, to ask for forgiveness, and to help others and ourselves (James 5:16). We should have a quiet time each day with Jesus, but we can pray any time, anywhere.
2. Discuss the Lord's Prayer with children.
3. Ask parents to encourage children to pray and to make it a daily habit.
4. Discuss how to teach someone to pray.
5. Discuss with the children how each of these activities can be done.

For the prayer breakfast, invite kids of all ages to attend and have a child give the message.

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# Tabernacle



1. Read and discuss I Corinthians 6:19 and Exodus 25:8 and 29:44-46.
2. What does “Tabernacle” mean?
3. List the three main areas of the Tabernacle.
4. Find and read John 14:6, John 10:9, and Matthew 7:13-14. Using the Bible verses that you read, discuss what a gate symbolizes. (The gate is a representation of Christ.)
5. Discuss and identify the Tabernacle and all of its parts:
  - a. Brazen Altar
  - b. Sacrifices
  - c. Laver (basin)
  - d. Menorah (lamp stand)
  - e. Table of Showbread
  - f. Golden Altar of Incense
  - g. Holy of Holies and the Veil
  - h. Ark of the Covenant and the Articles
6. Create or build your own Tabernacle.
7. Sing a sanctuary song.
8. Play one of the following games:
  - a. Tabernacle memory
  - b. Make cards of the furniture; mix the cards up and as they draw a card, put it in the right place on the diagram
  - c. Each Adventurer draws out of a hat a card with the name of a furniture/part of the Tabernacle on it, and then stands in the correct place in the room
  - d. A game of your own

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# Trains & Trucks

1. Listen to a book about trains or trucks.
2. Say three things you learned about trains or trucks.
3. Play an action game about trains or trucks.
4. Pretend to drive or ride in trains or trucks.



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# Universe

1. Read Bible verses about God creating the universe and heaven.
2. Discuss what heaven will be like and draw a picture depicting your view of heaven.
3. Find Bible verses about the universe, stars, moon, planets, and/or sun.
4. Make a craft of our solar system and name the eight planets.
5. What is the universe?
6. What is the Milky Way?
7. Play a space game.



## Helps

1. Read Genesis 1 and Revelation 21-22.
2. Encourage creativity.
3. Search the Bible index.

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# Weather

1. Listen to a book about weather.
2. Say three things you learned about weather.
3. Play an action game about weather.
4. Make a weather craft.



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