



# Master Guide Curriculum

Program Requirements  
for Leaders of Adventist Junior Youth



General  
Conference  
Youth  
Ministries  
Department

# Curriculum Requirements

2013 Edition

## Production notes

### *Master Guide Curriculum*

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of Seventh-day Adventists,  
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Gilbert Cangy, Director  
Jonatan Tejel, Associate Director  
Hiskia Israil Missah, Associate Director

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### Curriculum Review Advisory

Areli Barbosa — South American  
James Black — North American  
Benjamin Carballo — Inter-America  
Manny Cruz — North American  
John Enang — West-Central African  
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Litiana Turner — South Pacific  
Jobbie Yabut — Southern Asia-Pacific

## I. Prerequisites

1. Be a baptized member, in regular standing, of the Seventh-day Adventist Church.
2. Have a written recommendation from your local church board.
3. Be at least 16 years of age to start the Master Guide curriculum and at least 18 years of age at completion.
4. Be an active staff member of an Adventurer or Pathfinder Club.
5. Complete a Basic Staff Training Course<sup>1</sup> and be involved for a minimum of one year in one<sup>2</sup> of the following ministries:
  - a. Adventurer Ministries
  - b. Pathfinder Ministries

### Additional Prerequisite Notes

1. The Master Guide curriculum must be completed in a minimum of one year and a maximum of three years.
2. Those completing the Master Guide curriculum do so under the supervision of the Conference/Mission Youth Ministries Director or his/her designated Master Guide.

## II. Spiritual Development

1. Read or listen to the book *Steps to Christ* and submit a one page response focusing on the benefits of the reading.<sup>3</sup>
2. Complete the devotional guide *Encounter Series I, Christ the Way*, or complete another year long Bible reading plan that covers the four Gospels.
3. Read or listen to the book *Desire of Ages*.
4. Do one of the following:
  - a. Keep a devotional journal for a minimum of four weeks, summarizing what you learned in your devotional time and outlining how you are growing in your faith.
  - b. Complete the *Steps to Discipleship Personal Spirituality Curriculum*<sup>4</sup>
5. Be involved in one or more evangelistic or community based outreach programs.
6. Prepare a one page point form (bullet point) summary on each of the 28 fundamental beliefs.
7. Develop and give a presentation on four of the following beliefs, making use of visual aids if possible.
  - a. Creation
  - b. The Experience of Salvation
  - c. Growing in Christ
  - d. The Remnant and its Mission
  - e. Baptism
  - f. Spiritual Gifts and Ministries
  - g. The Gift of Prophecy
  - h. The Sabbath
  - i. Christ's Ministry in the Heavenly Sanctuary
  - j. The Second Coming of Christ
  - k. Death and Resurrection

8. Enhance your knowledge of church heritage by completing the following:
  - a. Earn the Adventist Church Heritage Award.
  - b. Read a book about SDA youth ministry such as:
    - *The Pathfinder Story*
    - *We are The Pathfinders Strong: The First Fifty Years* by Willie Oliver with Patricia Humphrey.
    - Another book that is approved by your supervising Conference/Mission Youth Ministries Director.
  - c. Reading a book about church heritage such as:
    - *Anticipating the Advent* by George Knight.
    - *Tell It to the World* by Mervyn Maxwell
    - *Light Bearers to the Remnant* by Richard W. Schwarz and Floyd Greenleaf
    - *The Church Heritage Manual* produced by the General Conference Youth Department.
    - Another book that is approved by your supervising Conference/Mission Youth Ministries Director.
8. Complete a two page (minimum) research paper about a standard temperament analysis program and complete the affiliated temperament inventory.

### III. Skills Development

1. Attend and complete a seminar in each of the following 12 subjects:<sup>1</sup>
  - a. Leadership
    1. How to be a Christian leader
    2. Vision, mission, and motivation
    3. Risk Management for Adventurer and Pathfinder Ministries
    4. Discipline
  - b. Communication
    5. Communication theory, listening skills,
    6. Practical communication practices
    7. Understanding and teaching to learning styles
  - c. Creativity and resources
    8. How to prepare effective creative worship
    9. Understanding and using creativity
  - d. Child evangelism
    10. Principles of youth and children's evangelism
    11. How to lead a child to Christ
    12. Understanding your spiritual gifts

2. Have or earn the following honors:
  - a. Christian Storytelling
  - b. Camping Skills I-IV
  - c. Drilling & Marching (if this Honor is not applicable in your country's culture, suggest an alternative to your supervisor)
  - d. Knots
3. Earn two additional honors or awards of your choice, not previously earned.
4. Hold a current Red Cross First Aid and Safety certificate or its equivalent.
5. Supervise participants through either an Adventurer or Pathfinder Class level or teach a Sabbath School class for at least one year to a group of children ages 6 to 15..

### IV. Child Development

1. Read or listen to *Education* and submit a one page response focusing on the benefits of your reading.<sup>2</sup>
2. Read or listen to either *Child Guidance* or *Messages to Young People* and submit a one page response focusing on the benefits of your reading.<sup>3</sup>
3. Attend three seminars dealing with child development or educational theory relating to the age of your primary ministry group.<sup>1</sup>
4. Observe for a period of two hours a group of Adventurers or Pathfinders and write a reflection on their interaction with each other and with the staff.

### V. Leadership Development

1. Read a current book on your choice of topic under the general category of "Leadership Skill Development." These are some suggestions:
  - a. *Positive Church in a Negative World* by John Arrias.
  - b. *Take The Risk* by Ben Carson.
  - c. *Ellen White on Leadership* by Cindy Tutsch.
  - d. *Help! I'm being Followed* by Clinton Valley.
  - e. Other book recommended by your supervising Conference/Mission Youth Ministries Director.

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2. Demonstrate your leadership skills by doing the following:
    - a. Develop and conduct three creative worships for children and/or teenagers.
    - b. Participate in a leadership role with your local church children's/youth group in a Conference sponsored event.
    - c. Teach three Adventurer Awards or two Pathfinder Honors.
    - d. Assist in planning and leading a field trip for a group of Adventurers, Pathfinders, or Sabbath school class for children ages 6 to 15.
    - e. Be an active Adventurer, Pathfinder, or Sabbath school staff member for at least one year and attend at least 75% of all staff meetings.
  3. Write goals that you would like to accomplish in your ministry.
  4. Identify three current roles in your life, at least one of which is spiritually oriented, and list three goals or objectives for each.

## VI. Fitness Lifestyle Development

1. Participate in a personal physical fitness plan by completing one of the following:
  - a. The physical components of the AY Silver Award. If you already have the AY Silver Award, then move on to the AY Gold Award.
  - b. A school physical fitness program.
  - c. A personal physical fitness program based on a fitness book of your choice or a workout program in consultation with your local supervising Master Guide or authorized instructor.

## VII. Documentation

1. Compile a portfolio documenting all of your work related to completing the Master Guide curriculum.

## Notes

1. Seminars should be of at least 90 minutes in length. All the seminar facilitators must be approved by the Conference youth director or the church pastor.
2. It would be advantageous for a Master Guide to have working knowledge of both Adventurers and Pathfinders ministries.
3. Suggested themes, questions and subjects are given in the *Master Guide Curriculum Manual*.
4. The *Steps to Discipleship Personal Spirituality Curriculum* can be found and download at the General Conference website: [www.gc youthministries.org](http://www.gc youthministries.org).