Adventurers Developmental Growth

BST TRAIN THE TRAINER
COURSE

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I Like Cake

I MEAN, I REALLY REALLY LIKE CAKE!



Prov. 22:6

TRAIN UP A CHILD...AND HE WILL NOT DEPART.





To develop an understanding of an Adventurer's developmental growth.

2

To provide an awareness of how to apply your understanding of adventurer development to the respective class levels.

3

To gain an awareness of key strategies to providing effective discipline.

Objectives

Exercise 1

MY SELF-REQUIREMENTS			
BUSY BEE	SUNBEAM	BUILDER	HELPING HAND
I. I AM SPECIAL			
Make a booklet showing different people who care for you as Jesus would.	Make a tracing of yourself. Decorate it with pictures and words which tell good things about you.	Put together a scrapbook, poster, or collage showing some things you can do to serve God and others.	A List some special interests and abilities God has given you. B. Demonstrate and share your talent by earning one of the Adventurer awards that allow expressions of personal talent.

Plan a lesson to teach the above. Consider, Materials, Duration etc Consider their Physical, Social, Emotional and Spiritual Stage

EXERCISE 1

BUSY BEE

Make a booklet showing different people who care for you

SUNBEAM

Make a tracing of yourself.
Decorate it with pictures and words which tell good things about yourself

BUILDER

Put together a scrapbook, poster, or collage showing some things you can do to serve God and others

HELPING HAND

List some special interests and abilities God has given you.

Share your talents using a Talent show, Show and Tell or Earn an Adventurer Award

4 year old characteristics

- Learn through Play
- Have short attention spans
- Understand concepts such as size and shape
- Can dress themselves but may need help
- Can use safety scissors
- Can complete simple puzzles
- Imaginary playmates
- Change the rules to games
- Begin to play with others in groups



5 year old characteristics

- Can control motor skills more easily than fine motor skills
- Struggle to control volume of speech
- Short attention spans
- Learn actively
- Need specific direction
- Want to make their own decisions and are literal
- May appear to be know it alls
- Only see their point of view
- Easily embarrassed by criticism
- Loves encouragement



6-7 Year Old Characteristics

- Small muscles are developing
- Need Approval
- Winning is paramount
- Girls are ahead

6-7 Year Old Characteristics

- Eager to learn & thinks everyone shares their views
- Need examples of Jesus showing love.
- Need time to pray



Teaching Tips 6-7 Year Olds

- Cutting, Writing, Moving
- Know Names & Love them
- Encourage taking turns









- Good Muscle co-ordination
- Can work longer periods
- Developing identity & sense of right and wrong
- Status and peer group



8-9 Year Old Characteristics

- Varied opinions & Reasoning.
- Creativity
- * Desire for a personal saviour
 - Keen sense for God's guidance



8-9 Year Old Characteristics

8-9 Year Old Characteristics

- Clear instruction & allow independence.
- * Encourage creativity & self concept.
- Promote research
 - Provide opportunities for worship.





Awareness of Adventurer Development



What's Been Covered





Discipline

First things First:

Model the Behaviour you want



Discipline



- * Be an Example
- * Organized Room
- * Be Prepared
- * Set Specific Expectations
- * Redirect Mis-behaviour

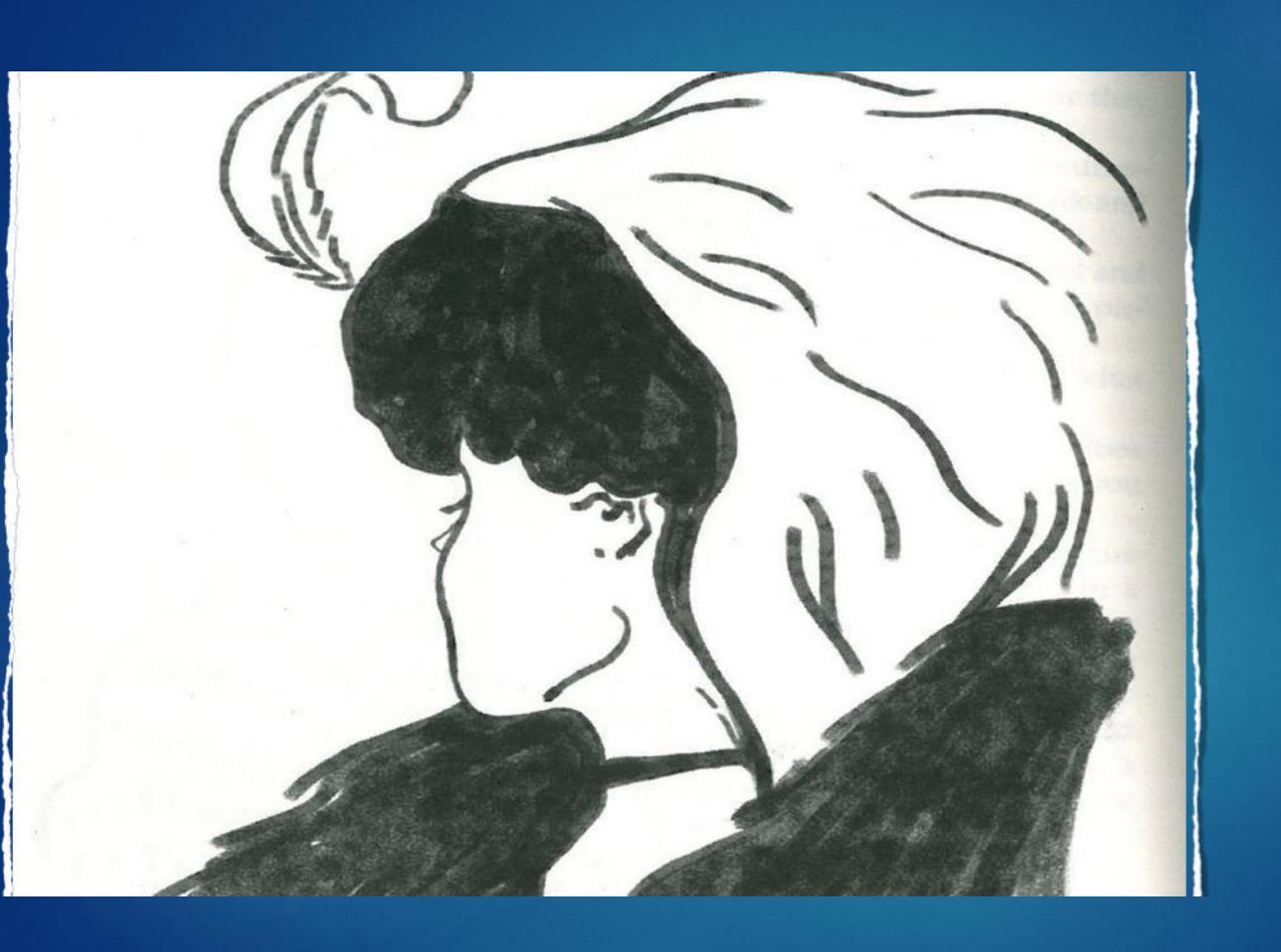
Providing discipline for an adventurer child is a positive contribution to his happiness and well-being. Discipline is not primarily about punishment but a way of helping the child to learn self control and caring for others as a disciple of Jesus.

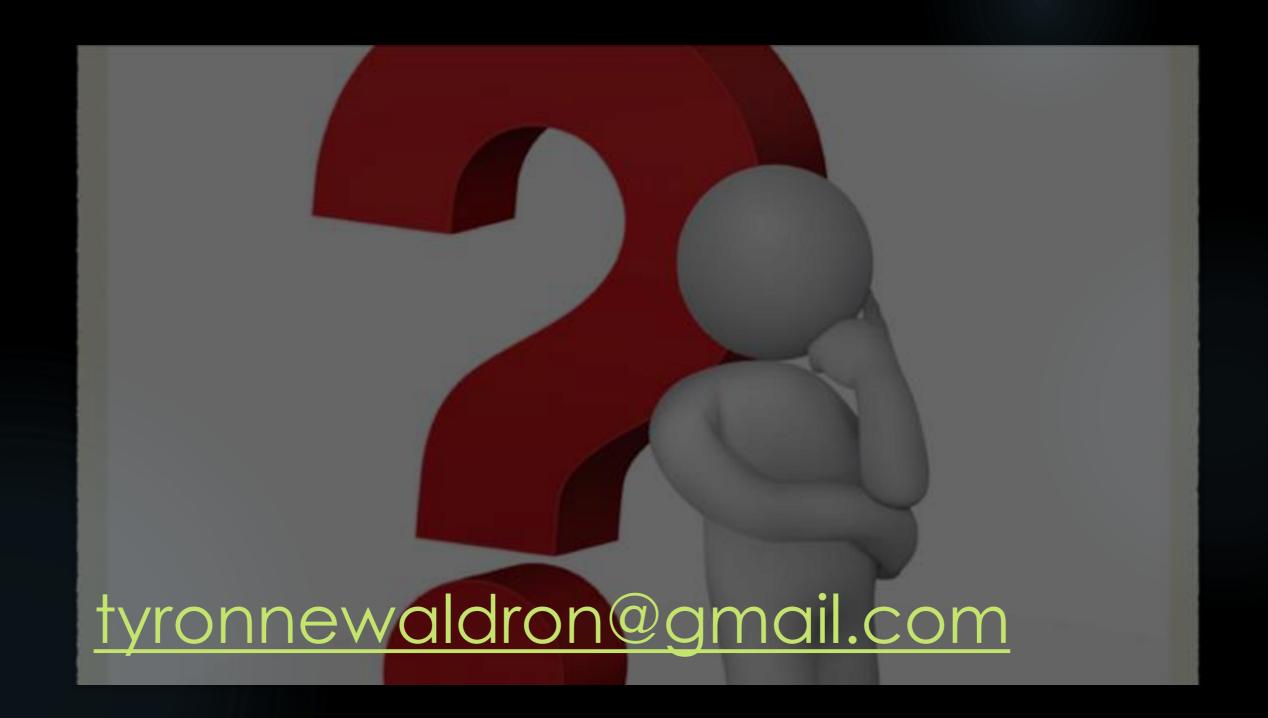


- Awareness of Adventurer Development
- Application to Adventurer Classes
- Awareness of the need for Discipline



What's Been Covered





http://www.adventurerclub.org/AdvancedLeadership/AgeLevelCharact eristics.pdf