Adventurer Curriculum

At the heart of your club meetings are the curriculum levels. You’ll get a quick overview of the levels and how they are organized. You will also find the complete requirements for each level and suggested helps for the leader of each level.
Introduction to the Curriculum Levels

The Adventurer curriculum takes the goals of the Adventurer program—that children will commit their hearts and lives to Jesus Christ and that they will acquire the habits, skills, and knowledge to live for Jesus today—and turns them into fun and practical activities that Adventurers will enjoy.

At each level, the curriculum encourages an age-appropriate, active learning approach. Instead of asking children to learn a great deal of factual information, it introduces them to general concepts. The children learn to apply these concepts to their own lives by participating in a wide variety of experiences.

The Adventurer curriculum is divided into six levels: Little Lamb is for pre-kindergarten; Eager Beaver is for kindergarten; Busy Bee is for first graders; Sunbeam is for second graders; Builder is for third graders; and Helping Hand is for fourth graders. Each level builds on the previous levels and is especially designed to interest, challenge, and provide successful experiences for children of that grade level.

Does everyone start at Little Lamb?

An Adventurer child should start with the curriculum based on their grade. If they join Adventurers when they are in grade 2, they would start with Sunbeam. They are not required to complete Little Lamb, Eager Beaver, and Busy Bee before starting Sunbeam.
The Adventurer curriculum is organized around four basic relationships in a child’s life: My God, My Self, My Family, and My World. Here is a quick look at what your Adventurer children will experience in each area:

**MY GOD**

Adventurers will learn about God’s love for each one of us. Trusting the Bible is an important part of the curriculum so the club spend time learning about the Bible and how it is Jesus’ message to us. Memorization, prayer, study, and sharing what we have learned are all part of the activities Adventurers will experience in My God.

**MY SELF**

Adventurers will discover and appreciate the uniqueness and value of each person. Activities will encourage learning Christian values, making good choices, and serving others. Kids will learn God’s guidelines for fitness, temperance, hygiene, and much more. Each Adventurer will be asked to commit to lifelong healthy choices.

**MY FAMILY**

Adventurers will participate in activities where they will discover the uniqueness of the family and learn about responsibilities, respect, and appreciation. Safety, stewardship, and new skills are also included.

**MY WORLD**

Adventurers will learn how to be good friends and to value people who are different from them. Activities will allow for Adventurers to experience nature and develop an appreciation for the environment. They will also learn about courtesy, prejudice, peer pressure, and how serving other people is an important part of being a Christian.

As director you may want to use different activities than the ones listed in the Leader’s Guides to meet the curriculum requirements. This is okay, as long as the activities fulfill the intent of the requirement and are fun and age-appropriate.