

Explorer

Personal Growth

I. Involvement (Required)

- A. Be age 12 or in grade 7, or its equivalent.
- B. Be an active member of the AY Society or Pathfinder Club.

II. Commitment (Required)

- A. Repeat from memory the AY/Pathfinder Pledge and Law.
- B. Illustrate the meaning of the Pledge by doing one of the following:
 - Art project
 - Written composition
 - Panel discussion
 - Role playing
 - Skit
 - Musical interpretation

III. Growth (Required)

- A. Earn the Explorer Reading Certificate or the Junior Reading Certificate.*

Requirement: Do Sections I, II and III for the standard class requirements.

Do Sections I, II and III for the advance classes.

*See **Instructor's Manual** for qualifying requirements.

Spiritual Discovery

I. Scripture (Required)

- A. Memorize a Bible text for each of the following subjects: prayer, doctrine, behavior, salvation, relationships, promises/praise, great passages.*
- B. Give an oral written report on 3 Biblical prophets, **OR** name at least 10 Bible authors and their vocations, and identify 3 of the original languages of the Bible.

II. Church Heritage (Optional)

- A. Read about E.G. White's vision of the Battle of Bull Run during the American Civil War. Go to the library and read one account of the battle and

discuss with your counselor the difference between the two accounts, or fulfill audio-visual options in the **Instructor's Guide**.*

III. Christian Heritage (Optional)

- A. Role-play the experience of a person of the New testament church(Acts).

Requirement: Do Sections I, and select either I or III for the standard class requirements. Do Sections I, II and III for the advance classes.

*See **Instructor's Manual** for qualifying requirements.

Serving Others

I. One to One (Optional)

- A. Make a personal visit to a sick person your know and follow it up with a letter, phone call, or card of encouragement.

II. Group Witness (Optional)

- A. Explain how you can share your faith, and participate in 4 hours of outreach programs.

III. Community Outreach (Optional)

- A. With the help of 2 or 3 friends, spend 8 hours working for your church, school. or community.

Requirement: Select two of three selections for the standard class requirements. Do Sections I, II and III for the advance classes.

Making Friends

I. Building Relationships (Optional)

- A. Participate in a panel discussion or skit on peer pressure and its role in your decision-making.

II. Christian Lifestyle (Optional)

- A. Earn the honor in Christian Grooming and Manners **OR** Family Life.

III. Good citizenship (Optional)

- A. Tour your municipal offices **OR** have a city official visit your group and explain five ways you can cooperate with them.

Requirement: Select two of three selections for the standard class requirements. Do Sections I, II and III for the advance classes.

Health & Fitness

I. Health Principles (Optional)

- A. Make a list of 5 health laws given by Moses. Tell how they have been verified in modern times.
- B. Discuss the effects of caffeine and related stimulants, and show how to avoid depression.*

II. First Aid/Safety (Optional)

- A. Complete the Basic Rescue Honor.**
- B. Study and practice "Bicycle Safety".*

III. Fitness & Exercise (Optional)

- A. Discuss the advantages and disadvantages of individual sports and team sports as your primary exercise program.
- B. Complete one of the fitness tests for your age.*
 - 1. President's Physical Fitness
 - 2. Canadian Fitness
 - 3. Health-Related Physical Fitness (for physically disabled)
 - 4. Set goals and improve.

Requirement: Select two of three selections for the standard class requirements. Do Sections I, II and III for the advance classes.

*See **Instructor's Manual** for qualifying requirements.

See **AY Honor Handbook for requirements.

Youth Organization

I. Leadership (Optional)

- A. Lead out your club's opening exercises or Sabbath School program.

B. Participate in and evaluate a weekend campout.

II. Club Awareness (Optional)

A. Discuss with your club director your club's involvement in the total Pathfinder Club program, **OR** for AY Societies, invite a Pathfinder expert to speak to your group.*

III. Pathfinder Programming (Optional)

A. Help plan, participate in, and evaluate your club in five of the following:

1. Induction
2. Club Meeting
3. Pathfinder Sabbath
4. Investiture Service
5. Quarterly Scheduling
6. Club Campout

B. Complete requirements of the Drilling and Marching Honor.**

Requirement: Select two of three selections for the standard class requirements. Do Sections I, II and III for the advance classes.

*See **Instructor's Manual** for qualifying requirements. **See **AY Honor Handbook** for requirements.

Nature Study

I. Spiritual Lessons (Required)

A. Review the story of the flood, and study at least 3 different fossils; explain their origin and relate them to breaking God's laws.

II. Nature Appreciation (Optional)

- A. Stars - Be able to identify in the sky the North Star Big Dipper, Little Dipper, and Orion. Explain the spiritual significance of Orion as told in **Early Writings**, p. 41.
- B. Weather/Ferns - Record and graph the weather for 2 weeks at 12-hour intervals. Include temperature, and wind direction, **OR** draw or photograph, and identify, 10 kinds of ferns.

III. Nature Honor (Optional)

A. Complete a nature honor not yet completed, at your skill level.**

Requirement: Do Selection I for the standard class requirements.
Do Sections I, II and III for the advance classes.

See **AY Honor Handbook for requirements.

Outdoor Living

I. Outdoor Skills (Optional)

- A. Tie and know the practical use of 20 knots.
- B. Learn or review the safety rules for camping.*

II. Outdoor Activities (Optional)

- A. Earn Camping Skills #3 Honor.**

Requirement: Select I or II for the standard class requirements.
Do Sections I and II for the advance classes.

*See **Instructor's Manual** for qualifying requirements. **See **AY Honor Handbook** for requirements.

Honor Enrichment

I. Arts, Crafts & Hobbies Household Arts

- A. Complete one honor at your skill level and not yet completed in the area of art, craft, hobby, or household skills.***

II. Recreational & Vocational

- A. Complete one honor at your skill level, not yet completed in the area of recreational skills, vocational studies, or outdoors industries.***
- B. Earn a Beginners Swimming Honor, if no previously earned.**

Requirement: This track is not required for the standard class requirements.
Do Sections I and II for the advance classes.

***See **AY Honor Manual** for requirements.
