

ACTIVITIES BASED PATHFINDER PROGRAM CURRICULUM REVISION

**November 2004
EFFECTIVE FROM JANUARY 2005**

Background

The Activities-based curriculum of the Pathfinder Program has been used by the majority of clubs throughout the AUC and NZPUC for approximately 5 years with some conferences moving entirely onto the new program.

As some Pathfinder and District Directors have noticed that there is a subtle decline in the skill levels of pathfinders in outdoor events, AUC Youth Directors have asked that this matter be addressed by the Southern Region Youth Ministries Committee, the peak Youth and Pathfinder Committee for the AUC and NZPUC.

This committee commissioned a small working group to look into this matter and suggest revisions and changes where necessary. Their results are as follows

CURRICULUM REVISION

To make sure that Pathfinders are presented with a balanced program in all areas, Pathfinder Directors and Level Instructors are to note the following.

1. Pathfinders currently have to complete 40 hours of Pursuits in order to be invested. 8 hours from each of the 4 Pathways and 8 hours free choice from any of the Pathways.
2. Commencing January of 2005 the following curriculum revisions will apply.
 - a. Of the 8 hours of Pursuits chosen from each Pathway, 2 hours must be spent in completing the Core Pursuits from each of the Pathways while the remaining 6 hours can be chosen by leaders provided they comply with the grid listed on the 2ND point in notes listed on page 3.
 - b. The following tables list the Core Pursuits which are to be completed from each Pathway with the given time as well as the Pathway sublist.

PATHWAY: GOD

	Year One.			Year Two	
	Level One. Friends			Companions	
W	Jigsaw	.30	FD	Pondering Prayer	1.00
H	Safe Passage	2.00	SK	Memory Mayhem	1.00
	Level Two, Explorers			Rangers	
FD	God Pictures	1.00	FD	Guide-book Guide	1.00
FD	Free Pass	1.00	SK	Memory Mayhem 1	1.00
	Level Three, Voyagers			Guides	
FD	Project: Faithtalk	1.00	FD	Testimony	1.00
FD	Bottom Line Christianity 1	.45	SK	The Book	1.00

PATHWAY: SELF

	Year One			Year Two		
	Level One. Friends			Companions		
FSE	In-vested	.45	GV	Pledged on the Inside	1.00	
GV	Pursuit No One	1.00	FSE	Put Downs Put-downs	1.00	
	Level Two. Explorers			Rangers		
FSE	An Angry Workshop	1.30	HL	Drink-up Showdown	1.00	
FSE	Mirror Mirror on the Wall	.45	GV	Ready Set Grow	1.00	
	Level Three. Voyagers			Guides		
CPS	Kid Kapers	1.30	FSE	Depression Set Up	1.30	
FSE	Me: Inside out	.45	FSE	The Journey	1.00	

PATHWAY: COMMUNITY

	Year One			Year Two		
	Level One. Friends			Companions		
C	March 2,3,4	.30	S	Easter Message	1.00	
S	Project Delight	1.30	C	Our Flag	1.30	
	Level Two. Explorers			Rangers		
S	Adopt-a-SM	1.00	CC	Project Affirmation	2.00	
S	Stop Think Do	1.30				
	Level Three. Voyagers			Guides		
C	March 8,9,10	.30	CC	Visualise It	2.00	
C	City in Crisis	1.30				

PATHWAY: NATURE

	Year One			Year Two		
	Level One. Friends			Companions		
C	Knot Difficult	1.00	N	Lost	1.00	
S	Doctor Doctor 1	1.00	N	Knuckle Mountain	1.00	
	Level Two. Explorers			Rangers		
S	Doctor Doctor 6	1.00	N	*Lunar Landscape	2.00	
C,S	Walk Safe	1.00	N	*Follow that Bearing	2.00	
	Level Three. Voyagers			Guides		
S	Doctor Doctor 7	1.00	S	Take 10	4.00	
C	Designer Pack Attack	1.30				

NOTES

1. In some cases the time value is over the 2 hour core pursuit limit. This can be adjusted by reducing the remaining 6 hour Pursuit time accordingly.
2. You will notice the columns listing letters. These are abbreviations for each of the Pathway Subjects. Just to review what needs to happen as far as Pursuit choice is concerned, you need to make sure that as you choose your Pursuits, that each of the Pathway Subjects are covered within the 2 year period. The table is listed below for your reference

GOD	This year	Last year	SELF	This year	Last year
Faith Development			Belonging and Responsibility Friends and Relationships		
Heritage			Cooperation and Problem Solving		
Moral Development			Feelings and Self-Esteem		
Scriptural Knowledge			Goals and Values		
Worship			Health and Lifestyle		
COMMUNITY			NATURE		
Citizenship			Survival Skills		
Fund Raising			Conservation		
Church Community			Camping		
Service			Safety		
			Navigation		
			Outdoor Cooking		

CORE HONOURS

The Activities based program states that a minimum of 2 honours be completed for Investiture at the Standard level.

To assist in choosing honours that will lead to increased skill levels, the following core honours now need to be completed for investiture at each level. If clubs decide to complete more than 2 honours, and it is good if they do, they can choose from any of the honours.

Year One
Level One. Friends
 Camcraft
 Beginners Swimming or
 Advanced Beginners Swimming
Level Two. Explorers
 Knot Tying
 Outreach Honour
Level Three. Voyagers
 Hiking
 Arts & Craft

Year Two
Companions
 Nature Honour
 Arts & Craft Honour
Rangers
 Fire Building & Camp
 Cookery
 Nature Honour
Guides
 Map & Compass
 Outreach Honour

MASTER AWARDS

When planning to complete honours, keep in mind the Master Awards that are given when 7 honours are completed within a specific interest area. Currently there are 11 Master Awards listed at the end of the Red Manual and they are worth pursuing.

In the table above, the recreational skill honours are based on the core honours as listed in the Wilderness Master Award in the Red Manual. This is done to provide some added motivation!