

ADVENTIST YOUTH CLASS

Name

Requirements

church (Acts).

person of the New Testament

classes.

Requirement: Do Section I and select either Section II or III for

the standard class requirements.

*See Instructor's Manual for qualifying requirements.

Do Sections I, II, and III for the advanced

SPIRITUAL DISCOVERY

Printed in U.S.A.

Examiner's

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PERSONAL GRO

		Requirements	Examiner's Signature	Date Met
1.	IN	VOLVEMENT (Required)	*	
	A.	Be age 12 OR in grade 7, or its equivalent.		
	B.	Be an active member of the AJY Society OR Pathfinder Club.		
II.	CC	OMMITMENT (Required)		
	A.	Repeat from memory the AJY/ Pathfinder Pledge and Law.		
	B.	Illustrate the meaning of the. Pledge by doing one of the following: 1. At project 2. Written composition 3. Panel discussion 4. Role playing 5. Skit 6. Musical interpretation		
III.	GI	ROWTH (Required)		
	A.	Earn the Explorer Reading Certificate OR the Junior Reading Certificate.*		
Re	qui	rement: Do Sections I, II, and III f class requirements. Do Sections I, II, and III f		

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I.	SCRIPTURE (Required)	
	A. Memorize a Bible text for each of the following subjects: prayer, doctrine, behavior, salvation, relationships, promises/praise, great passages.*	 7
	B. Give an oral or 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.	 10000
II.	CHURCH HERITAGE (Optional)	Ę
	A. Read about Ellen G. White's vision of the Battle of Bull Run during the American Civil War. Go to the library and read one account of that battle and discuss with your counselor the differences between the two accounts, OR fulfill other options in Instructor's Manual.*	
III.	CHRISTIAN HERITAGE (Optional)	2
	A. Role play the experience of a	-

	Requirements	Examiner's Signature	Date Met
I.	ONE TO ONE (Optional)		
	A. Make a personal visit to a sick person you know and follow it up with a letter, phone call, or card of encouragement.		
II.	GROUP WITNESS (Optional)		
	A. Explain how you can share you faith, and participate in 4 hours		

classes.

of outreach programs.

*See Instructor's Manual for qualifying requirements.

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 the three sections for the standard class requirements. Do Sections I, II, and III for the advanced classes.

MAKING FRIENDS

	Requirements	Examiner's Signature	Da1 Me
I.	BUILDING RELATIONSHIP (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 the three sections for the standard class requirements.

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

Examiner's

Signature

Date

**See AY Honors Handbook for requirements.

Requirements

HEALTH and FITNESS

		Requirements	Examiner's Signature	Date Met
١.	HE	EALTH PRINCIPLES (Optional)		
	A.	Make a list of 5 health laws given to 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.	FII	RST AID/SAFETY (Optional)		
	A.	Complete the Basic Rescue Honor.**		
	B.	Study and practice "Bicycle Safety".*		
III.	FIT	(NESS/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)	1)	
		Set goals and improve.		

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YOUTH ORGANIZATION

I.	LE	ADERSHIP (Optional)		
	A	Lead out in your club's opening exercises or Sabbath School program.		
	B.	Participate in and evaluate a weekend campout.		
II.	CL	UB AWARENESS (Optional)		
	0	Discuss with your club director your club's involvement in the total Pathfinder Club program, OR for AJY Societies, invite a Pathfinder expert to speak to your group.*	E	
III.		THFINDER PROGRAMMING phonon)		
	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 the requirements of the Drilling and Marching Honor.**		

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	Requirements	Examiner's Signature	Date Met
	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 at Orion as told in Early Writings, p. 41.		
VATURE STUD	B. Weather/Ferns Record and graph the weather for 2 weeks at 12-hour intervals. Include temperature, moisture, cloud formation, and wind direc- tion, OR draw or photograph, and identify, 10 kinds of ferns.		
	III. NATURE HONOR (Optional)		
×	A Complete a nature honor at your skill level, not previously earned.**		
	*		

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