



Venture Clubs Terminology

Understanding the Lingo

Venture Clubs is a club for children three years old through 12th grade. Venture Clubs is designed to be flexible to meet the needs of your church. It can be as a one or two hour program, divided into the following five (5) segments:

- Compass Time (Opening)
- Treasure Time (Exploring the Bible)
- Game Time
- Discovery Time (Teaching Time)
- Closing Time (Awards)

Venture Clubs' Session Names:

- **Compass Time (5 min)** - In order for Venture Clubs to start out on a positive note each night, the beginning of the club should always start with Compass Time. This is a fun, fast-paced time that can incorporate an opening skit, object lesson or game along with prayer. This is vital to a club and helps everyone start all together at one time.
- **Treasure Time - Large Group Teaching (25 min)** – Treasure Time is the large group segment of the Venture Clubs meeting. Singing takes place, and the evening's lessons are reviewed along with the assigned teacher, teaching from the appropriate Venture Club handbook for 10-15 minutes.
- **Game Time (25 min)** - Games are Venture Clubs' drawing card; they may be played on the Compass Floor outline or in any room setting. Be sure you are thoroughly acquainted with all the options to implement this segment into your program.
- **Discovery Time - Small Group Teaching (25 min)** - This is the primary learning time for Venture Clubs, where small groups meet together with leaders. It's the main time for pouring biblical truths into the lives of the children and young people. Mainly this time is dedicated to study of the Handbooks. Children will be reciting and memorizing verses, and discussing questions in their Handbooks. Dialogue between children and leaders is encouraged in the small group setting, giving each young person the opportunity to answer important questions. This time is the most important time in the club!
- **Closing Time (10 min)** - A time to acknowledge and award individual achievements of the night, make announcements, promote next week, acknowledge the 1st place team for the night and provide appropriate treats.

CLUB NAMES:

- **Pathfinders (2 years prior to Kindergarten)** - In Pathfinders your preschoolers will go on an exciting journey through the "Friendly Forest." Each Pathfinder Card includes a "Storytime with Mindy" where children learn an important Biblical truth. Baxter Bear will help the children to learn a new memory verse each week and in Sid Squirrel's Corner the children have a fun puzzle or game that they can do in class with their leader or take home to complete with their parents help.
- **Seekers (Kindergarten through 2nd Grade)** - There will be three available Handbooks in this age group. In Seekers Books, the stories of Ken and Amy are used to help children learn who God is and how much He loves them. There are also short sections that teach the children more about God: who He is and what He has done for each person. Along the way, children will meet some friendly animals who will help them with their activities and puzzles. They will show up where you least expect them!



• **Explorers** (*3rd Grade through 5th or 6th Grade*) - There will be three available Handbooks in this age group. In Explorers, children will see what the Bible tells them about God, His Son and the special plan that He has for their lives! God loves children and young people and He has given us a special book that teaches us all about Him. That book is called the Bible. The Bible helps us to know who God is and how we should live. Explorers will help children to discover the many wonderful things from the Bible as they explore it together. Get ready to go on an exciting Adventure!

• **Voyagers** (*6th through 8th Grade or 7th through 8th Grade*) - This age group will select electives that each church can choose to use for that year. Voyagers is a course for middle schoolers especially designed to catch and hold the attention of the unsaved. In Voyagers, they will focus on learning about the attributes of God, the universe, who is the promised Savior, why did Jesus die and many other great truths that will help them build their faith.

• **Core** (*9th through 12th Grade*) - This age group will select electives that each church can choose to use for that year. Core was designed for effective evangelism and discipleship, with a focus for high school students. This course introduces who Jesus Christ is, explains the need for God's redemption through Jesus Christ and includes steps to receive salvation along with rewards of a Christian.

CLUB LEADERSHIP MODEL:

• **The Pastor** - The Pastor is the overall leader of the church. He selects programs which teach doctrinal principles to his congregation. He is the overall authority on using Venture Clubs as a tool of his church.

• **The Coordinator** - The Coordinator (also sometimes called "The Cord") is the overall leader of the Venture Clubs program. They are in charge of presenting the club program to the church congregation through displays, bulletin board notices, and announcements. This person is in charge of coordinating the activities of all clubs. This includes the preparation of a tentative yearly calendar of events and the scheduling and presiding over regular (preferably monthly) meetings with Head Leaders.

• **The Director** - The Director is in charge of a large group, based on age, for Venture Clubs. Ideally you would have one Director for each age group: Seekers, Explorers, Voyagers and CORE. The Director may plan special contests and incentives to encourage Handbook achievement. The Director reports directly to the Coordinator or Pastor.

• **The Helpers / Leaders** - Under the guidance of the Director, helpers and leaders work directly with clubbers. The number of leaders needed depends on the number of clubbers. If possible, you should have one leader for every ten clubbers.

COMMON AWARD NAMES: *(All awards are optional.)*

Section Award -	This is a sticker and/or patch once a section is completed in a handbook
Book Award -	Completion of 1 Book <i>(Ribbon)</i>
Calvary Award -	Completion of 2 books <i>(Ribbon)</i>
Pilgrim Award -	Completion of 4 books <i>(Plaque or Ribbon)</i>
Proclaimers Award -	Completion of 6 books <i>(Plaque or Ribbon)</i>
Barnabas Award -	Completion of 8 books <i>(Plaque or Ribbon)</i>
Titus Award -	Completion of 12 books <i>(Plaque or Ribbon)</i>
Bronze Award -	Completion of Bronze Extra Credit Work
Silver Award -	Completion of Silver Extra Credit Work
Gold Award -	Completion of Gold Extra Credit Work

CLUB DISCIPLINE:

Good discipline is an essential prerequisite for having a receptive audience and for presenting the Gospel to kids. Learn the Venture Clubs' methods and be ready to apply them in your club.

"The Three Strikes"

The three strikes is a method for disciplining an individual clubber who continues to misbehave after repeated correction; this method follows the three-strikes-and-you're-out philosophy. You cannot allow an unruly child to be a distraction to the whole club.

- The Helper/Leader may point to a misbehaving child and say, “OK, Tom, that’s ‘one strike.’ I’ve asked you several times to stop misbehaving.” He is then taken to the Director and the Director explains what will happen if Tom receives “two strikes” or even “three strikes.”
- If Tom continues to misbehave and receives “two strikes,” the Director may take him to another room and encourage him to cooperate.
- If Tom misbehaves and receives “three strikes,” then Tom’s Director, accompanied by another leader, takes Tom to The Coordinator and is removed for the evening. This person then explains the problem to his parents when they arrive to pick him up.
- This lets the parent take the necessary action to bring about the needed correction. The Coordinator then explains to clubbers and parents that Tom is welcome back to club when he abides by club standards. Emphasize that attending club is a privilege.
- The goal is for Tom to behave when he returns, and correction happens. If Tom returns and continues to cause problems, The Coordinator, Director, or a Leader should talk to Tom’s parents again as the clubber may lose the privilege of attending Venture Clubs for one or two weeks. Careful consideration and prayer should always precede this severe form of discipline.

“The Count Down”

To help get the clubbers and leader to listen to important information without the use of a whistle, we use a method of counting down from the number 5 to 1. This is used to quiet a room and should be used to count down with a loud “Five” (5) very loud, “Four” - loud, “Three” softer, “Two” softer yet and then “One” very soft. Do not continue speaking until a everyone is quite.

VENTURE CLUBS’ KEY WORDS AND MEANINGS:

It is important to understand the key words for Venture Clubs.

Pathfinder Specific Terms

- *Storytime with Mindy* – This is where the children will find there weekly story. Each story will contain important Biblical truths.
- *Baxter’s Memory Verse* – With each Pathfinders story, children will be given a specific memory verse to learn.
- *Sid’s Corner* – Each Pathfinders includes “Sid’s Corner” that will include a game, puzzle or fun coloring page.

Seekers Specific Terms

- *Truths* – These are weekly principles taught in the student handbook.
- *Sections* – The Seekers books have 8 sections that they learn in a year.
- *Section Review* – Question pages for students to fill out and review with their teacher. After completion of this, you receive a Section Award.

Explorer Specific Terms

- *Treasures* – These are weekly principles taught in the student handbook.
- *Sections* – The Explorer books have 8 sections that students learn in a year.
- *Projects* – These are action tasks that take 4 weeks to complete. At the start of each Section, review the section to see if students need to start on a Project so they will have time to complete the task on time. (They can work ahead on all Projects.)
- *Section Review* – Question pages for students to fill out and review with their teacher. After completion of this, you receive a Section Award.

Voyagers Specific Terms

- *Getting Deeper* (32 of them)– These are weekly principles taught in the student Handbook.
- *Sections* – The Voyager books have 8 sections that students learn in a year.
- *Memorize It, Read it, Discuss it, Review it, Pray it* – Each Voyager section has each of these keys items for the student to get a full grasp of each concept.



Core Specific Terms

- *Your John Hancock* – This is where the student indicates that they have learned the core weekly principle in the student Handbook.
- *Check Points* (24 of them) – The Core books have 24 key points (or core principle topics) that you learn in a year.
- *Reflect* – This is an action task that the student must do and show that they are learning the CORE items in the book.

UNIFORMS:

Venture Clubs encourages uniforms in the local club. We have many options for this including custom developed uniforms, an achievement scarf, or colored T-shirts. Each club has different needs and we provide options for all of these.

EXTRA CREDIT:

Bronze, Silver, and Gold Workbooks – Venture Clubs has even more Extra Credit that can be earned once a handbook is completed. These are available online for each age group (www.ventureclubs.org).

