

My Church

- **1.** Understand the meaning and memorize I Corinthians 3:16 and learn the song "Lord, Prepare Me to Be a Sanctuary."
- **2.** Know the name of your church, and write the address. As a club, draw a mural with the church in the center and include each Adventurer's house in relation to your church, naming all roads and streets as a map to the church.
- **3.** Who is your pastor and what is his/her responsibility? Ask the following questions:
 - **a.** Why did you decide to become a pastor?
 - **b.** At what age did you decide to become a pastor?
 - **c.** Was there something that happened in your life that caused you to want to be a pastor?
 - **d.** Can I be a pastor if God calls me?
 - **e.** How can I prepare for a life to serve God?
 - **f.** How can I be a minister right now?
- **4.** Draw the floor plan of your church. If your church has the following, label them on your map:
 - **a.** Sanctuary
 - **b.** Church office
 - c. Your Sabbath School room
 - **d.** Fellowship hall
 - **e.** Restrooms
 - **f.** Adventurer room
 - **g.** Community service room
- **5.** What is a church board and what is its function?
- **6.** Name 10 members on the church board. What position(s) do they hold?
- **7.** Explain how you can help God in your church every week starting this week.

Helps

- **1.** Exodus 25:8
- **2.** Parents help their children.
- **3.** Make a list of questions for your pastor prior to arrival. Examples are listed.
- **4.** Leader, give the Adventurers a tour of the church. Then have the Adventurers act as tour guides to the different rooms or areas of the church. Next ask the Adventurers to label a pre-drawn map of the church inserting the different rooms into the correct localities.
- **5.** Invite the pastor and board members to model a board meeting during an Adventurer club meeting. Optional: Role play a board meeting using a child-friendly agenda. Ask the Adventurers to pretend to be adults sitting as active members on a board. Optional: Have a staff meeting so the Adventurers may see all that goes into getting a meeting ready for them. (Suggestion: On Adventurer Sabbath, say, "Thank you for guiding our church.")

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- **6.** Discuss work done, types of personality, and experience needed for each position. Help the Adventurers choose different people for interviewing. Create a list of questions together and use them while interviewing. Think about the following:
 - **a.** Talk about each position and explain each role and the service given to God. (Most church positions are volunteer.)
 - **b.** What position would each child prefer most? And why?
 - **c.** Discuss with the children how to prepare for a life of service dedicated to God. Discuss what kind of education would help each child prepare for their favorite job.
- **7. a.** Children help the teacher by leaving each room neat and orderly after Sabbath School.
 - **b.** Never leave stray items, paper, bulletins, hymnals, Bibles, or other items out of place in the sanctuary as you leave the church service.
 - **c.** Be helpful and cheerful to everyone you meet at church.

Resources

- The Seventh-day Adventist Church Manual
- The nominating committee's report
- The pastor