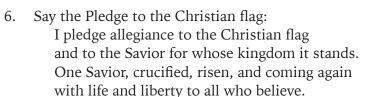
Suggested Induction Service Program

Adventurers like pageantry, so make the Induction service as impressive as possible. The church sanctuary or club meeting room should display the Pledge and Law banners and be set up for the placement of flags. All Adventurers and staff should wear full dress uniform.

At this age, Adventurers have short attention spans and get restless quickly so keep the program short.

- 1. Play music while getting Adventurers and their parents/guardians together.
- 2. Adventurers bringing in the flags will place them in stands so the Adventurers can look at the flags while reciting the Pledge, etc.
- 3. Have Adventurers walk in with their parents/guardians. Parents/guardians will be seated in reserved seats in the front. Adventurers proceed to the front for the salute (if applicable), Pledge, and theme song.
- 4. Salute and recite Pledge Allegiance to your country's flag.
- 5. Say the Pledge to the Bible:

I pledge allegiance to the Bible, God's Holy Word, I will make it a lamp unto my feet, And a light unto my path, And hide its words in my heart That I may not sin against God.



- 7. Sing the Adventurer theme song.
- 8. Have opening prayer.
- 9. Welcome the parents/guardians, Adventurers, and guests to the program.



What do I give the Adventurers at Induction?

As part of the Induction service you will give each new Adventurer Club member an Adventurer neckerchief, slide, and membership card. You may also want to give them an Adventurer Club pin to put on their sash.

10. Either the Adventurer director or the pastor should give a short talk about the meaning of the altar. Tell how biblical figures such as Isaac, Moses, and Esther dedicated their lives to God, and explain how the Adventurers are going to dedicate themselves to God and the Adventurer Club. Show them that they are building an altar, just like the people in Bible times did. The foundation of the altar is built on the Adventurer Law. What does the Adventurer Law mean and how important is it in their lives? Ask designated people to come forward and read what each section of the Adventurer Law means. (The following is a suggested explanation of each part of the Law to be recited from memory if possible as the altar is built at Induction. It is recommended that the club members recite these pieces.

Induction is best as part of the Sabbath morning service so talk to your pastor well in advance to see if that is possible. If you have the Induction service during your regular club time, it may not take the whole meeting time, so other activities should be planned that will include visitors, such as games and refreshments. If visitors are not expected to stay, the regular program could begin once Induction has been finished.

Suggested Induction Service Program (p. 2)

Jesus can help me to...

- Be obedient—I will obey God's laws and cheerfully do what my parents and teachers ask me to do. I will obey the laws of my country.
- Be pure—My body is the temple of God, so I want to keep it clean. I will not swear, smoke, drink alcohol, do drugs, or do any other thing God says is not good.
- Be true—I will always tell the truth and never try to deceive—even if I may get in trouble for it.
- Be kind—I will look for ways to make other people happy. I will never hurt a person or animal intentionally. I will share my toys, too.
- Be respectful—I will be courteous to those whom God put in authority over me (like parents and teachers) and to those who are younger and weaker than me (like little brothers and sisters). I will take good care of other people's property, even something as small as a borrowed pencil.
- Be attentive—I will listen when someone is talking to me at home, at school, and at church. I will especially listen for God to tell me what to do with my life.
- Be helpful—I will look for ways to help and not wait to be asked. I can help family at home, teachers and friends at school, and others in my community. I can even help God.
- Be cheerful—I will not grumble or complain when I don't get my way or when I have work to do. I will remember that God made me; knowing that makes me happy.
- Be thoughtful—I will make courtesy a habit, both in words and actions. I will look for ways to be nice to people. I will not be rude or irritating.
- Be reverent—I will listen carefully to God, His word, and His messengers. I will take good care of my Bible and church property. I will never make fun of holy things.

The leader then states: "We hereby declare these candidates to be accepted into the ______ Adventurer Club." At this time, each child and staff member places his or her name on one of the rocks of the altar (instructions for building the altar are on p. 83.)

- 11. Ask each Adventurer and his or her parent(s)/guardian(s) to come forward and face the audience. The Adventurer director will ask them to confirm their dedication to the principles of the Adventurer Club. They do so by repeating the Adventurer Pledge and Law. (Put on their Adventurer neckerchief and slide.)
- 12. The leader then asks each parent/guardian to come forward and stand behind their Adventurer. The leader reads the challenge to them: "The child that stands before you needs the warmth, security, and love of his/her parent(s)/guardian(s). The Adventurer Club is to encourage you in your care of this child but not to take your place. Do you pledge your participation in fulfilling your child's pledge of commitment to the Adventurer Club?" (Parent(s)/guardian(s) say, "We do!")
- 13. If a conference representative is attending they could welcome the new club members, and offer words of encouragement to parents and Adventurers.
- 14. Offer a dedication prayer.

Anchoring in Christ Commitment Certificate



Something you may want to add to the Induction is an Anchoring in Christ commitment certificate. The certificate would be signed by each parent/guardian at the end of the Induction service. You can find commitment certificates for each level on the Resource USB Flash Drive available from **adventsource.org** or create a custom certificate for your club.