# COMPANION

## **Companion & Trail Companion** LEVEL REQUIREMENTS

## Rersonal Growth

- 1. Be in Grade 6 or its equivalent.
- a. Develop your devotional life by studying the Weekly Devotional Guide (weeks 14 – 26) and the book of Genesis utilizing printed or electronic resources.
  - b. Journal your thoughts by asking these questions:
    - "What did I learn about God?"
    - "What did I learn about myself?"
  - "How can I apply this to my life today?" You may journal through writing, drawing or electronic process.
- a. Memorize the Pathfinder Pledge & Law.
  b. Learn the meaning of the Pathfinder Pledge & Law.
- a. Learn or review the Pathfinder Song.
  b. Illustrate its meaning.

## 💭 Spiritual Discovery

- a. Memorize in order the names of the Old Testament books of the Bible and the five groups into which they are grouped.
  - b. Demonstrate your ability to find any Old Testament book.
- 2. Memorize a Bible text (not previously learned) for the following subjects:
  - Prayer
    Doctrine
  - Behavior
    Salvation
  - Relationships 
    Promises/Praise
  - Great Passages
- Participate in a skit on one of the following Old Testament characters:
  - Joseph
    Jonah
  - Esther
    Ruth
- 4. Research two early Adventist Pioneers (1844 to 1900) and present what you have learned.

#### Advanced for Spiritual Discovery

- 1. Complete Companion requirements.
- Learn about Ellen White's first vision and discuss how God uses prophets to present His message to the church.

## Serving Others

- In consultation with your leader, plan ways and find opportunities to spend at least two hours helping an elderly person.
- 2. Spend at least four hours participating in projects that benefit the church or school.

#### Advanced for Serving Others

- 1. Complete Companion requirements.
- 2. Participate in an outreach activity, and bring a non-club member to participate with you.

#### Making Friends

- 1. Discuss how the media strengthens or weakens our relationship with others.
- 2. Fulfill requirements #1, #2 and #3 of the Cultural Diversity Appreciation Honor.

#### Advanced for Making Friends

- 1. Complete Companion requirements.
- Complete the Cultural Diversity Appreciation Honor, if not previously earned.

#### Health and Fitness

- Learn the value of temperance, by:

   Memorize and sign the Temperance Pledge.
  - b. Memorize two of the following Bible texts: Romans 12:1, 2; 1 Cor. 10:31; Prov. 20:1; 3 John 1:2.
  - c. Discuss all the following situations and role-play one: Your best friend asks you to try a cigarette; An older relative offers you a drink of beer; The smoke from a stranger's cigarette is bothering you. (a fulfills requirement #1, b & c fulfill parts of requirements #2 & #7 of the Temperance Honor)
- 2. Earn the First Aid Basic Honor.
- 3. Complete the Basic Water Safety **OR** Beginner Swimming Honor, if not previously earned.

#### Advanced for Health and Fitness

- 1. Complete Companion requirements.
- 2. Participate in a lifestyle fitness program for your age such as:
  - President's Challenge Active Lifestyle Program
  - Live Healthy Bermuda Kids
  - Or similar program

## Alture Study

- 1. a. Read pages 1-13 from the booklet A 6 Day Creation Week?
  - b. Keep a 7-day outdoor log of your personal observations from nature in which each day focuses on those things that were created on that day.
- 2. <u>Animal Tracking</u> Make plaster casts of three different animal tracks.

#### Advanced for Nature Study

- 1. Complete Companion requirements.
- Trees, Shrubs & Cacti Collect and identify the leaves of 15 different trees and seven shrubs. OR Photograph and observe at least five different types of cacti.
- 3. Complete a nature honor not previously earned. (Skill level 1)

### **Qutdoor Living**

- 1. Tie and know the practical use of 20 knots.
- 2. Earn the Camping Skills II Honor, if not previously earned.

#### Honor Enrichment

- Complete one honor at your skill level, not previously earned, in the area of Arts & Crafts or Household Arts. (Skill level 1)
- Complete one honor at your skill level, not previously earned, in the area of Recreational, Vocational, or Outdoor Industries. (Skill level 1)