

BIBLE II



1. Earn the Bible I Award.
2. Tell the names of the two major parts of the Bible. Tell the names of the books known as the gospels.
3. Tell or act out the following Bible stories:
 - a. David and Jonathan
 - b. Abraham and Isaac
 - c. Noah and the Flood
 - d. Samuel called by the Lord
4. Read or listen to a tape of the first nine chapters of Genesis.
5. Find, memorise and explain one of the following Bible verses about giving your life to Jesus.
 - a. Acts 16:31
 - b. John 1:12
 - c. Galatians 3:26
 - d. 2 Cor. 5:7
 - e. Psalms 51:10
6. Play active or paper games to enjoy and remember the Bible stories.

HELPS

NOTE: This award is one of the requirements for the Builder Class.

1. The Bible II Award is a requirement of the Builder class. It may be taught in the Adventurer Club or as part of the church school or Sabbath School Bible class.
2. The two major parts of the Bible are the Old Testament and the New Testament. The books known as the gospels are Matthew, Mark, Luke and John.
3. Encourage creativity. Lead the Adventurers to understand the lesson each story teaches.
4. Make sure your children have hands-on experience using their Bibles, but also use Bible story books, videos, and cassette tapes to teach these stories in an interesting way.
5. Help the children understand the meaning of each passage and how it can apply to their lives.
6. Bible game books, Bible colour books and felt sets are available at Christian book stores.

The material here is taken from page 176 of the printed manual.

MEDIA CRITIC



1. Explain what is meant by the term *media*. Give four examples. Explain what is meant by the term *critic*.
2. Discuss three principles that help us form good reading, viewing, and listening habits.
3. Keep a log of the time you spend each day with the different types of media. Note whether the media is Christ-centred or secular. Do this for two weeks.
4. Do one of the following with an adult.
 - a. Watch TV.
 - b. Read a story.
 - c. Listen to a tape.

Become a "Media Critic" and discuss together the good and bad points of each.

5. With an adult, use a television guide, book club listing, etc., to choose what you could watch or read.
6. Listen to the beginning of a short story and add your own ending.

HELPS

NOTE: This award is one of the requirements for the Builder Class.

1. Media are forms of communication that reach a large number of people, such as newspapers and magazines, television, films and videos, books, radio, and musical recordings. Explain to the Adventurers that any form of media in itself is neutral, and that it can be used for good or bad. Explain that in today's society, children and adults will be bombarded by media messages; that it is hard to avoid being affected by what we see and hear and read. That's why it is important to learn to control the media by choosing what is good and helpful.
2. Read Philippians 4:8 together and encourage the Adventurers to use it as a guideline in making choices about what they do and see. Explain and discuss these principles with the Adventurers, and ask them to tell you what they have learned from this Bible verse.
3. Teach the Adventurers to be aware of time spent with Jesus compared to time spent on secular activities. Help each child make a chart to keep track of his or her viewing and reading activities for at least two weeks.
4. Encourage the Adventurers to select a story or program that they feel will meet the standards of Philippians 4:8. Help them understand that you cannot always tell by reading a review or advertisement if it will be good by Jesus' standards. When you begin reading or viewing, if it is not proper, stop! Find something else. Encourage the children to make good choices.
5. Early selection helps us realise how much time we spend in these activities and helps us to be more selective.
6. Reinforce the principles of good reading and viewing habits as the Adventurers complete the story. Encourage imagination!

The material here is taken from page 202 of the printed manual.

TEMPERANCE



1. Read and discuss
 - a. 1 Cor. 6:19, 20
 - b. 1 Cor. 3:17
2. Tell what is meant by
 - a. Drug abuse
 - b. Temperance
3. Talk to a doctor/nurse or discuss with another adult the harm in using
 - a. Tobacco
 - b. Alcohol
 - c. Other drugs

OR

Watch and discuss a film or video on the dangers of using any of the above.

4. Tell why some people choose to smoke, drink alcohol or use drugs. Tell how we can choose not to use them ourselves.
5. Plan a skit or play encouraging others to say "NO" and perform it with your group.
6. Make an anti-smoking, anti-drug, or anti-alcohol design and paint it on a T-shirt.

OR

Create a poster showing the dangers of drug abuse.

7. Identify two famous persons who do not use any tobacco, drugs or alcohol, and who are among the best in their field.

OR

Interview two people you know who live happily and healthfully without using tobacco, drugs or alcohol, and discuss with them their reasons for not using those things.

HELPS

NOTE: This award is one of the requirements for the Builder Class.

1. Use a modern version of the Bible so the Adventurers will understand its language.
2. Drug abuse is the misuse of any drug or medication. Temperance means self-control in any aspect of life, including the use of harmful substances.
3. Invite a doctor or nurse to your group meeting. If that is not possible, view one of the many videos on the subject that are available from public health offices or public libraries.
4. Encourage each Adventurer to participate in this discussion.
5. The skit or play may be performed at school or in a church related activity.
6. Provide the necessary materials and supervise this activity carefully.
7. Sports magazines will be helpful. If you choose to have the Adventurers interview people, help them make a list of questions and make the necessary appointments well in advance.

The material here is taken from page 214 of the printed manual.

WISE STEWARD



1. Describe a wise steward.
2. With an adult, find a text in the Bible that tells who owns everything on earth.
3. Explain Malachi 3:8-10. Be able to fill out your own tithe envelope.
4. Make a poster showing some of the things your Sabbath School offerings are used for.
5. Listen to the Bible story of a widow and her small offering.
6. Tell how and why a wise steward will care for his or her belongings.

HELPS

NOTE: This award is one of the requirements for the Builder Class.

1. A wise steward is one who carefully performs his or her duty and takes good care of the things God has given to all of us (environment, our bodies, our minds, our talents, etc.).
2. See Genesis 1, 2; Psalms 33:6, 9.
3. Malachi says that we are to give our tithes and offerings to God. We do this when we give an offering or return tithe at church. He will surely bless those who faithfully do this.
4. Use magazine pictures or draw and colour items that our Sabbath School offerings can buy (Bibles, Sabbath School papers, felts and pictures to illustrate Bible stories, Sabbath School meeting areas and much more). This may be a group activity. Place the completed poster where others may enjoy it.
5. Read *Counsels to Stewardship* by Ellen G. White, pages 174-176, and then retell the story of the widow and her two mites in language that the Adventurers will understand.
6. A wise steward will take special care of his or her belongings and finances as well as of the talents that God has given him or her.

The material here is taken from page 217 of the printed manual.

Whale



1. Pick one whale to study.
2. Is a whale a mammal or a fish?
3. What is the size of the whale when full grown?
4. Draw full size whale in a parking lot with sidewalk chalk.
5. Learn five facts about your whale, such as suggested below:
 - a. What it eats
 - b. Where it lives or migrates
 - c. How it interacts with other whales
 - d. How long it lives
 - e. How many babies it has and how are they born.
 - f. Listen to whale sounds.
6. In damp sand or clay sculpt your whale.
7. Read or listen to the story of Jonah and act out the story.

Helps (Only information on the blue whale are included in these helps.)

Search the library or websites for information on the whales.

2. Whales, porpoises and dolphins are the only mammals that live entirely independent of land. Like land mammals, they are warm blooded vertebrate animals that have hair and breathe air. The baby whale develops in the mother and after birth, the mother cares for it and feeds it milk.

3. When a blue whale is born its coat of blubber is 1 inch (2 1/2 cm.) thick. It gains seven pounds (3 1/4 Kg.) a day and the blubber is one foot (30 1/2 cm.) thick and the whale weighs 30 ton (27,279 Kg.) when full grown. It is the largest living animal and may be as much as 90 feet (27 meters) long and weight 110 tons (100,000 Kg.) or more. Its flippers can be 10 feet (3 meters) long and its flukes 15 feet (4 1/2 meters) from tip to tip. The heart is the size of a Volkswagen and a human could crawl through the aorta. The tongue is as heavy as an elephant.

4. Place a few marks (dot-to-dot concept) as guides for drawing the actual outline of a whale or draw just a straight line to show the length of the whale.

5. The blue whale is called the moustache whale because it uses the baleen inside its mouth to strain the water out its mouth and to keep plankton and small fish inside. The blue whale swims at 15 miles per hour (30 Kph) and migrates throughout the year to find food. It eats up to two tons (1800 Kg.) of food a day and may live to be 60 years old. Blue whales give birth once every two years. All whales are very social. They travel in schools, and love to play with each other.

Websites

<http://www.omplace.com/omsites/discover/index.html> (Whale migration routes).

www.enchantedlearning.com (pictures to color, anatomy drawings and information sheets. Wonderful source for any subject)

www.seaworld.org/infobooks (Whale information and a few children activities).

www.acsonline.org/factpack (1-2 page overview of each whale).

This award was new in the North American Division in 2003

In America this is considered suitable for Grade 2.