

Basic Outline of Pathfinder Class

Curriculums

The Pathfinder organisations in Australia and New Zealand have three different types of Pathfinder Curriculums that could be chosen by a Pathfinder club. These curriculums are not the Pathfinder program but they do influence how the Pathfinder club will operate. Each curriculum has the same class names and can receive the appropriate badges when they have completed the requirements of the curriculum for that class.

The Card System

This is the original Pathfinder Curriculum method that the Pathfinder organisation began with. The current card requirements were revised in 1980.

The curriculum is made up of six separate sets of requirements that are appropriate for the age group. They are:

Friends	10 Yr old
Companion	11 Yr old
Explorer	12 Yr old
Ranger	13 Yr old
Voyager	14 Yr old
Guide	15 Yr old

Each class covers different aspects of Pathfinding including Spiritual, Outdoor and Recreational skills. Each class includes advanced work that can be completed by the Pathfinder.

Resources

Three major Resource Books have been developed.

- Blue Junior Class Resource Book
- Grey/Silver Teen Class Resource Book.
- South Pacific Division Staff Manual (provides outline of Honours, Marching, and how to run a Pathfinder Club)

These are all available from the ABC.

Other Comments

This curriculum requires a separate teacher for each class. The card must be signed off as soon as it is completed. The teacher needs to be creative in teaching the class.

Special Pathfinder Program

This Pathfinder Curriculum was developed to provide more outdoor activities, allow the Teens some choices and bring the whole club together in some of their learning experiences.

The Junior Classes (Friends, Companion and Explorer) still have their own separate classes with a set curriculum. The choice is whether to do advance or not.

The Teen classes (Ranger, Voyager and Guide) meet altogether with one teacher. They can have some opportunity to choose their class work within boundaries of the skills of the club leaders. They choose from a range of specialties (bush craft, camp craft, drill, ceremony, first aid, communications, personal development, nature, recreation, wilderness living, craft). They also have to complete a different core unit for each of the years they are in teens.

The options for the Teens are:

- Two Specialties and Core or
- One Specialty, 2 Honours and Core or
- Four Honours & core

The Teen must complete the years choices & will be invested for that class year depending on their age (13=Ranger, 14=Voyager, 15=Guide). The whole club completes the club activities together. Teens also have a choice to do the advanced in each class.

What is required

The club needs to keep the following records

- The Director Dairy – Records what Specialties the club does for each year.
- The Pathfinder Record Book – Kept up to date by the class teacher.

Resources

South Pacific Pathfinder Staff Manual (Red Book) - Provides outline of Honours, Marching methods and how to run a Pathfinder Club.

Junior Teachers Resource Book (Blue Book) - The above are available from the ABC

Resources from the Youth Department :

- Junior Class Outline
- Teen Speciality requirements and resource material
- How to run the speciality program
- Pathfinder Diary

Other Comments

This program saves on staff. Only need 4 teachers. The best way of running the program is that the Teens Choose ONE Specialty & Two Honours. It is easiest if all of the Teens are doing the same specialty (at least) Large groups may be able to have more choices at the one time.

The Youth Department has all of the resource materials for this program.

Way to Go Program

This is the latest Pathfinder Curriculum and is based on the concept of activity based learning theory, that the best learning is in the debriefing of the activity that the Pathfinders have just gone through.

The program has its own unique language explaining each of the features but the Pathfinders are still invested for each badge according to their age group.

The program is based on the completion of pursuits that are chosen by the club from a wide selection that is available on a CD. The selection includes CORE pursuits that must be done each year. (See CORE PURSUITS document)

The selection of pursuits is based on a unique balance of Pathways, levels and time. It requires serious planning by the club to create a workable curriculum that meets the needs of Pathfinders as the other Pathfinders. The learning takes place in the process of debriefing and journaling that happens after the activity.

Resources

South Pacific Pathfinder Staff Manual (Red Book) - Provides outlines of Honours, marching methods and how to run a Pathfinder Club.

Way to Go CD Version 2. This is available from the ABC

Outline of Core Pursuits – Full detail are in the 2006 Pathfinder Pack

Way to Go Journals - All of these are available from the ABC

Things to remember

This is not a new Pathfinder Club program. It is only the Pathfinder class curriculum.

There are core pursuits that have to be done.

The club chooses the rest of the curriculum according to the formula that the program is based on.

Positive Features

The program works well where leaders put time into developing their club curriculum. It requires less staff. It requires only one teacher for each level.

There is an extensive resource available that is very comprehensive

Pathfinders really enjoy it

Active learning is a great way to learn.

Negatives

Takes more staff time to prepare for each activity and you need to watch time

Have to use each available class time in the club program to meet the requirements.

Lacks flexibility if a Pathfinder is unable to come for a Pathfinder program. Especially if they miss a camp.

Requires people who are able to successfully debrief.

The journaling can be a bit of a challenge for some Pathfinders. Especially if they struggle with expressing themselves through writing.

Whatever system you use they all meet the goal of Pathfinders. Each of the required materials are available from the Youth department.