

2018-2019 Edition

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Bible Adventure

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A fun team Bible knowledge game for Adventurers

Bible Adventure

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Introduction

The **Bible Adventure** is a group based Bible knowledge challenge game that tests the groups' knowledge of sections of scripture. Each year a new block of scripture is assigned and excited Adventurers and their parents/caregivers commit themselves to study those passages of God's Word. After months of study, the Adventurers and parents/caregivers gather together with other groups in their area to test their knowledge against a set of 50 questions drawn from the scriptures they have been covering.

If they answer a high enough percentage of the questions correctly, they advance to a next level event which is held 4-5 weeks later.

Each group tests against a standard, and all who perform to the designated percentage advance. Yet any and all can advance, based solely on their efforts.

Translations

- English: NIV New International Version
- Spanish: NVI Nueva Version Internacional
- French: La Second 21 et la Bible du Semeur

NOTE: We are recommending the use of the NIV rather than the NKJV because it is easier for Adventurers to understand and for older Adventurers to read.

Scripture Coverage

The **Bible Adventure** Committee will follow the book, books or sections of books of the Bible, that Pathfinder Bible Experience (PBE) use. We will focus on the story and common memory verse portions of the designated books.

Questions

The questions are written to stand alone and be able to be answered individually. All questions will have multiple choice or true/false answers. Questions will always include the scriptural reference. All questions will be developed from the New International Version, Nueva Version Internacional, and La Second 21 et la Bible du Semeur.

The **BA** Committee will coordinate the translation of all the questions into Spanish and French. All questions will be in harmony with the beliefs of the Seventh-day Adventist Church.

The question bank 150 for both levels of the **Bible Adventure** will be distributed by the NAD **BA** Coordinator to the appropriate individuals at each participating conference. All questions are prepared by the **Bible Adventure** Committee appointed by the NAD Youth Department. The appropriate person from each participating conference will select 50 questions from the question bank for each level of play (area and conference) and will distribute the questions to be used to the appropriate event leader(s) in time for them to prepare for each level of play. The question bank and/or selected questions are not to be distributed to local club participants at any time. These questions **MAY NOT** be significantly edited by conference or local leaders so that the difficulty level remains consistent across the division.

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Group Requirements

Groups are made up of four to six (4-6) Adventurers and their parents/caregivers from a single club. Clubs may have multiple teams participate, as long as each team has at least four (4) Adventurers along with their parents/caregivers on each team. Exception, if a club only has 7 participating Adventurers, the group may split into a team of 4 and a team of 3.

FOR LARGER CONFERENCES: You may either find a large facility to host your Conference Level game day or you may want to consider further dividing your conference areas into sub-areas of 5-10 churches for the Area Level game and then use your areas as the group for the Conference Level game. The goal is to have two levels of play and to make it easy travel distance for clubs and families.

All Club Game Participants

Groups should be as complete as possible. For example, a club would not be allowed to field three teams of four (4) participants, but they could field two teams of six (6) participants from that club. Each group is composed of the following:

- 4 to 6 currently enrolled Adventurers in a single club. This activity is recommended for Adventurers in grades 3 and 4 (Builders and Helping Hands). If Adventurers who are in grades 1 or 2 want to participate, this exception must be cleared by the Conference leader BEFORE participation is allowed. One (1) Adventurer will be selected by the team as Recorder.
- 4 to 6 parents/caregivers of the participating Adventurers. There must be 1 parent/caregiver for each participating Adventurer. One (1) parent/caregiver will be selected by the team as Recorder.
- Up to two (2) alternate Adventurer team members and their parent/caregiver participants
- A non-playing Coach
- 1 Grader per team of Participants (this may be the Coach if there is only 1 team)

Parent/Caregiver Participants

A parent or significant adult in the life of each Adventurer on the team must participate. Their role is to study with the Adventurer in preparation for the area and conference events. During play, the parent/caregiver participants are seated in a neighboring circle. The team shares 1 grader between the 2 circles. Parent/caregiver questions will be every 5th question during play. They will be more difficult questions but will still be multiple choice or true/false answers.

“Help Me” Cards

At the beginning of play, each participating Adventurer will receive a “Help Me” card which may be handed to the parent/caregiver circle at any point during play. It is then the responsibility of the parent/caregiver circle to answer the current question. Once used, the “Help Me” card will be handed to the grader with the answer sheet for that question and may not be used again. NOTE: “Help Me” cards may only be initiated in the first 5 seconds of the 15 second discussion time for each question.

Group’s Recorder

During play, it is the duty of the Group’s Recorder to write the answer on the appropriate answer card. This is a role for one Adventurer and one parent/caregiver per team. These are seated closest to the grader.

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Coach/Grader

A club staff member, pastor, or committed parent acts as the group's Coach. His/her role is to assist, coordinate, and to motivate the group. The Coach should not take the place of parents/caregivers in the study of the Bible. Additional adults are welcome to assist with training, but there should be one official coach per club in charge of coordinating the BA efforts of the club. Another function of the coaches may be to serve as a grader during events.

Uniform Requirements

Adventurers, coaches, and other club members must be in full dress uniform in order to participate at any level event. Parent/Caregiver team members and other participants who are not active members of a local Adventurer club should wear business/church attire when participating in any event.

Board Approval

As with all Adventurer events, the church board, or a board appointed body, must vote participation approval as well as acknowledgement of the specific event dates for inclusion on the local church calendar.

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Preparation

Decide to Participate

Once your Adventurer year begins start encouraging participation and promoting the event. This is a great opportunity to get our children and their families excited about the Bible.

Club staff are encouraged to use the selected scriptures as a thematic focus for meeting worships, outreach events and other activities as this will help reinforce the content.

Each group must register their desire to participate in the **Bible Adventure** with their conference.

Practice Questions

During the fall of the year, involve your families in sharing questions they practiced at home with each other. Questions must stand alone and be able to be answered individually. The **BA** will only use multiple choice or true/false answers. Questions should always include the scriptural reference.

Reading and Memorization

Each team member should read the full text multiple times with their families.

Many find it helpful to break the text into several blocks and have participants focus on smaller sections, so that you have two specialists on each third of the material, but make sure that each one covers all of it as well.

Enlist the help of the Sabbath School departments to play games and have activities that will cover the assigned scriptures.

Practice Events

Provide several opportunities for the Adventurers to practice with groups made up of church members before the area level challenge game.

Team Selection

At some point before the registration deadline, the Coach, in consultation with the club staff and the interested Adventurers will need to establish specific a team or teams that will participate. Team members may not change after the Area Level play has happened.

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Personnel & Their Duties

BA Coordinator

The person responsible for the Bible Adventure at each level is the **BA** Coordinator.

At the conference level, this would normally be the Conference **BA** Coordinator, Conference Adventurer Director or their designee.

The **BA** Coordinator's responsibilities are:

- To oversee organization of at least one level of the program, from registration through completion.
- To arrange for the needed personnel in a timely manner
- To arrange for the meeting venue
- NOTE: Conference level coordinator will oversee all area levels as well as the conference level.

Personnel are appointed by the **BA** Coordinator for the level at which they will be working. For example, the Conference **BA** Coordinator would appoint the Quiz Master, Translator, Clerk, and Graders for the conference level event.

Quiz Master/Translator

The Quiz Master reads the questions, alternating order if multiple languages are used. He/She may also act as host and emcee for the event. Questions should be read twice if only one language is being used.

The Translator's role is to read the questions in the secondary language(s). The Translator may be the same person as the Quiz Master if that person is completely bilingual.

The Quiz Master and/or Translator can be the Youth Director, Conference Adventurer Director, a Pastor, an Area Coordinator or even a local Adventurer Director.

Clerk

The Clerk, with the use of a stopwatch or other technology, regulates the 15 second discussion period while the team determines the answer that would be recorded. The time begins after the question is read in all languages by the Quiz Masters.

After the first 5 seconds, the clerk sounds a bell or some other tone to remind the Adventurers that they need to have decided whether to use a "help me" card.

The Clerk will call the end of time, loud enough for all the participating groups to hear.

The Clerk receives the completed score cards from each Grader and with the help of the (**INITIALS HERE**) team tabulates final group standings.

The Clerk is the Conference Representative at each level. They should be an adult with no specific club affiliation.

Grader

Each team needs an adult Grader. The Grader is usually the coach from another group. Once each answer is displayed, the Grader identifies whether the group has answered correctly. The Grader records that group's answer score on the cumulative score sheet. The Grader also identifies the questions which have been answered through the use of the "Help Me" Cards.

At intermission and at the end of the round they will double check the running total for accuracy. It is also the Grader's duty to watch for inappropriate communication between Adventurer circle members and their parent/caregiver circle or anyone in the audience.

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Specific Issues of Grading

All **BA** questions will be multiple choice or true/false. The group must cross off any answer they do not want to be accepted.

The Program

Registration

By the deadline set by the conference, the club should register the local conference coordinator so that appropriate planning can happen.

Additional Forms

Bible Adventure Statement of Integrity and Medical Consent Form will need to be filled out at the area level challenge. All forms are available online at adventurer-club.org or/and at the local conference website.

NOTE: The Statement of Integrity includes a promise that no recording of the questions during play will be done by anyone in attendance either in the teams or in the audience (manual or digital).

Questions Distribution

Participating areas will receive a copy of the questions in time for their area event. Each level will have a new set of questions selected by conference level leadership from the Question Bank provided by the **BA** NAD Committee.

Event Dates

Area: Set by Conference leadership

Conference: Set by Conference leadership

Levels

Play takes place at no more than 2 levels: Area, Conference.

After participation in the local area challenge, all groups holding a first-place finish advance to the conference level. These events are placed to limit the amount of travel for each participating group.

FOR LARGE CONFERENCES: This will include conferences with large territories OR with large amounts of teams participating.

If you have trouble finding a facility large enough to host your Conference level game day, you may want to consider further dividing your conference areas into sub-areas of 5-10 churches for the Area level game and then use your areas as the group for the Conference level game.

If you have difficulty because of the distances needed to bring the whole conference territory together, you may want to consider subdividing your conference into smaller areas with at least 2 participating churches for Area level and larger areas with 5-10 churches for Conference level game. The goal is to have two levels of play and to keep the travel distances easy for clubs and families.

Area Level

Area level events bring together groups from within a portion of a conference. Obviously, you want at least two groups and preferably more in an area event. Ideally an area event would include 2 to 10

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groups, but it is possible have more.

The conference coordinates with the local **BA** Area Coordinator, the running of area level events based on the number and location of groups registered to participate.

The local **BA** Area Coordinator arranges the venue for area level event.

Single Group in an Area

In some cases, there might only be one group participating from an area in a conference. If this is the case, then multiple areas will be combined so there are at least two groups in the area event.

Conference Level

All groups with first place scores (90%+) are eligible for participation in the conference level event. A large enough facility, such as a large church, church school or academy would be chosen that is centrally located to host the number of first place groups that would be participating in this level. First place groups from the area do not need to register for the conference level event but they do need to confirm that they will be participating.

The Conference **BA** Coordinator arranges a venue for conference level event.

The Event

This section outlines the organizational needs and tasks of coordinators at all levels of the **Bible Adventure BA**.

Equipment & Supplies Needed

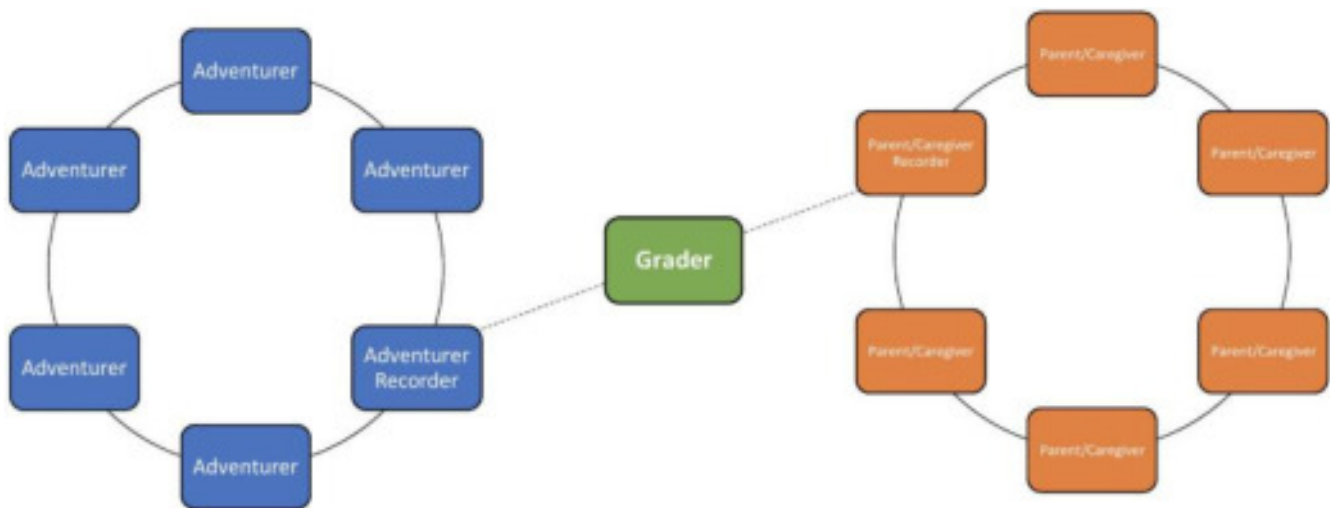
Each location hosting the **BA** event will need to have certain equipment and supplies on hand.

- A large projection screen
- An LCD projector, and a power cord
- A computer loaded with Microsoft PowerPoint, and a power cord
- A PowerPoint presentation of the proper level questions and answers
- A projector stand.
- A table for the computer
- Cables to connect the computer to the projector and to the sound system if needed
- A table and microphones for the Quiz Master, Translator(s), and Clerk.
- Three or more chairs, one for the Quiz Master, one for the Clerk and one for each Translator.
- A stopwatch or other method of keeping accurate track of seconds of time for the Clerk
- 2 sets of 50 sheets of pre-numbered paper or card stock per team on which the Team's Recorders will circle their answers (1 for Adventurers and 1 for Parents/Caregivers)
- 2 markers per team for the Recorders and a small clipboard for each
- A scorecard, pen, and clipboard for each team's Grader
- Registration table with chairs
- Flags and banners
- Signs for each club to assign seating
- Assign graders to groups ahead of time
- Separated space for observers. Often it works best if this is in a separate space with video and sound.
- Praise team (suggested)

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Sample Layout for Each Team



Sample Schedule

Event Flow, Play & Details

Times listed are approximate. Remember, the more groups participating, the more time will be required.

Event preparation by the event staff - 1:00 PM

- Arrive at the site far enough ahead of the starting time to have set up complete before the groups arrive.
- Confirm that the building is open, lights are on, temperature is set, and restrooms are accessible.
- Set up the equipment.
- Set up the tables and chairs for the Quiz Master, Translator, and Clerk.
- Set up seating for the participating groups. Up to 12 members plus a Grader.
- Setup video and sound for observers if their space is completely separate.

Event Preparation by the Group - Times Vary According to Distance

- Teams and Graders will be dress in full dress uniform for Adventurers and Coaches or business/church attire for parents/caregivers and other participants.
- Teams and Graders arrive at the site on time.

Staff Briefing - 2:00 PM

- The **BA** Coordinator (It can also be the area Coordinator) meets with the event staff to review policies and answer questions and has prayer with them.

Team Check in - 2:15 PM

- As the team checks in they are assigned a circle of chairs.
- They are introduced to the Grader.
- Answer cards, pens and clipboards are given to the Graders.
- All team members and Graders turn over all electronic devices, Bibles, and notes in their possession to club staff or observing parents.

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Welcome - 2:30 PM

- The **BA** Coordinator welcomes the group and introduces the staff and the participating groups.

Opening Exercises - 2:35 PM

- Prayer
- Pledge of Allegiance
- Pledge and Law
- Adventurer Song
- Song Service (Optional) - 2:40 PM

Instructions - 2:45 PM

- The **BA** Coordinator/Quiz Masters reviews the rules of play listed under Quiz Part 1.
 - RULES OF PLAY TO BE REVIEWED:
 - **No recording of questions in any form** (manual or digital) is allowed. Anyone found recording, will be asked to leave the game area.
 - **Review how the game is played** by explaining that each question will be read by the Quiz Master(s), then the team will have 5 seconds to decide whether to use a “Help Me” card and an additional 10 seconds to discuss their answer for the question. Include the fact that EVERY 5th question is for the Parent/Caregiver Circle.
 - **Grounds for disqualification and expulsion** which include poor or distracting behavior choices by members of either circle or the appearance of any type of question recording. NOTE: Electronic devices of ALL types should be removed from the game area during play.
 - **This is a Christian event**, so we expect everyone, teams and audience alike, to maintain Christian decorum at all times.
- The rules should be projected on the screen while the **BA** Coordinator/Quiz Masters review them.

Quiz Part 1 - 2:50 PM

- Half of the questions will be asked during part 1.
- The first question is projected on the screen in all appropriate languages. The Quiz Masters read the questions.
- When the Quiz Masters finish the question, the Clerk starts the stopwatch and runs it for 15 seconds. During this time the group discusses and determines the answer, and tells the Group Recorder what to circle.
- At 5 seconds a bell will ring to remind Adventurer circles that time is up to decide to use their “Help Me” card. At 15 seconds, the Clerk will call “Time”, and the Group’s Recorder must, without hesitation, turn in the answer on the pre-numbered paper for that question.
- Answers may be circled before time is called.
- After an appropriate pause of about 3 seconds, the slide will change and the Quiz Masters will read the answer in the same language order as the question was read in.
- At this time, the Graders will determine if the group correctly answered the question. They will add one (1) for every correct answer or zero (0) for incorrect answer. They keep recording the

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scores until all the questions are finished.

- Every 5th question will be identified as a Parent/Caregiver Question. These questions follow the same timing as listed above. The difference is that it is the Parent/Caregiver circle that is answering.
- If the Adventurers are struggling with a question, they may use one of their “Help Me” cards. The Adventurer Recorder simply hands the card to the Recorder in the Parent/Caregiver circle which indicates that the Parent/Caregiver circle must answer the current question. NOTE: It will work best if the parent/caregiver circle actively answers each question so that they are prepared with their answer card when the Adventurers request assistance by handing over a “Help Me” card.
- NOTE: There is to be NO COMMUNICATION between the two circles of the team except for the passing of the “Help Me” cards from one Recorder to the other Recorder.

Intermission - 3:40 PM

- 10 minutes
- During this time the Grader double checks the running totals.

Quiz Part 2 - 3:45 PM

- The second half of the questions are asked.
- Play proceeds in the same manner as outlined in Quiz Part 1.
- At the end of play, the Grader writes the second half total on the scorecard and also total for both halves.
- The Grader double checks the second half total, and the final total.
- The Grader then takes the scorecard to the Clerk.

Devotional (Optional) - 4:30 PM

- A 10-minute devotional based on the section of scripture that is being covered.
- This also gives the **Bible Adventure** Coordinators, time to finalize the awards.

Presentation of Awards - 4:45 PM

- The **BA** Coordinator or the Adventurer Conference Director will present the awards or certificates earned during the challenge. Every team receives an award or certificate, as all are winners for the studying of God's Word.
- To lessen the competitive spirit, exact points are not given privately to coaches or stated publicly during the program. Only the place standings are announced.
- Standings are announced by calling the clubs in alphabetical order and stating their standing. It is **Bible Adventure**. Specific scores are never announced or released.
- Each group receives a Certificate of Participation.
- Each individual participant receives a Pin.

Closing Prayer - 5:00 PM

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Disqualification

Point Disqualification & Team Expulsion

Any points earned during play, while being coached, commented to, or prodded by an audience member through any channel or method will be revoked.

A second instance during the same day of play will result in the group being expelled from play, and makes them ineligible to participate in any higher levels that year.

SPECIAL NOTE: Participating parents/caregivers may not coach or comment to the Adventurers on their team during play. This will bring the above guidelines for point disqualification into effect as well.

Grading

Standings

50 Questions will be asked at each level of play. Points are awarded for correct answers.

Rankings are established by “grading on the curve.”

Rankings are as follow:

- The top score at the end of the game, becomes 100% for that location.
- A score of 90% or above, earns the team a first place standing.
- A score of 80-89%, earns the team a second place standing.
- A score 79% or below, earns the team a third place standing.

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Forms of Recognition

Certificates

Each team participating receives a certificate indicating the level of play and their standing (first, second, or third) in the challenge.

Each certificate is signed by the **BA** Coordinator for the level in which they are participating and the Conference Adventurer Director.

Certificates will be provided by the Conference Youth or Adventurer Department.

Medals/Pins

Each Adventurer participating will receive a pin with the year and level of participation.

NOTE: WE BELIEVE THAT THIS SHOULD BE AN NAD LEVEL PIN DESIGN.

SAMPLE PIN CONCEPT



Additional Notes

Meals

Meals for each group are the responsibility of the local club. Sometimes the event host church, club or school will arrange for a fellowship meal following the event.

Make It Fun

As you lead your Adventurers into the **Bible Adventure**, be sure to keep it fun and enjoyable. The study of scripture is serious business, but if you become overbearing and ill-tempered in the process, you will negate much of the blessing of the event.

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