



# INDUCTION PROGRAM

Example of a combined Induction program for Pathfinders & Adventurers

*(Prior to the children marching in, it might be helpful to let the congregation know when to rise and take their seats for the first part of the program)*

1. March in Pathfinders & Adventurers
2. Flag Raising/Post Pathfinders/Adventurers
3. Club Songs:           Pathfinders Song '*Running Up the Highway*'  
                                  Adventurers Song '*We Are Adventurers*'
4. Everyone Be seated – Instructed by one of the Directors
5. Welcome Pastor/Club Chaplain/Club Director
6. Opening Prayer – *Option to use an older Pathfinder*
7. Special Item – Pathfinders & Adventurers
8. Report – Club Directors for both Pathfinders & Adventurers
  - Club Ministry Directors introduce themselves – name & role (PF first):
  - Report - When club started.
  - Number of children & Number of Staff.
  - Goal/Vision for the year.
9. Explain why we are here today (Induction Ceremony) – One of the Club Directors  
*(Invite the District Director/Pastor to the Rostrum to proceed with the Induction Ceremony)*
10. Induction Proceeding Pathfinders: District Director (DD) / Pastor / Club Director
11. Charge: to the Pathfinders – DD
12. Induction Proceedings Adventurers: DD
13. Charge: to the Adventurers - DD
14. Charge: to the Parents - DD
15. Special message - DD &/or Pastor
16. Closing Song – Congregation Song / Special item
17. Closing Prayer - Pastor
18. Conclusion
19. Lower Flags Pathfinders/Adventurers
20. March Out Pathfinders/Adventurers

*\* Optional - Pathfinder Song "Running up the Highway"  
                                  Adventurer Song "We Are Adventurers"*

*\*\*Offering & Prayer to be inserted into the program if this program takes place during the Sabbath Divine Service. Kindly ask Deacons to collect the during the 7. Special Item.*