



RELIGION IN LIFE PROGRAM

Published for the Church by
Scouts Canada and
Girl Guides of Canada

Seventh-day Adventist Church in Canada

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Membership in the Girl Guides of Canada and Scouts Canada is open to all children/youth who wish to make the promise, regardless of race, colour or creed. The purpose of the *Guide/Scout* programs is to assist children/youth in character development by encouraging them to be responsible citizens of their country. An important part of the program is to assist in the spiritual growth of each child/youth and to encourage them to participate actively in their own religious community. Specific religious instruction is not included in *Guide/Scout* program material but is available from denominational sources.

THE EMBLEM

The emblem consists of a great circle, the symbol of eternity. In the circle are the first and last letters of the Greek alphabet, *Alpha* and *Omega*, a symbol of God and a reminder that the worship and service of God form an essential part of life from beginning to end.

REQUIREMENTS

The requirements for the program differ in each faith and denominations and are prepared nationally by the churches or religious bodies to suit their particular needs.

STAGES

The Religion in Life program is in four progressive stages, colour-coded and adapted to the age group concerned.

Stage 1 – Yellow Border (typical ages 8, 9, 10 years)

Stage 2 – Green Border (typical ages 11, 12, 13 years)

Stage 3 – Blue Border (typical ages 14, 15, 16 years)

Stage 4 – Red Border (typical ages over 16)

WHERE OBTAINABLE

The emblem may be obtained through regular badge channels.

WHERE WORN

Girl Guides of Canada – see *Policy, Organization and Rules*.

Scouts Canada – see *By-Law, Policies and Procedures*.

OBJECTIVE

This Religion in Life Program is for the use of churches of the Seventh-day Adventist Church and their members in Scouts Canada and the Girl Guides of Canada. It is designed to

complement Christian teaching already happening in a young person's life and to integrate this learning into the Scouting and Guiding programs. Through the youth's involvement in the program and especially through a close relationship to a congregation, it is expected that the Scout/Guide will understand more about the Seventh-day Adventist Church and will grow in Christian faith and service.

NOTE: While you may start at any of the four stages of the Religion in Life Program, keep in mind that each stage is designed for a different age group, and it would be best for you to start at the stage appropriate to your age.

GUIDELINES

The Religion in Life emblem is a symbol that the *Guide/Scout* is on a continuing faith journey. The candidate will be a regular participant in the worship and/or Christian Education programs of the congregation as well as being a member in the *Guide/Scout* section.

Program guidelines for each stage are not rigid requirements. Rather they are like a map to be used imaginatively and creatively to help *Guides/Scouts* in their faith journey.

Feel free to work at your own speed, according to the interest and time you have available.



STAGE 1 (FOR TYPICAL AGES 8, 9, 10) (YELLOW)

1. Recite the books of the Old Testament and tell how they are grouped.
2. Read and discuss the prologue to "Early Writings" by Ellen G. White.
3. Discuss God's care and deliverance.
4. Discover your family's spiritual roots.
5. Spend four hours working for your church.
6. List ten qualities of a good friend and discuss the Golden Rule.
7. Visit an absent member of your church congregation.
8. Review the story of the lost sheep.
9. Memorize two scripture verses each from the Old and New Testaments.

10. Identify each of the following items in your church and explain how they are used and/or their purpose:

- Bible
- Baptistry
- Communion emblems
- Musical instruments
- Sabbath School Quarterly

STAGE 2 (FOR TYPICAL AGES 11, 12, 13) (GREEN)

1. Recite the books of the New Testament, and tell how they are grouped.
2. Discuss Ellen G. White's first vision
3. Participate in a skit on the childhood of Jesus.
4. Spend six hours working for your church.
5. Plan and lead out in a devotional.
6. Give an oral report on three biblical prophets, or name ten Bible authors and their vocations.
7. Role play the life of a New Testament Christian.
8. Visit a sick person and follow-up with a card.
9. Explain how you can share your faith; bring a friend to church.
10. Study the biblical reasons for the 13 doctrines listed in the baptismal vows.

STAGE 3 (FOR TYPICAL AGES 14, 15, 16) (BLUE)

1. Describe the early process of copying the Bible and the early translations.
2. Read about J.N. Andrews and discuss the importance of mission service to the church.
3. Read through the New Testament.
4. Participate in eight hours of outreach programs.
5. Spend a minimum of three hours with the pastor, observing him in his personal duties.
6. Make a personal visit to a non-Adventist young person and share five things Jesus has done for you.
7. Role play the story of the Good Samaritan.
8. Draw a flow chart of the organization of the Adventist church from local member to the General Conference.
9. Memorize three scripture verses each from the Old and New Testaments.

STAGE 4 (FOR TYPICAL AGES 16 & OVER) (RED)

1. Read through the Old Testament and demonstrate how the Old and New Testaments harmonize.
2. Read the book *Steps to Christ*, by Ellen G. White.
3. Keep a devotional journal, summarizing what you read each day.
4. Demonstrate your knowledge of the 28 Fundamental Beliefs by completing one of the following:
 - Write a paper explaining each belief.
 - Give an oral presentation on each belief.
 - Give a series of Bible studies covering each belief.
 - Conduct a seminar, teaching each belief.

5. Enhance your knowledge of church heritage by reading a book about church heritage such as:
 - *Anticipating the Advent** by George Knight
 - *Tell it to the World** by Mervyn Maxwell.
 - *Light Bearers to the Remnant** (denominational history college textbook).
6. Discuss and be able to explain what is required for salvation according to the Bible.

*Books are available from AdventSource – 1-800-328-0525



RELIGION IN LIFE PROGRAM FOR GUIDES AND SCOUTS WHO ARE MEMBERS OF THE SEVENTH-DAY ADVENTIST CHURCH IN CANADA.

1. The Religion in Life Program for the Seventh-day Adventist Church *Guides/Scouts* has been developed by the Seventh-day Adventist Church in Canada National Headquarters for Seventh-day Adventists in Canada. The program is focused for age groups that compare with the section age groupings for *Guides/Scouts*.

Stage 1 (Yellow Border) – Brownies/Cubs

Stage 2 (Green Border) – Guides/Scouts

Stage 3 (Blue Border) – Venturers Pathfinders (combined)

Stage 4 (Red Border) – Rovers/Rangers

2. **Basic Requirements.** Be recommended by your pastor or chaplain as to eligibility for participation in the Religion in Life Program. Confirmation of active participation on a regular basis in worship services is also required.

3. **Leadership** for this program may be given by the pastor or any designated member of the congregation recognized as a *Guide/Scout* spiritual leader by the pastor and/or the congregation.

5. **Instruction** may be given in a group or individually in any number and for such length of time as agreed upon by the leader and participants.