



Busy Bee - Folder Evidence Sheet

BASIC SECTION	
Requirements	Possible Examples of Evidence
<p>1) Responsibility Repeat from memory and accept the Adventurer Pledge.</p>	<p><i>- Repeat the pledge from memory</i> <i>- Ask the Busy Bee what the pledge means to them.</i></p>
<p>2) Reinforcement Complete the Reading 1 Award Awarded to Adventurers who read, or listen while someone else reads:</p> <ol style="list-style-type: none"> 1. A bible story or book about Jesus 2. A book on health or safety 3. A book on family, friends and feelings 4. A book on history and missions 5. A book on nature 	<p><i>- Demonstrate through book reviews the requested reading requirements.</i></p> <p><i>- The reviews should be signed by a counsellor or parent.</i></p> <p><i>- The Busy Bee should be able to talk about what they have read.</i></p>
<p>3) Complete the Flowers Award</p>	<p><i>Complete ALL of the Award requirements</i> <i>- Assessor will review random elements of the requirements with the adventurer.</i></p>
MY GOD SECTION	
Requirements	Possible Examples of Evidence
<p>God's Plan To Save Me 1a) Create a story chart or lap-book showing the order in which these events took place:</p> <ul style="list-style-type: none"> • Creation, • The first sin, • Jesus cares for me today • Jesus comes again, • Heaven. <p>1b) Draw a picture or tell about one of the stories above to show someone how much Jesus cares for you.</p>	<p><i>- The Story chart or lap book demonstrating either option (this should not just be a colouring of pages a chart should be made)</i></p> <p><i>- Show the correct order in which the events took place.</i></p> <p><i>- Show a brief summary of each event</i></p> <p><i>- Create the picture to show how Jesus cares for you.</i> Or <i>- Tell about one of the stories in 1a and explain how Jesus cares for you.</i></p>
<p>God's Message To Me 2) Complete the Bible 1 Award.</p>	<p><i>Complete ALL of the Award requirements</i> <i>- Assessor will review random elements of the requirements with the adventurer.</i></p>
<p>God's Power in My Life 3a) Spend a regular quiet time with Jesus to talk with Him and learn about Him. Keep a record showing regularity.</p> <p>3b) Ask two people how they show other people that Jesus cares for them.</p> <p>3c) Complete the Delightful Sabbath Award</p>	<p><i>- Present quiet time commitment cards and any other resources that may have been used.</i> <i>- Talk about what they have learned about prayer/Jesus</i> <i>- Keep a record showing regularity</i></p> <p><i>- Two written responses made</i></p> <p><i>Complete ALL of the Award requirements</i> <i>- Assessor will review random elements of the requirements with the adventurer.</i></p>

MYSELF SECTION	
Requirements	Possible Examples of Evidence
<p><i>I Am Special</i> 1) Make a booklet showing different people who care for you as Jesus would.</p>	<ul style="list-style-type: none"> - Complete the booklet (A booklet of any form) - The Busy Bee should be able to talk about how any of the persons in the booklet cares for them.
<p><i>I Can Make Wise Choices</i> 2a) Name at least four different feelings. 2b) Play the Feelings Game.</p>	<ul style="list-style-type: none"> - Name any four different feelings - Share with the group or with your leader when you had one of these feelings. - Notes or pictures of role play 'Feelings Game'
<p><i>I Can Care For My Body</i> 3) Complete the Health Specialist Award</p>	<p>Complete ALL of the Award requirements - Assessor will review random elements of the requirements with the adventurer.</p>
MY FAMILY SECTION	
Requirements	Possible Examples of Evidence
<p><i>I Have A Family</i> 1) Draw or cut out a picture showing something special about each member of your family.</p>	<ul style="list-style-type: none"> - Complete a family picture ensuring that it shows the Busy Bee is able to explain something special about individuals in the picture.
<p><i>Families Care For Each Other</i> 2a) Discover what the fifth commandment (Exodus 20:12) tells you about families. 2b) Act out three ways you can honour your family. 2c) Complete the Home Helper Award II Award</p>	<ul style="list-style-type: none"> - Explanation of the fifth commandment is shown - The Busy Bee should talk about their understanding of the fifth commandment. - The Busy Bee should be able to talk about different ways they have honoured their family. - Discuss what honour means - Utilise pictures or other resources to assist in talking about what they have done. <p>Complete ALL of the Award requirements - Assessor will review random elements of the requirements with the adventurer</p>
<p><i>My Family Helps Me Care For Myself</i> 3) Complete the Safety Specialist Award</p>	<ul style="list-style-type: none"> - Complete ALL of the Award requirements - Assessor will review random elements of the requirements with the adventurer.
MY WORLD SECTION	
Requirements	Possible Examples of Evidence
<p><i>The World Of Friends</i> 1) Complete the Listening Award</p>	<ul style="list-style-type: none"> - Complete ALL of the Award requirements - Assessor will review random elements of the requirements with the adventurer. - Busy Bee should be able to talk about what it means to be a good friend. - Share with the assessor about the role play that they did and what they learnt. - Provide any resources that may have been utilised by their counsellor.
<p><i>The World Of Other People</i> 2a) Tell about the volunteer work people do in your church. 2b) Find a way to help them.</p>	<ul style="list-style-type: none"> - The Busy Bee Should be able to describe the work of one or more church officers. - Talk about who they assisted and the tasks that they performed. - Children may also make pictures to demonstrate what they learnt or can use photos.

The World Of Nature

3) Earn the Friend of Animals Adventurer Award

3b) Additional Awards Designed for Busy Bees

As time allows, Other awards that may be earned by Busy Bees include

- Artist
- Butterfly
- Buttons
- Fish
- Guide
- Music
- Potato
- Sand Art
- Spotter
- Swimmer 1

- Complete ALL of the requirements which should be evidenced through appropriate worksheets.

- Assessor will review random elements of the requirements with the adventurer

Use the following link to find the requirements for all of the other awards.

<https://www.clubministries.org/adventurers/adventurer-awards/>

Complete the Bible 1 Award

1. Own or have use of a bible
2. Explain how to show respect for the bible and how to care for it
3. Name the first and last books of the bible and tell who wrote them.
4. Locate, read and discuss the following bible verses about Jesus' love for you. Memorize and repeat two of them (in the blank there is a space for two of your choice).
5. Prepare and act out a bible story or parable of your choice or with a group, recreate a bible story in sand.

Complete the Listening Award

1. Memorize and explain two of the following listening bible verses:
James 1:19
Jeremiah 29: 11- 12
Jeremiah 13:15
Proverbs 1:8
Isaiah 59:1
2. Tell one of the following listening bible stories
Samuel listening – 1 Samuel 3
Jesus listening – Luke 2:41 -49
3. Learn the following principles of listening
Listen to God
Always be ready to listen, Be Patient, be Obedient, Be Kind, Be respectful, Be attentive
4. Make a craft that relates to listening
5. Play a listening game

Home Helper II Award

Requirements:

1. Assist with two of the following chores:

- a. Laundry
- b. Preparing a meal
- c. Washing the car
- d. Grocery shopping

2. Set the table and help do the dishes four times in one week

3. Make your bed and help to clean your room for three weeks.

4. Demonstrate your ability to do two of the following:

- a. Vacuum the carpet or beat a rug
- b. Dust furniture
- c. Sweep or mop

5. Be responsible for emptying the wastebaskets or trash container for one week. Separate all recyclable materials if applicable in your area.

6. Discuss the following and learn to:

- a. Dust window sills
- b. Remove spider webs
- c. Wash windows
- d. Clean woodwork
- e. Separate all recyclable materials

7. Listen to the story of one of these children who helped:

- a. Samuel
- b. Naaman's servant girl
- c. Jesus