

GUIDING PATHFINDERS
THROUGH THE AHG PROGRAM

PATHFINDERS ENTRANCE INTO THE AHG PROGRAM

From a little girl bouncing in pigtails, busy with drawing, painting, discovery, and imagination, to a young lady writing her own story, living out her God-given abilities, and knowing her true identity setting the path of her success, AHG strives to build each girl into a woman of integrity. By pointing her to a healthy relationship with Christ, a girl can live out her faith and integrate a Biblical Worldview into all aspects of her life.

According to Oxford Languages, integrity means "the quality of being honest and having strong moral principles or moral uprightness." The Bible speaks of gaining integrity through learning the ways of the Lord—His statutes—and then guarding one's heart according to His ways through His steadfast love and a heart fixed on Him (Psalms 119:5-11). AHG teaches the foundational characteristics of integrity through the AHG Oath and Creed and the six Program Emphases.

When Christ is at the center of everything, each Program Emphasis has a more significant purpose and meaning. Girls learn how faith is integrated into all aspects of life. The time girls spend in AHG provides intentional moments for girls to connect with God leaving space for Him to mold hearts and form a Biblical Worldview.

Listed below are the stages of development girls go through according to their Program Level and how the Lord can use the AHG Program to strengthen these stages through the lens of a Biblical Worldview. The importance of volunteers and parents/legal guardians within this Program Level is also addressed.

PATHFINDER

PATHFINDER UNIT: IMAGINATION, ENTHUSIASM, & DISCOVERY

- Pathfinders enter the AHG Program with great imaginations and are eager to learn through play.
- They love to tell stories.
- Girls can easily recite Scripture verses, the AHG Oath, and the AHG Creed by acting them out with songs and movements **(FAITH)**.
- At this age, girls explore the world around them through hands-on experiences **(OUTDOORS)**.
- They seek to form friendships with those their age while aspiring to be like the older girls in their circle of influence **(SOCIAL-EMOTIONAL HEALTH)**.
- Girls at this age love to be involved in anything fun, including opportunities to help others and bring happiness into the life of others **(CITIZENSHIP)**.
- With great ambitions, Pathfinders have a list of things they want to be when they grow up and develop leadership skills through roles like line leader and helping their Unit Leader. These skills are also honed through pretend dress-up games, "house," and occupational settings like going to the doctor or veterinarian **(LEADERSHIP)**.
- Their ambitions are generally based on the role models like parents, grandparents, family friends, and teachers. Knowing that girls take in the world in such a way, AHG provides a Pathfinder curriculum that walks them through an extensive yet basic understanding of the AHG Program, like a peek into the six Badge Frontiers through activities **(LIFE SKILLS)**.



ADDITIONAL DEVELOPMENTAL TRAITS & CHARACTERISTICS

FAITH	SOCIAL-EMOTIONAL HEALTH	PHYSICAL & MOTOR SKILLS	COGNITIVE
Listens to Bible stories as most are still learning to read	Shows increasing independence while still seeking adult attention	Capable of running, galloping, tumbling, skipping, and jumping	Is an active learner and thinks out loud
Loves to talk about and tell stories	Expresses likes and dislikes	Likes to sing, dance, and act	Likes making their own decisions
Memorizes Bible verses	Sensitive to others' feelings	Becomes tired quickly	Enjoys planning for the future
Trusts the beliefs shared by trusted adults as their own	Enjoys playing make-believe and dress-up	Enjoys playing new games that use large and fine motor skills	Solves simple problems by exploring possible solutions
Maybe be shy to pray in large groups, but the prayers spoken are centered around their most recent situations or encounters	Exhibits intense behaviors while learning to identify and express emotions	Dresses, undresses, and performs simple hygiene tasks on their own with limited assistance (i.e., tying shoes and washing hands)	Distinguishes times of day (morning, afternoon, evening, night) but struggles to position future events in time (birthdays, holidays, vacations)
Interactions are innocent and honest in both group sharing and prayers	Able to carry on a meaningful conversation with another person	Learns to write letters and form simple words	Understands stories have a beginning, middle, and end
	Agrees to rules most of the time	Draws simple shapes	Recognizes categories
	Unprepared to emotionally handle major competition	Connects shapes to form people with a head, body, arms, and legs	Interested in cause and effect
	Seeks new experiences	Uses simple tools to accomplish tasks: toothbrushes, paintbrushes, scissors, writing/drawing utensils, etc.	Counts up to 10 objects
	Participates in show and tell	Likes to paint and color	

ROLE OF A PATHFINDER UNIT LEADER

The role of a Pathfinder Unit Leader is to model what it looks like to be a follower of Christ. Following the Pathfinder curriculum offers immediate incentives to complete the program through the Pathfinder necklace and corresponding beads. As a Pathfinder Unit Leader, you can expand a girl's imagination, stir up her enthusiasm, and engage her desire to discover what is in and beyond her surroundings! These adventures might include dressing up as Fanny Crosby to tell her life story or going on a mini backyard adventure looking for what bugs might be living around the Charter Organization. The Unit could decorate food labels for a local food pantry or sing "Jesus Loves Me" at the top of their lungs. At this age, it is easy to keep the girls excited about the AHG Program by sharing all the fun things you do at each meeting.

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ROLE OF A PATHFINDER PARENT/LEGAL GUARDIAN

The Pathfinder parent or legal guardian's home is the first and most comfortable place for a child to engage their imagination, enthusiasm, and desire to discover the world around them. AHG wants to come alongside the family to provide opportunities that spark ideas that can be carried out at home. What might start as a story of Level Award namesake Fanny Crosby's life at AHG allows parent(s)/legal guardian(s) to share how the girl's life can change the world through her unique gifting. An adventure outside the Charter Organization can be extended to her home backyard. Serving at AHG can translate to her role in serving as a member of her family. Parents/legal guardians can help nurture the idea that it is important to praise the Lord wherever we are!

DRAWING THE CONNECTION

Girls progress through the AHG Program to expand their faith, skills, and knowledge. AHG is exciting and challenging as girls engage in new responsibilities, opportunities, and activities. In the AHG Program, each Program Level has opportunities to train, inspire, and motivate girls to grow according to their developmental stage and share Christ with more confidence in all aspects of their lives!