

# HOW TO USE **SUMMIT** ACHIEVEMENT AWARDS PACKET

As your child navigates all 12 **Trails** to complete the **SUMMIT Guidebook**, you can reward him or her with exciting **Medals** and **Achievement Awards**. You can purchase an **Awards Packet** at [DiscipleLand.com](http://DiscipleLand.com).

## **“SUMMIT” BADGE (1 PATCH)**

Your child receives this badge just for starting the **Guidebook**! The **SUMMIT Badge** can be used to display and hold all the other **Achievement Awards** he or she earns (see image below).



## **“TRAIL MARKER” AWARDS (12 TOKENS)**

At the end of each of the 12 **Trails**, the **Guidebook** shows a “trail marker.” Upon completion, your child earns one trail marker token! As your child accumulates tokens, you might consider letting him or her “spend” them on a special treat such as ice cream or trip to a favorite park. Determine the appropriate treat and the “cost” of each.



## **“BIBLE VERSE” AWARDS (4 LAPEL PINS)**

Each time your child memorizes 12 Bible verses, award him or her a silver **Star Medal**. There are two Bible memory tracks to choose from as your child journeys through a **SUMMIT Guidebook**:

**Trail Key Verse**—On this track, your child will memorize one verse that captures the main truth for the entire **Trail**. Review this Bible verse each week for four weeks. When moving on to another **Trail**, your child will learn a new verse. After finishing this **Guidebook**, your child will have earned one silver **Star Medal** for the 12 Trail Key verses memorized.

**Trail Verses**—On this more rigorous track, your child will memorize a new Bible verse every week—four verses for each **Trail**. Each time he or she finishes three **Trails**, award your child one **Star Medal** for learning 12 verses. After ascending this **Summit**, your young disciple will have four **Stars** for the 48 Bible verses memorized.



## **“PEAK” AWARD (1 LAPEL PIN)**

When your child completes each **Guidebook**, he or she earns a gold **SUMMIT Flag medal**. After earning all six flags, your child joins an elite group of disciples—the **Summiteers**.



# HOW TO USE **SUMMIT** PROJECTS AWARDS PACKETS

Select the projects and activities you want to complete during each **Trail**. Get started today with an **Outdoor** adventure, **Home** project, or **Community** experience that interests you. Eighteen different Project Award topics offer you a wide variety—more than 100 different projects and activities in all! Each group includes **basic**, **intermediate**, and **advanced** projects. You can purchase Basic, Intermediate, and Advanced Medal packets at [DiscipleLand.com](http://DiscipleLand.com).



## Outdoor

- Wildlife
- Recreation
- Camping
- Nature
- Hiking
- Survival Skills



## Home

- Personal Care
- Food and Nutrition
- Family Care
- Hobbies
- Life Skills
- Fixing and Building



## Community

- Field Trips
- Citizenship
- Church
- Fine Arts
- Health and Safety
- Technology

**Your Plan:** The order in which you complete the Project Awards is up to you. You'll learn practical skills, discover creative talents, try hands-on activities, and complete service projects. Just think—one of those experiences might lead to a lifelong hobby, a part-time job, or even a meaningful career! Each time you complete **six** activities, you earn a new *Medal* for your *Shield*. Choose one of these three suggested plans:

**1. Go Wide:** Rotate between groups—**Outdoor**, **Home**, and **Community**.

Begin with one group—such as **Home**. To earn the *Personal Care Medal*, complete six projects from the list of options. When you're done, select a **Community** category—maybe **Field Trips**—and tackle six more projects. Then move to the **Outdoor** group and choose a topic that interests you.

**2. Go Deep:** Focus on one group—**Outdoor**, **Home**, or **Community**.

Perhaps you like **Outdoor** activities. Begin with one of the basic topics (such as **Wildlife**) and complete six projects to earn your *Wildlife Medal*. When you're done, go to **Recreation** and tackle six more projects. Then go to the **intermediate** level (**Camping** or **Nature**).

**3. Go Random:** Move between groups.

For more variety, you may want to engage in projects that interest you most. Complete one project from six different topics to earn a *General Medal*. You can purchase General Medal packets from [DiscipleLand.com](http://DiscipleLand.com).

