



ENHANCING THE CLUB EXPERIENCE.....

April: Club Manager's Checklist

- Enroll new 4-H members and leaders.
- Discuss District entry deadlines (ie: 4-H Round-up, Share the Fun, Horse Quiz Bowl, Consumer Decision Making, Fashion Show, Judging Contests -these contests will vary by District).
- Nominate club officers and leaders
- Promote District Leadership Lab
- Announce District Horse Show entry deadline
- Recognize participants/winners in recent County and District events and stock shows
- County Council Delegates give report from meeting
- Plan and implement Community Service Projects

After Meeting

- Turn in attendance sheet & report
- Turn in 4-H member and leader enrollment forms

Celebrate the Texas 4-H Centennial!

This year marks the 100 anniversary of Texas 4-H and we will be celebrating all year! Make a point to celebrate the Centennial each month! An idea or two be provided on each Club Manager's Checklist.

- Have members write a thank you note to a 4-H volunteer who has helped them with 4-H projects or other activities in recognition of National Volunteer Week.
- Host a Volunteer Recognition Luncheon or Dinner for volunteers in your club in recognition of National Volunteer Week.



ENHANCING THE CLUB EXPERIENCE.....

April: Recreation

BUMPITY BUMP BUMP BUMP

Number of Players:

5 to 35

When to Play the Game:

Not necessarily for the best game to start with, because it does single players out for embarrassment, even if slight. Good to play after the group is a little loosened up and can laugh at their mistakes.

Safety instructions:

Don't insist on someone going in the middle if they are uncomfortable.

Description of Game:

Are you afraid of things that go "bump" in the night? Just imagine how you will feel if they go "bumpity bump bump bump!" Actually, there is nothing serious to be afraid of here, other than the embarrassment of not being able to think of a person's name quickly.

This is a circle name game. Each person in the circle asks the name of the player on the immediate left and right. The person in the middle (the pointer) will point at someone and say either "left" or "right" followed immediately by "bumpity bump bump bump!" If the person pointed at names the person on the side called before the pointer finishes, the pointer moves on to someone else.

If the person pointed at does not say the name on time or gets it wrong, she changes places with the pointer. After the group gets the idea of the game and becomes good at it, add the command "middle" which indicates naming the person who is pointing.

If no one in the circle is making mistakes, have everyone in the circle change places.

A suggestion for groups of over 10: After the group starts getting good at naming people, you can increase the challenge by trying two people in the middle. Or three. Then watch the chaos!



ENHANCING THE CLUB EXPERIENCE.....

April: Community Service

- Host a bicycle rodeo, offering various games and prizes.
- Offer information and community awareness of bicycle safety.
- Conduct bicycle safety inspections.



ENHANCING THE CLUB EXPERIENCE.....

April: Flag Ceremony

OUR NATION'S LEADERS SPEAK ON THE FLAG

We have room for but one flag, the American flag, and this excludes the red flag which symbolizes all wars against liberty and civilization just as much as it excludes any foreign flag of a nation to which we are hostile. We have room for but one language here and that is the English language, for we intend to see that the crucible turns our people out as Americans, of American nationality, and not as dwellers in a pollyglot [sic] boarding house; and we have room for but one, soul [sic] loyalty, and that loyalty is to the American people. **Theodore Roosevelt, January 3, 1919**

This flag, which we honor and under which we serve, is the emblem of our unity, our power, our thought and purpose as a nation. It has no other character than that which we give it from generation to generation. The choices are ours. It floats in majestic silence above the hosts that execute those choices, whether in peace or in war. And yet, though silent, it speaks to us — speaks to us of the past, or the men and women who went before us, and of the records they wrote upon it. **Woodrow Wilson, 1917**

Americans revere their flag as a symbol of the Nation. Indeed, it is because of that reverence that the amendment is under consideration. Few countries in the world would think of amending their Constitution for the purpose of protecting such a symbol.... If they are destroying a flag that belongs to someone else, that's a prosecutable crime. If it is a flag they own, I really don't want to amend the Constitution to prosecute someone for foolishly desecrating their own property. We should condemn them and pity them instead. **Collin Powell, 1999**

"Patriotism comes from the heart. Patriotism is voluntary... A patriot shows their patriotism through their actions, by their choice." **Governor Jesse Ventura, 2002**



ENHANCING THE CLUB EXPERIENCE.....

April: Ice Breaker

ELVES, WIZARDS, GIANTS

This game is a version of the old game of “Rock, Paper, Scissors” but has funnier actions and noises which each team has to act out. Each character (Elf, Wizard, Giant) has a specific action or noise.

Elf Squatting down and imitate pointed ears by holding two fingers up by your ears (similar to making bunny ears). Make “Eeeking” noises while doing this. Action: Elves shoot an arrow at the wizards to win.

Giant Standing on tip toe, arms raised in frightening posture making growling / roaring sounds. Action: Giants smash elves by pretending to smash something small with their foot.

Wizard Standing normally but with arms outstretched as if casting a spell. Make appropriate spell casting noises. Action: Wizards frazzle giants by using their hands to act like they are casting a spell.

As with “Rock, Paper, Scissors” each character can win against one character and lose against one character. There are two ways to play this game.

1. Participants can pair up and play against each other. Play the best 2 out of 3 round. The winners of the round will pair up with new partners and do another round of 2 out of 3. Continue eliminating and creating new pairs until you get down to the final round of only 2 individuals.
2. Divide participants into 2 groups. Create a playing field with a center line and a line about 6 feet on either side of the center line. Teams work together to determine which character, elf, giant, wizard, they will be as a group. Each group is assigned a side of the playing area. Groups face off, standing on the line 6 feet back from the center line. On the count of 3, each group makes the action for their chosen character. The team with the character who wins in that combination chases the other team back to their safe zone. If the team chasing catches/tags one of the other team’s members, then that person becomes a member of the other team. Play continues until one team catches all of the other team’s members or until time is called.



ENHANCING THE CLUB EXPERIENCE.....

April: Inspiration and More

How busy we are isn't necessarily a mark of how important we are.

Fun Fact Trivia:

Where was the first domed stadium built in the United States?

Houston – The Astrodome

What is the official state shell of Texas?

The Lightning Whelk

What fiber commodity is produced in Texas than from any other part of the world?

Wool



ENHANCING THE CLUB EXPERIENCE.....

April: Program Idea

April is both Keep America Beautiful Month and National Garden Month. Take advantage of the nice weather (hopefully) and take the 4-H members outside this month to study horticulture.

Program ideas include:

- Have Agriculture or Horticulture County Extension agent, local nursery owner, or Master Gardener do a program for the club.
- Tour local greenhouses or nurseries.
- Have a program on Herbs
 - Kinds and uses
 - Each member can take home a plant and grow their own
- Utilize Junior Master Gardener curriculum and study container gardening.
- Utilize Plant Pals curriculum for simple and easy projects that can be done during a club meeting.