



ENHANCING THE CLUB EXPERIENCE.....

February: Club Manger's Checklist

- Have new members and leaders complete enrollment forms and collect (OR assist families in getting enrolled on 4-H Connect)
- Introduce new members
- Discuss County and District Contest Entry Deadlines (ie: 4-H Round-up, Share the Fun, Quiz Bowls, Consumer Decision Making, Fashion Show, Fabric & Fashion Design – these contests will vary by District)
- Announce 4-H Camp opportunities (County Camp, Prime Time, SpecTra, etc.) from the 4-H Conference Center
- Recognize participants/winners in recent County and District events and stock shows
- County Council Delegate give report from meeting
- Plan and implement Community Service Projects
- Plan a "Spring Fling." Organize a 4-H Fun Day for families to get together as the 4-H year draws near. Use this event as an opportunity to recruit new members for next year!

After Meeting

- Turn in all member/leader forms (if applicable)
- Turn in monthly attendance sheet & reports (OR report on 4-H Connect Club Manager Login Site)

Cultivating Children of Character

You can easily judge the character of a man by how he treats those who can do nothing for him.
Johann Wolfgang von Goethe, German poet, novelist, playwright, scientist and philosopher (1749-1832)

Sponsor a Poster Contest to promote Character. Recruit business leaders to judge the posters then display the posters in the businesses of the judges!



ENHANCING THE CLUB EXPERIENCE.....

February: Recreation

Storyteller

Concept: Individual effort is appreciated, but working with others is critical in today's world. We work in teams, groups and committees all of our lives. Very few of us will work or live in a situation where we have the final say on everything. How well we are able to take the ideas of others and blend them with our own ideas will determine the success we have when working with other people. One skill that helps when being asked to work with others is creativity. Many times the solution to opposing opinions or ideas is a creative combination of those opinions. Compromise consists of taking at a number of different solutions to an issue or problem and blending them together.

In the area of conflict resolution, you may use this activity to point out that people don't always control the situations they find themselves in. Just as the story comes to them already heading in a certain direction, life too comes at them with certain circumstances already in place. They have to deal with the story and with life as it comes. The expression "When life hands you a lemon, make lemonade" can be used to point out that although you can't always control the circumstances in your life, you can control how you react to those circumstances. The issue of compromise in conflict resolution may also be addressed.

Time Estimate: 15 minutes plus discussion time

Materials Needed:

- 20 small pieces of paper (about 2 inches by 3 inches) per team of five people with a couple of extra pieces of paper for mistakes
- A pen or pencil for each person

Activity: Divide into groups of five. Give each group two small pieces of paper and a writing utensil to each person. Ask each person to write one word on each of the pieces of paper that they were given. The words they choose must be nouns (a person, place or thing). Examples of this would be Abraham Lincoln, Michael Jordan, Hawaii, Alaska, ping-pong table, canoe, etc. They are to write a different word on each piece of paper. Ask them to write clearly so that others will be able to read what they have written. Tell them not to show the word they wrote to anyone else. When completed, each group will have ten pieces of paper with ten different words. (Don't worry if by coincidence two people wrote the same word.) When they have finished writing, place the papers randomly face down on a table or the floor in the middle of the group.

Explain that this is going to be a storytelling activity. To begin, have one person select one of the pieces of paper. After they have selected, have the person on their left select a piece of paper. The first person that chose a piece of paper will start telling a make believe story out-loud. As they tell their story, they must at some point use the word they have drawn in the story. Even after they have used their word they must continue to tell the story until you call out that it is time to change. When you have indicated that it is time to change, the person on their left immediately picks up the story where they left off and continues it. Remind them that as they continue the story it must make sense. As with the first person, they must at some point use the word that they drew. As each person begins their turn, have the next person draw a word so they will be ready to go as soon as the story gets to them. As each person finishes their turn, they must put the word back in the middle face up to ensure they have in fact used it. Continue in this fashion until all of the words are drawn. Remind the last person that they must draw the story to a conclusion.

Repeat the activity starting over with a new set of words.



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February: Recreation

Storyteller (Continued)

Discussion Ideas:

“What” Questions

- How hard was it to think up words to write on the piece of paper?
- How hard was it to use the word you drew in the story?
- Did the story make sense?
- How did you feel when your turn was next?
- If right before your turn the story started to go a direction you hadn't planned on, what did you do when it was your turn?

“So What” Questions

- How hard was it to pick up where someone else stopped in the story?
- Was the activity easier the second time around? Why or why not?
- Would it have been easier if you could have done the whole story by yourself?
- What part does cooperation play in this activity?
- Is it always easy to cooperate? Explain.
- Why is cooperation important?
- What are some careers that require a great deal of cooperation among its workers?
- How can creativity help us solve problems?
- Does creativity help us cooperate with one another?
- How does compromise help us to work together?
- What role does compromise play in resolving a conflict?
- Does someone have to be the winner and someone the loser when we compromise? Why?

“Now What” Questions

- How does a person act when they are not being cooperative?
- When they are being cooperative?
- When there is more than one opinion about how to solve a conflict, how can we use cooperation, creativity and compromise to come to an agreement?

From: “Still More Activities That Teach” by Tom Jackson



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February: Community Service

4-H Extreme Makeover

Decorate a room in a shelter, children's home, adult assisted living home, or non-profit agency. Be creative and find inexpensive or donated items.

Adopt or create a flower bed to spruce up one of the above mentioned groups are even a city park, municipal building, home, or other public location. Don't forget the "Adopted by: _____" sign!



ENHANCING THE CLUB EXPERIENCE.....

February: Flag Ceremony

Your Flag and My Flag

Written by: Wilbur D. Nesbit

Your flag and my flag,
And how it flies today
In your land and my land
And half a world away!
Rose-red and blood-red
The stripes forever gleam;
Snow-white and soul-white -
The good forefathers' dream;
Sky-blue and true-blue, with stars to gleam aright -
The gloried guidon of the day, a shelter through the night.



ENHANCING THE CLUB EXPERIENCE.....

February: Ice Breaker

Card Sharks

Materials: Deck of normal playing cards. Additional decks can be added for larger groups.

Instructions: Ask students to pick cards from the deck that represent something about themselves. These representations can be as shallow or deep as the students' imaginations. Have youth mingle and share with one another their names and the cards they have chosen and why. One might choose a two because they have "2 parents" or "two feet" etc. Another student might choose an ace because they strive to "be an 'ace' at everything they do. The opportunities are limitless.

Variation 1:

Force specific combinations of youth by telling them to group themselves in groups in which the face value their cards add up to a count of "20." Choose another sum to rearrange the youth. (Count face cards as 10 or as the corresponding numerical value up to 13) You may also designate groups of 5 and specific poker hands to form.... (e.g. flush, straight, 2 pair-with one extra person to make 5 cards, 3 of a kind, four of a kind, etc.)

Variation 2:

Get the youth to randomly split into two teams and play "go fish" using the remaining cards. The largest team at the end wins. You can also play your favorite game of cards with a little creativity.

Variation 3:

Before the activity, write a list of questions to be asked of the groups that choose the same numbers (e.g. what is your favorite ice cream, most embarrassing moment, favorite musical, etc.)

Variation 4:

Use the mixer as a game of elimination. When you call out specific groupings of cards, if groups do not meet the specified criteria or are the last group to form meeting the criteria, they are eliminated from the game. Last remaining group is the winner.

Variation 5:

Remove 10s and all face cards. Have students choose a partner who card added to theirs will result in a sum of 10. The combinations are numerous (1-9, 2-8, 3-7, 4-6, 5-5)

Variation 6:

Ask the youth to split into two teams and build the highest house of cards.



ENHANCING THE CLUB EXPERIENCE.....

February: Inspiration and More

To Believe

To believe... is to know that every day is a new beginning.
It is to trust that miracles happen,
And dreams really do come true.

To believe... is to see Angels dancing among the clouds,
To know the wonder of a stardust sky,
And the wisdom of the man in the moon.

To believe... is to know the value of a nurturing heart,
The innocence of a child's eyes and the beauty of an aging hand,
For it is through their teachings we learn to love.

To believe... is to find the strength
And courage that lies within us.
When it is time to pick up the pieces and begin again.

To believe... is to know we are not alone,
That life is a gift and this is our time to cherish it.

To believe... is to know that wonderful surprises
Are just waiting to happen,
And all our hopes and dreams are within reach.
If only we believe.

Author: Unknown

Source: http://www.skywriting.net/inspirational/messages/to_believe.html



ENHANCING THE CLUB EXPERIENCE.....

February: Program Idea

Ground Hog Day

February 2nd is Groundhog Day. Hold a contest with your members at the January meeting and ask them to predict whether or not the groundhog, Punxsautawny Phil, will see his shadow on February 2. At the February meeting, have a program on the history of Groundhog day. Why does it exist? Have the predictions of the groundhog in past years held true? Provide recognition for those who made the correct prediction!