



ENHANCING THE CLUB EXPERIENCE.....

May: Club Manager's Checklist

- Enroll new 4-H members and leaders
- Hold elections for new officers and leaders.
- Remind 4-H members of final Leadership Lab deadline.
- Remind 4-H members about State 4-H Round-up entry deadline
- Remind 4-H members about County Record Book deadline
- Discuss County Award application deadlines
- Recognize participants/winners in recent County and District events
- County Council Delegates give report on meeting
- Plan and implement Community Service Projects

After Meeting

- Turn in attendance sheet & reports
- Turn in 4-H member and leader enrollment forms
- Send results of elections to County Agents' office
- Plan dates for officer team to meet and plan club meeting agendas for coming year

Celebrate the 4-H year!

- Host an end of year party at your last 4-H club meeting. Celebrate successes of members
- Write a news releases throughout the year and submit to the local newspaper for publication. Include photos of those events if available.



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May: Recreation

Word Up!

Number of Players:

10 to 50+

Supplies:

Give each team a set of alphabet letters. These can be made of index cards or you can use the magnetic letters found in the toy departments.

Description of the Game:

Divide your bigger group into smaller groups of 4, 5 or 6 people. Each group should have the same number of people so that teams are equal. If you have extra people (1 or 2), they could assist as word spotters and score keepers.

Have each team line up facing you, the leader, in a single file line where you can see all of the team members. Using the list of words that match the number of team members (4 letter word list if teams of 4, etc), you will call out a word and the team will pick up the correct letters and get in line to spell the word where you as the leader can read the word. Each person should be holding only one letter. The first team to spell the word correctly and display it where you the leader can read it wins a point. Continue down the list of words until all words have been called. Tally the points and celebrate a winner!

You may make up your own list of words. For older groups, come up with words that are longer. If words contain duplicate letters, you may need to provide team members with more than one set of letters or have them use their creativity to spell the missing letters. For example, using their body to spell the word, writing the letter on a piece of paper, etc.

For more challenge, teams use only themselves to spell the words.



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May: Community Service

- In honor of Memorial Day, conduct a flag etiquette program.
- Assist with a local park or cemetery clean up.



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May: Flag Ceremony

O BEAUTIFUL BANNER

O beautiful banner all splendid with stars,
That in the breeze is flying,
Proud emblem of the free!
My heart and hand salute you,
Dear flag of liberty.

From ocean to ocean you brighten our land,
O'er prairie, forest, mountain,
Superb against the sky.
Oh flag for which men labor!
Oh flag for which men die!



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May: Ice Breaker

ZIP/ZAP/ZOP

This is a game that requires concentration and focus!

Have participants stand in a circle. Designate one person to be the starter of the game.

The starter will begin by pointing to another person in the circle and saying “ZIP!” That person then points to yet another person and says “ZAP!” That person points to another person and says “ZOP!”

This continues with the same words being used in the same order over and over – ZIP, ZAP, ZOP. If someone makes a mistake and says a word out of order, that person is out of the game. Eventually, the circle dwindles to just a few people, then to only 2 people, who are staring at each other, yelling ZIP!, ZAP!, ZOP! Until one of them makes a mistake.

If you would like to give those who are eliminated a chance to keep playing, as they are eliminated, have them form a new circle and play the same game while the original circle continues. Instead of eliminating anyone from the new circle, just have them start over and continue playing and adding in the participants who are eliminated. This way everyone still gets to continue to play!



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May: Inspiration and More

Leadership involved remembering past mistakes, an analysis of today's achievements, and a well grounded imagination in visualizing the problems of the future.

Fun Fact Trivia:

Is the Texas State Capitol Dom in Austin taller or shorter than the United States Capitol Dome in Washington, D.C.?

Taller

How many feet taller is the Texas Capitol Dome than the US Capital Dome?

7 feet

Where does the name Texas come from and what is its original meaning?

From the Hasini Indian word "tejas" meaning friends



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May: Program Idea

Since the last 4-H Club meeting of the 4-H year usually takes place in May and clubs have “end of year” parties and/or elect new officers, there is not always a lot of time for a program. Use this meeting to highlight the summer 4-H opportunities and due dates that 4-H members might not know about:

- Recordbooks
- County and/or District Horse Shows
- County/District 4-H Camps
- Summer camping programs at the Texas 4-H Center
- District Teen Leadership Lab
- State 4-H Roundup Opportunities
- Texas 4-H Congress (even numbered years – 2008, 2010, etc)
- State Youth Water Camp
- Shooting Sports Opportunities

If your club is having an “end of year” party, utilize club members who are advancing to State Roundup with educational presentations or Share-the-Fun entries next month as the entertainment during the party. This will also provide them with some valuable practice and experience!