



ENHANCING THE CLUB EXPERIENCE.....

November: 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 Club holiday gathering
- Prepare participants for County and/or District Food Show, Food Challenge or other Fall events
- Discuss upcoming contests (ie: 4-H Round-up, Share the Fun, Quiz Bowls, Consumer Decision Making – these contests will vary by District)
- Announce District Gold Star and Outstanding Leader Recipients
- Remind participants of the Major Stock Show entry deadlines and/or entry nights
- Recognize participants/winners in recent County and District events
- County Council Delegate give report from meeting
- Plan and implement Community Service Projects

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

Character cannot be developed in ease and quiet. Only through experience of trial and suffering can the soul be strengthened, vision cleared, ambition inspired, and success achieved.

— Helen Keller, American social activist, public speaker and author (1880-1968)

Looking for some activities you can use to promote character? Check out these ideas at:

<http://www.goodcharacter.com/TeacherResources.html>



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November: Recreation

My Turn?

Concept:

When you get right down to it, goal setting is really a problem solving activity. You want to get something that you don't have. This could be something material such as a car or it may be more behavioral such as losing weight. The "what" will vary from person to person and for that matter even from year to year as we age and our lives keep changing. However, your goals may change but the process for reaching them remains the same. You need to have a plan. You can't expect to move towards your goal unless you create a list of steps that will allow you to move in the appropriate direction. This aspect of goal setting involves problem solving. It is the creation of a workable plan that stops many of our young people from reaching their goals. Instead of coming to fruition their goals simply remain dreams or wishes. By creating a plan and then communicating the plan to others, your students will have a much more realistic chance of achieving their goals.

Time Estimate: 10 minutes plus discussion time

Materials Needed:

- Each participant must be sitting in a chair or at a desk
- A watch with a second hand

Activity:

Divide into groups of ten to fifteen. Form a circle with each member of the group sitting in a chair. Have everyone close their eyes and keep them closed while you explain the activity. Tell them that their challenge is to count to the number (15 or 20). They will do this as a group. Each person will stand up (rising at least six inches off their chair) and call out a number. The numbers must be called out in consecutive order. The group may not pre-arrange who is going to say which numbers. There is no talking other than the calling out of numbers allowed. The choice of who is going to call out the next number must be completely at random. If you see anyone pointing or talking, then call them on it and have the group start again. Caution them that they may not go around the circle in order. Each time any two people begin to stand at the same time or say a number at the same time, the entire group must begin all over again. They can't repeat the same order of people when starting over. Every person in the group must say at least one number.

If you only have one group, then you be the judge. If you have two or more groups, you will need to rotate the position of judge among the participants. Be very strict about the rules. They will probably have to start over a number of times before they finally met the challenge. After about ten tries, tell them that they have only two more changes to complete the challenge. If by some miracle they complete this challenge on the first try, tell them that you want them to do it again without using the same order, but try to get it done in a shorter period of time.

Now explain that in the second round you are going to let them discuss strategies before they try it again. They still can't go around the circle in order. Give them about ninety seconds to discuss strategy. After they have decided upon a strategy, time how long it takes them to complete the challenge. If they want to try two different strategies to see which one is faster, let them.

Now in round three they are going to use the simplest strategy. They will just go around the circle and have each person count off. They must still rise slightly from their chair when they say their number. Time them a couple of times to see if they can break their own record.



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November: Recreation

Discussion Ideas:

“What” Questions

- How many tries did it take us to get it right in the first round?
- Did the same people always try to go early in the challenge?
- What was your strategy as to when you would stand up during the first round of the challenge?
- What was our final record time?
- What could we do different to make our time even faster?

“So What” Questions

- What made round one so difficult?
- What made round two easier?
- Why was round three the fastest round?
- What can we learn about communication from this activity?
- What can we learn about the importance of having a plan from this activity?
- What type of plan usually works better a complicated one or an easy to understand one? Why?
- How does working together help when trying to solve a problem?
- Why do you need a plan to reach your goals?

“Now What” Questions

- How can working together help us solve a problem?
- How does having a plan help you reach your goals?
- How can you use communication to help reach your goals?

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



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November: Community Service

Honor Them

Organize a Veteran's Day recognition event, or contact your local VFW to see what you can do for service men and women in your area.

Take a trip to the nearest veteran's hospital and share with patients get well cards and/or items of thanks and cheer. Identify the veteran memorials in your community/county and create a brochure, website, or publication describing each, its significance and its location. Be sure and share that information once it is created!

Resources to help get you started:
<http://www1.va.gov/opa/vetsday/>

Make it Count

Assist county/city officials with the elections.

Conduct a mock election at a school or other location for youth to demonstrate the importance of voting.



ENHANCING THE CLUB EXPERIENCE.....

November: Flag Ceremony

Freedom Flag

Staging of Ceremony:

The staging area is dark. Narrator is off stage or holds a light to read by and be seen by the audience. Post the flat in the center of the stage.

Supplies:

Four flashlights

NARRATOR: From the Four Corners of the earth they came. They carried a torch in Freedom's name. (four 4-H'ers with flashlights enter from the four corners of the stage or room – these 4-H'ers are the four "Freedom" parts below.)

NARRATOR: Freedom of Speech

1st Freedom: and speak we must (shine flashlight on flag)

NARRATOR: Freedom of Worship

2nd Freedom: in God we trust (shine flashlight on flag)

NARRATOR: Freedom from Want

3rd Freedom: from weakness, from greed (shine flashlight on flag)

NARRATOR: Freedom from Fear

4th Freedom: is freedom indeed! (shine flashlight on flag)

NARRATOR: Let these freedoms be the beacons that call thee to the home of the brave and the land of the free. To honor the flag is to honor the freedom for which it stands. Join me in the Pledge of Allegiance.



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November: Ice Breaker

Action Bingo

Materials:

BINGO Handout, Pencils

Instructions:

Provide a copy of the BINGO handout and a pencil to each person. Members will circulate among the whole group and find one person who will perform one of the actions in front of them and then sign the Bingo square for that action. If there are at least 25 people, then no names can be repeated on a Bingo card. If there are less than 25 people, no name can appear more than two times. Whoever gets all the items signed first, wins! This activity is wacky and silly fun for everyone. Have a digital camera ready for some really crazy snapshots!



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November: Ice Breaker

B	I	N	G	O
Tell a joke	Pretend you are taking a bath or shower in the middle of the room	Sing a duet with another member	Recite a nursery rhyme	Quack like a duck for 5 seconds
Make the sound of an elephant for 5 seconds	Walk from one end of the room to the other with an object between your knees	Act like an egg being cracked and fried	Do an impression of a well known celebrity	Shake hands with three other people in the room
Draw a turkey using your hand outline	Retell the story of Goldilocks and the Three Bears in less than one minute	Act like you are dunking a basketball	Stand on your head	Do 10 push ups
Do 10 jumping jacks	Find another person in the room and pay them a compliment	Act like a tornado	Do an impression of a cartoon character until your partner guesses the identity	Say this tongue twister 3 times fast: "Six Slick Snakes Slid Slowly Southward"



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November: Inspiration and More

Dreams

“Champions come to the playing field, the track, the gym, and the mountain to realize their dreams and goals. Dreams start as ideas, and are later achieved because the individual believes that their dream will come true.”

Author: Darol Wagstaff

Source: <http://www.a-motive.com/>



ENHANCING THE CLUB EXPERIENCE.....

November: Program Idea

Role Models

November is National Inspirational Role Models Month. Invite a speaker that is a good youth role model. This might even be another young person, a local business person, a local sports or entertainment figure. Focus the program on positive character traits that a role model possesses.