



ENHANCING THE CLUB EXPERIENCE.....

September: Club Manager's Checklist

- New/old member enrollment
- Introduce new and old members
- Introduce club managers/leaders
- Collect 4-H member/leader forms
- Discuss projects offered in club/county
- Review 4-H Club Bylaws/Budget and approve
- Pass out 4-H member County Handbook
- Distribute County 4-H Calendar
- Discuss National 4-H Week activities for October
- County Council Delegate give report from meeting
- Present the Club Charter
- Distribute M.A.P.(Member Achievement Plans)
- Promote Upcoming Fall District Events/Trainings
- Plan and implement Community Service Projects

After Meeting

- Turn in all member/leader forms
- Turn in copy of Bylaws to CEA
- Turn in copy of Budget Proposals and Club Fund-Raiser Request Forms
- Turn in monthly attendance sheet & reports
- Determine new project interests



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September: Recreation

COMMUNITY JUGGLE

Equipment:

A variety of soft, colorful, diverse objects that can be tossed without hurting anyone. Useful objects include tennis balls, ping pong balls, beanbags, plastic fruit, flying disks, pieces of upholstery foam, stuffed animals, inflatable pool toys, rolled-up socks, pillows, and balloons.

Challenge:

To pass an increasing number of objects between group members using a somewhat random but established pattern.

Members must always call the person's name while passing the object to their person. Follow the same pattern until all of the objects have been passed. Complete the task as quickly as possible.

Refreshment:

Ants on a Log - (celery with peanut butter and raisons)



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September: Community Service

CLUB COMMUNITY SERVICE SUGGESTIONS

- Collect magazines or books for hospital waiting rooms, a library book sale, nursing homes or rehabilitation facilities.
- Coordinate in a community effort to provide school supplies or clothes to those in need.

4-H MEMBER COMMUNITY SERVICE SUGGESTIONS

- Volunteer to read a children's book relevant to a major project to an afterschool group, Sunday school nursery or Head Start program.



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September: Flag Ceremony

THE FLAG SPEAKS

- PERSONNEL:** "Talking" American Flag and One Youth
- EQUIPMENT:** American Flag and if possible, two microphones connected to a PA system.
- ARRANGEMENT:** Place American flag on stage with microphone nearby. A young person acting as voice of flag is located off stage with a second microphone.

(Youth strolls on stage, passes by flag; as the Flag speaks, youth slowly turns to look at Flag)

FLAG: Hello, young lady(man).

YOUTH: (Acts surprised and looks around.) Who said that?

FLAG: I, the Flag of your country.

YOUTH: A talking Flag? That's new.

FLAG: Of course I can talk. I've always been able to talk, but you couldn't hear me.

YOUTH: Oh! What have you been trying to tell us?

FLAG: For one thing, how proud I am of my fifty states. What states added my last two stars?

YOUTH: Alaska and Hawaii.

FLAG: Right! History was made in your parent's and grandparent's time.



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September: Ice Breaker

NAME WHIP

Name Game

Group Size: Maximum of 20

Have the group sit in a circle. If you have more than 20 participants, divide the group into 2 or more groups.

Have the participants introduce themselves by saying their name and a word using the first initial of their first name. The topic from which the word is taken is flexible. A list of topics is listed below.

The facilitator starts by asking the group to think of a specific topic from the list below, that begins with the first letter of their first name. Each person is responsible for remembering the names and matching items for every person that precedes him or her in the circle. The whip ends when the last person in the circle names everyone in the room and their matching item. The facilitator should then ask if anyone else in the group can name everyone in the circle and their matching item.

Name Whip Topics

- Food
- Sport/activity
- Hobby
- Location (city or state or country)
- Friend/Family member's name

<http://www.uwm.edu/Dept/SOAR/Lead/Icebreak.html>



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September: Inspiration and More

DON'T QUIT

When things go wrong as they sometimes will;
When the road you're trudging seems all uphill;
When the funds are low, and the debts are high;
And you want to smile, but you have to sigh;
When care is pressing you down a bit
Rest if you must, but don't you quit.

Success is failure turned inside out;
The silver tint of the clouds of doubt;
And you can never tell how close you are;
It may be near when it seems afar.
So, stick to the fight when you're hardest hit -
It's when things go wrong that you mustn't quit.



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September: Program Idea

Since this is your first 4-H club meeting of the year, it may be a good idea to have a leader, county Extension agent, or teen leader talk to 4-H members about the many opportunities in 4-H. Provide each 4-H family with a copy of the “4-H Clover” which includes a project selection guide, along with a list of the many opportunities 4-H has to offer.

National 4-H Week is coming up next month! Have your club develop some strategies to market 4-H in your local community. After deciding your marketing approach, have 4-H club members actually develop the marketing tools, such as decorating posters, writing public service announcements for the radio, and writing announcements to be given at school.