

Texas 4-H **CLUB ED**

January: 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 upcoming contests (ie: 4-H Round-up, Share the Fun, Quiz Bowls, Consumer Decision Making – these contests will vary by District)
- Discuss 4-H Recordbook Preparation. Do a M.A.P. (Member Achievement Plan) Check up with 4-H'ers and have them bring to the next meeting so that a review of recordkeeping can be done.
- 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

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

Conviction is worthless unless it is converted into conduct.
— Thomas Carlyle, Scottish historian and author (1795-1881)

Looking for some ways to re-enforce character development? Consider using a Values Jar with 4-H members and reward them by placing a marble in a jar with one (or more) of them is spotted practicing good character. When the jar is filled, provide a special treat for the group!



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January: Recreation

Marble Tunnel

Concept: The old way of doing business was individual achievement. The new mantra of the workplace is teaming. Working together as a team to solve a problem is a common scenario in today's workplace. It involves not only critical thinking to decide what has to be accomplished to solve the problem, but also moving past the thinking stage to see if your solution is practical and workable. Sometimes one person has the solution and explains to the group what to do, and other times the solution is arrived at with the input of many minds. No matter how good a solution sounds, the real test is does it work. If successful, great! If not, then back to the drawing board to try it again.

Time Estimate: 10 minutes plus discussion time

Materials Needed:

- 1 standard sized marble per team of eight
- 1 grocery bag per team of eight
- 1 piece of paper (8 1/2 x 11) per participant
- Masking tape
- A watch with a second hand

Activity: Give each participant a piece of paper and about three inches of masking tape. Have them roll the paper into a long tube. The paper should be rolled so that the tube is 11 inches in length. The tube should be about one and a half inches in diameter. This diameter will allow a marble to pass easily through it. Use the tape to keep the tube rolled up. If there are any loose ends of the paper inside either end of the tube that would stop the marble from rolling through, tape those down also.

Divide your group into teams of eight. Mark off a starting line and a finishing line. The lines should be about twenty feet apart. Place a grocery bag for each team at the finish line. Have the teams line up single file with the first person standing at the starting line and the other team members standing shoulder to shoulder heading towards the finish line, even though they won't extend all the way to the finish line. Explain that their challenge will be to move the marble from the starting line to the finish line and have it end up in the grocery bag. The marble must be moved by rolling it through the tubes. This will require the team members to keep moving to the end of the line as the marble rolls from tube to tube. After the marble has passed through the first person's tube, they will have to quickly reposition themselves down to the end of the line to allow the marble to keep moving towards the finish line.

No one may not touch the marble with their hands, any other part of their body or by any means other than the paper tubes. If the marble is touched or hits the ground, the team must go back to the starting line and start over again. If the time that you have allotted for the activity is running out, you may add penalty seconds instead of having them start over. This is a timed event. Read out each team's time as they finish and at the conclusion have each team report their time to the group. Repeat the activity a second time to allow for improvement.



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January: Recreation

Marble Tunnel (Continued)

Discussion Ideas:

“What” Questions

- How long did your team take in the first round? The second round?
- What method did you use to move the marble?
- What did you do differently in the second round? Was it successful?

“So What” Questions

- How did your team decide what to do?
- Was everyone on the team involved in solving the challenge? Why or why not?
- How did your group work well together?
- What happens when a group does not work well together?
- How can an individual hurt a team effort?
- What does the team need to do when their first effort is not successful?
- Is it a sign of failure when you try something and it doesn't work?
- How can we learn from our failures? Our successes?

“Now What” Questions

- How does working together help to solve problems?
- What can an individual do to contribute to the success of a team?

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



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January: Community Service

Read All About It

Volunteer at a local library. Read stories to younger audiences.

Create an afterschool or weekend reading club for kids.

Work with an adult literacy program.



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January: Flag Ceremony

Banner

By C. K. Roshong

Wave on high grand old flag
For the sake of all who care;
You're the symbol of our freedom,
The answer to our prayer.

You give us strength to hold our ground
Against the brazen few
Who would test our mettle,
Our fortitude, dedicated to you.

Your colors stand for more
Than what we learned in school;
They blend together,
Form a wrapper, for the golden rule.

You guide the way we carry on
When faced with a mighty test;
Each minute and hour of every day
We resolve to do our best

To stand as one before the terror
That violates nature's laws,
To protect the rights of all
Who pledge allegiance to your cause.

Wave on high, grand old flag,
It's you we loudly cheer;
You radiate a wondrous spirit,
That helps us conquer fear.

When hope, care and promise
Are the world's greatest need,
You shine bright from way on high --
A banner to take the lead.



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January: Ice Breaker

Animal Kingdom

Youth will identify themselves with an animal the most reflects some aspect of their personality. It's a great way for kids to get to know a little about each other. It also functions somewhat as a crowd breaker by dividing them into groups, but you may need to do some adjustment as the groups are likely to be of different sizes.

Choose 3-5 animals, one animal for each group you want to have. Choose animals that are vastly different from each other.

Some options are: Aardvark, Albatross, Anteater, Armadillo, Badger, Bat, Bear, Camel, Cat, Chicken, Chinchilla, Cow, Crab, Crane, Crayfish, Cuckoo, Deer, Dog, Dolphin, Dove, Duck, Dugong, Eagle, Elephant, Emu, Ferret, Flamingo, Flying fox, Frog, Giraffe, Goat, Goose, Hamster, Hawk, Hedgehogs, Hippo, Horses, Hummingbird, Iguana, Kangaroo, Koala, Lemur, Lion, Lizards, Llamas, Loon, Mammoth, Monkey, Mouse, Octopus, Ostrich, Otter, Owl, Panda, Parrot, Pelican, Penguin, Pig, Pigeon, Porcupine, Rabbit, Rat, Raven/crow, Rhinoceros, Seal, Sheep, sloths, Snake, Sparrow, Stork, Swan, Tapir, Toad, Tortoise, Turtle, Unicorn, Weasel, Whale, Wolf, Wombat, Zebra

1. Ask kids to introduce themselves by giving their name and then choosing which of the selected animals they most identify with.
2. Then have kids group themselves according to the animals they chose. (Combine the two smallest groups if either has fewer than three members.)

Debrief:

Direct kids to answer one of the following questions in their small groups:

- Are you more commonly the predator or the prey?
- Nocturnal or diurnal?
- What do think the choice of this animal says about a person?
- What does the chosen animal reflect about you?
- What are some of the characteristics of this animal that are like you?
- What lessons could we learn from this animal?
- If you could choose to be any animal, what would you choose and why?
- Have groups brainstorm the benefits of being similar to this animal and then share it with the rest of the groups.



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January: Inspiration and More

Success

“It is not intelligence alone that brings success, but also the drive to succeed, the commitment to work hard, and the courage to believe in yourself. Know that your dreams must come from your heart’s deepest desires. Only then will the barriers come down before you. To know your heart, you must know yourself. You are who you decide to be, not who other people decide for you to be. Be noble. Stand on the higher ground. Create your life and then go out and live it.”

Author: Unknown

Source: <http://smiley963.tripod.com/inspirational.html>



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January: Program Idea

Chinese New Year

January 29 is the Chinese New Year. Have a program on Chinese culture and heritage. Promote books, movies, and activities inspired by Chinese heritage. Host a program on Chinese paper arts or a discussion on China's unique political history. Have arts and crafts books, zodiac books, Asian cookbooks, and books on Eastern religions, folklore, and traditions.

