



# ENHANCING THE CLUB EXPERIENCE.....

## **March: Club Manager's Checklist**

- Enroll new 4-H members and leaders.
- Discuss District entry deadlines (ie: 4-H Round-up, Share the Fun, Horse Quiz Bowl, Consumer Decision Making, Fashion Show, Judging Contests -these contests will vary by District).
- Survey members on their 4-H leadership interests (ie: what offices would they be interested in serving for the coming year).
- Survey adults on their 4-H volunteer interests.
- Appoint Nominating Committee to develop slate of officer candidates & leader positions.
- Announce District Rifle & Shotgun entry deadline
- 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 attendance sheet & report
- Turn in 4-H member and leader enrollment forms
- Compile member & leader surveys with nominating committee & work with them to develop slate of officer & leader candidates.

### **Celebrate the Texas 4-H Centennial!**

This year marks the 100 anniversary of Texas th 4-H and we will be celebrating all year! Make a point to celebrate the Centennial each month! An idea or two be provided on each Club Manager's Checklist.

- Collaborate with meals on wheels to decorate the boxes that are used for meal deliveries. Promote the Centennial in your decorating.
- Host a 4-H Centennial Balloon Launch. Create messages about the Texas 4-H Centennial to put inside the balloon. Be sure to include the 4-H Club address or an e-mail. Encourage anyone who finds the balloon with the message to write or e-mail a message back and share them with the club.



# ENHANCING THE CLUB EXPERIENCE.....

## **March: Recreation**

### **CAPTAIN VIDEO**

**Number of Players:**

5 to 10; for more players, make two circles after demonstrating the game with the whole group.

**When to Do the Game:**

When a group is tired and can use a little rest. Not a game recommended to start with a group of young people because it's too slow.

**Description of Game:**

This game is played in a circle, and after you demonstrate how the game works, players face out from the center. To start, one player (at first, the person demonstrating the game) stands in the middle and taps someone on the back (everyone will be facing outward at this point). The second player turns around to face the middle to watch the first, who makes a simple movement or two and then takes the place of the second player in the circle and faces toward the inside of the circle. The second player then taps someone new on the shoulder that is facing out, and repeats the movements, remembering them to the best of his or her ability.

This goes on from player to player until the last player turns around and is shown the movement(s). The last player and the first meet in the middle, stand back to back, and at the count of three do the movement so players can then see how much the movement has changed.

To finish, have the first and last player face each other and at the count of three do the movement again.

Ask for a new leader to start to begin the game again!. You can usually do this at least three times with a group before moving on. It is really fun to watch the movement change and change again. Once in a while, it even ends up changing back to the original movement!



# ENHANCING THE CLUB EXPERIENCE.....

## ***March: Community Service***

- Have a Fashion Show of garments for a local organization (i.e. Lion's Club) or senior citizens group.
- Conduct a clothing drive and provide an informational program on recycling clothing items.



# ENHANCING THE CLUB EXPERIENCE.....

## ***March: Flag Ceremony***

### **THE MAKER OF OUR FLAG**

In June 1776, brave Betsy was a widow struggling to run her own upholstery business. Upholsterers in colonial America not only worked on furniture but did all manner of sewing work, which for some included making flags. According to Betsy, General Washington showed her a rough design of the flag that included a six-pointed star. Betsy, a standout with the scissors, demonstrated how to cut a five-pointed star in a single snip. Impressed, the committee entrusted Betsy with making our first flag.

According to Betsy Ross's dates and sequence of events, in May the Congressional Committee called upon her at her shop. She finished the flag either in late May or early June 1776. In July, the Declaration of Independence was read aloud for the first time at Independence Hall. Amid celebration, the Liberty Bell tolled, heralding the birth of a new nation.

On June 14, 1777, the Continental Congress, seeking to promote national pride and unity, adopted the national flag. "Resolved: that the flag of the United States be thirteen stripes, alternate red and white; that the union be thirteen stars, white in a blue field, representing a new constellation."



# ENHANCING THE CLUB EXPERIENCE.....

## **March: Ice Breaker**

### **SEA ADVENTURE GAME**

**“Captain’s Coming”**

#### **Supplies:**

No materials needed.

#### **Instructions:**

The entire group spread out in an open area with no obstacles. The instructor calls out different commands and the group must act them out as correct and quickly as possible. If performed incorrectly or the last person to act the command out then that person or group is out. When a person is eliminated then they must stand on the side and continuously sing loudly, “OH E OH, A PIRATES LIFE FOR ME!!”, while swing their arm in pirate fashion. Each person that is eliminated sings this until there is only one person left in the middle of the room.

The instructors commands are: (not all commands have to be used)

- **PORT** – group runs to the left
- **STARBOARD** – group runs to the right
- **STERN** – group runs to the back
- **BOW** – group runs to the front
- **ROWBOAT** – call out any number of people (ex. 3 people in a rowboat) then the number of people called out must get in a single-file line and pretend to row
- **MAN OVERBOARD** – one person lays down and another person pretends to look for them
- **CHOW TIME** – four people get in a huddle and pretend to eat, must make eating noises
- **SWAB THE DECK** – group gets down on knees and washes the deck
- **CAPTAIN’S COMING** – group stands at attention
- **AT-EASE** – group relaxes with feet apart and hands behind back
- **MEMBERS WHO ARE OUT** – sing on the side lines “OH E OH, A PIRATES LIFE FOR ME!!”

If the instructor calls out “Captain’s Coming” then no one can perform any other command until the instructor calls out “At-ease”; if someone does before the leader says “At-ease” then they are out and must join the singing pirates!



# ENHANCING THE CLUB EXPERIENCE.....

## ***March: Inspiration and More***

Most failures start with the failure to try!

### **Fun Fact Trivia:**

Which Texas lake is the only natural lake in the State?

Caddo Lake

What Texas Counties is Caddo Lake located?

Harrison and Marion Counties

What other State does Caddo Lake extend into?

Louisiana



# ENHANCING THE CLUB EXPERIENCE.....

## ***March: Program Idea***

We've all heard the saying that "if March comes in like a lion, it goes out like a lamb and if March comes in like a lamb, it goes out like a lion." In Texas, we know how unpredictable and scary Spring weather can be. This is the perfect time for a program on severe weather and storm safety. Program ideas include:

- Have a meteorologist or storm chaser come talk to the group and provide storm safety tips.
- Utilize the Texas Extension Disaster Education Network to provide information and resources to deal with naturally occurring disasters related to weather: <http://texashelp.tamu.edu/>
- Have 4-H members make a personalized plan for their family related to storm or tornado safety and prepare an Emergency Supply Kit. For lists and ideas related to making this kit, visit this website: <http://texashelp.tamu.edu/002-protect/emergency-supply-kit-and-list.php>