



# ENHANCING THE CLUB EXPERIENCE.....

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

- Have new/old members and leaders complete enrollment forms and collect
- Introduce new and old members
- Introduce club managers/leaders
- 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) and explain how they are used to keep records for their 4-H projects
- Promote UpcominFall 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

### **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 will be provided on each Club Manager's Checklist.

- Introduce members to the history of Texas 4-H! To find the history timeline, go to:  
<http://texas4-h.tamu.edu/mgtguide/mgtoverview/MO-2.htm>
- Develop a Texas 4-H Centennial display for your Club to use in promotinthe celebration.



# ENHANCING THE CLUB EXPERIENCE.....

## **September: Recreation**

### **EVERYBODY'S IT**

**Number of Players:**

5 - 50+

**When to Play the Game:**

A great game to start with, or for any time. Great for a group needing movement, and a good preliminary trust activity because it involves minimal nonthreatening touching.

**Safety instructions:**

As with most active games, when players are moving about quickly, there is danger of collisions. Remind players to be aware of where they are running to avoid crashes. If that doesn't work, try a fast walk (one foot must be down before the other is up) or some other way of moving.

**Equipment Needed:**

Boundary markers such as cones, poly spots, Frisbees, or other such indicators are useful. Using existing boundaries such as trees, sidewalks, and bushes also works.

**Description of Game:**

Whoever heard of a tag game where everyone was it? I did, for one, As unlikely as it sounds, it is easy to involve all players in this easy-to-do game.

Yes, this IS a tag game (the one who is IT attempts to tag someone else to make him or her IT) where everybody is IT, and can tag everyone else, However, once a person is tagged, she or he must freeze until the end of the game, which in fact comes quickly. However, if someone who is not frozen come too near a frozen person, the one who is frozen can temporarily unfreeze an arm (and only an arm!) To reach out to tag and freeze the runner, before going back to being frozen. The game goes until everyone is frozen, or just one is left.

A variation of this is "Hospital Tag." In this game, you keep running the first and second times you are tagged, but you must hold the place you were tagged in both instances. The third time you are tagged, you are frozen, like for the above game, and once again you can temporarily unfreeze an arm to tag others who come too close.

Another variation for Clover Kids (5-8 year olds) is when you get tagged, you are frozen, and when you are tagged again by anyone, you are unfrozen, so the game can keep on going till everybody is tired.



# ENHANCING THE CLUB EXPERIENCE.....

## ***September: Community Service***

- Conduct a collection drive of school supplies (paper, pencils, pens, notebooks, etc.) and donate to students in need.
- Assemble first-aid kits and donate to local organizations (schools, churches, groups) or have the first-aid kits placed in community buildings. Make it a point to replenish the firstaid kits on an annual basis.



# ENHANCING THE CLUB EXPERIENCE.....

## ***September: Flag Ceremony***

### **THE GREAT FLAG**

A thoughtful mind, when it sees a nation's flag, sees not this flag only, but the nation itself; and sees the government, the principles, the truths, the history which belongs to the nation that set it forth.

Sky-blue and true-blue, with stars to gleam aright - the gloried guide of the day; a shelter through the night. The one flag - the great flag -- the flag for me and you -- Glorified all else beside - the red and white and blue! Homeland and far-land and half the world around, Old Glory hears our hearts salute and ripples to the sound!



# ENHANCING THE CLUB EXPERIENCE.....

## **September: Ice Breaker**

### **Peek-A-Who!**

**(Get Acquainted Activity)**

**Equipment/Supplies:** Large Tarp, Blanket or Sheet that you cannot see through

Divide your group into two teams. Each team will gather up in a tight group, one group on each side of the tarp. Use two volunteers if not enough leaders are present to hold the tarp between the two groups where they cannot see each other. Make sure the tarp touches the ground so teams cannot see under the tarp. Taller group members may need to squat down where they cannot be seen.

Each team will select one person to be "it". They are to move close to the tarp and the others back away but out of sight of the other team. On the count of three, the tarp is dropped and the first person to call out the name of the opposing team member wins the round. The loser is now a member of the other team and joins that team for continued play.

Each round, the tarp is raised and the teams choose someone new as "it" and the teams face off. The winner is the group who ends up with the most team members after a set time. You can determine the length of time to play (usually no more than 15 minutes) or until someone wins. If the game goes quickly, start a new game and mix up the teams.

**NOTE:** This activity may require that you have participants introduce themselves in a circle if they do not know each other. If they are wearing nametags, have them remove them before beginning the game.



# ENHANCING THE CLUB EXPERIENCE.....

## ***September: Inspiration and More***

### **Inspiration:**

“A loyal friend laughs at your jokes when they’re not so good and sympathizes with your problems when they’re not so bad.”

### **Fun Fact Trivia:**

How far is it from Beaumont to El Paso?

742 miles

How far is it from Beaumont to Chicago?

770 miles

Is El Paso closer to California than to Dallas?

- Yes!



# ENHANCING THE CLUB EXPERIENCE.....

## ***September: Program Idea***

Since this is the first club meeting of the year, it would be a good idea to have the Club Officers conduct a training on effective club meetings and using basic parliamentary procedure. This would allow club members to understand how the meetings will operate and help them become comfortable with using basic parliamentary procedure.

While parliamentary procedure is not usually perceived as fun, the Officers will have to work at making this a fun and entertaining activity for the club members. Ideas for this include:

- Conduct a mock 4-H meeting where there is no parliamentary procedure used and then conduct another meeting with all procedures correctly performed. Discuss the differences as a group.
- Have a local FFA Chapter Conducting Team or agriscience teacher come and demonstrate and then train the group to use Parliamentary Procedure.
- Use a quiz bowl, trivia game, or Gavel Games to help 4-H members understand and use procedures or terminology.

Don't forget, National 4-H Week is coming up next month, so save some time at the end of the meeting to decide how to market and promote 4-H in your community! Contact your County Extension agent for plans and ideas.