Making the Best 4-H Clubs Better

Club Program Planning

BACKGROUND
Community clubs are a vehicle for developing life skills and responsibility in youth that will make them successful throughout life. Components of clubs that some advisors struggle to maintain are programs and opportunities that expand members’ horizons. Program planning in clubs is often overlooked or driven from a top-down approach where advisors decide on topics and speakers. If you flip that thought process and let the members tell you what they want to learn about this year, you will be surprised at the excitement and interest members will display at your next club meeting. Program planning does not have to be a burdensome process and can be accomplished in 20 minutes with a couple of engaging activities.

WHAT TO DO
Activity: Design Your Own Clover
- Give each person a pencil and a copy of the “Design Your Own Clover” handout.
- Ask each member and volunteer to write their ideas on the form. Each member should list at least two ideas under each heading;
  - I would like to learn…
  - We could help our community by…
  - My hobbies are…
  - Just for fun we could…
- Combine the ideas of the group under each heading on the easel paper.
- Several decisions must be made now:
  - How many times per month will the club meet? (weekly, twice a month, or once a month)
  - How many of those meetings will be just for fun?
  - How many meetings will be primarily for learning?
  - How many community service projects do you want to conduct?

Intended Audience
- 4-H club members

Lesson Objectives
Club members and parents will:
- Contribute to proposed programs
- Learn about decision-making
- Define planned club programs

Time: 20 minutes

Equipment and supplies
- Easel paper
- Markers
- Pencils
- Dots (3 per member)
- Resource:
  - “4-H Club Yearly Meetings at a Glance Worksheet”
- Handout:
  - “Design Your Own Clover”

Do Ahead:
- Review lesson
- Gather equipment and supplies
- Copy handout, one per member
How can we share hobbies?
How much money can the club spend to do these activities?

**Activity: The Majority Rules.**
- Let the group select items to go into the plan. Give each member 3 colored dots or small sticky notes that they can use to vote for their top three choices on the flip chart paper.
- Decide the dates for each of the top educational, fun, and community service activity.
- Decide who will be responsible for planning and implementing each activity (could be an individual member, an officer, or a committee of interested members).
- Record these on the “4-H Club Yearly Meetings at a Glance Worksheet.” Make a copy of the completed worksheet for each member with the dates and who is responsible for the activities.
- Note: Complete the “4-H Club Yearly Meetings at a Glance Worksheet” with your leadership team at another time if you can’t get it all finished during your meeting.

**TALK IT OVER**

**Reflect**
- What were the four headings contained in the “Design your Own Clover”?
- Were there ideas that you submitted that did not make it to the program planning sheet?
- How did it make you feel to not see your idea reflected in the club’s plan for the year?

**Apply**
- How did the decision-making process relate to decisions you might make in real life? Have you ever had to make a decision when you had several options?
- What responsibility did you have as part of the group?

**Sources**
- Campbell, Jo, Program Leader, Volunteerism, Ohio State University, Adapted from Mississippi State 4-H Youth Development Department, Information Sheet 701 (09-01)
- University of Arkansas Cooperative Extension Service, “Design Your Own Clover:

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