

Making the Best 4-H Clubs Better – Virtually

Intended Audience

- 4-H Club Members

Lesson Objectives

Club members and parents will:

- Learn the importance of making meetings fun.
- These materials will provide useful activities that will allow volunteers and members to strengthen their 4-H club meetings along with making them fun and inviting.

Time: 20 minutes

Equipment and supplies

Activity 1

- Toothpicks
- Scissors
- Markers
- Large Marshmallows
- Long pipe cleaners

Activity 2

- Cones or chairs
- Balloons (at least one per member)

Do Ahead

- Review Curriculum Overview
- Review Lesson
- Gather equipment and supplies
- Prepare volunteers or teen leaders to teach activities.

Making Meetings Fun

BACKGROUND

Even though 4-H club meetings need to be informative and educational, they also need to be fun! To keep members engaged, different types of activities need to be used to help members:

- Make new friends.
- Share ideas.
- Acquire new knowledge.
- Enjoy recreational activities.
- Develop self-confidence and leadership skills.

Innovative clubs provide opportunities for youth to have new experiences that add to their project knowledge and develop their leadership, social interaction, and organizational skills. The activities that follow are just two of the myriads of activities you could use to keep your meetings fun and your members engaged.

WHAT TO DO

Activity 1 (Cloverbuds): ANTatomy - Create your own ANT!

Ants are a type of insect that have six legs, two antennae, and three body sections. The three body sections are the head, thorax and abdomen. Ants live in colonies made up of queens, males, and workers. They are amazing creatures that come in different colors, with black being the most common. Ants can carry up to 27 times their body weight!

Prior to the meeting, ask members to gather materials: three large marshmallows, 4 large pipe cleaners cut in half, two toothpicks, scissors, and markers. Cloverbuds can utilize similar items they have at home or volunteers could create kits that could be distributed at a central location.

Where do you see ants? _____
 What color ants have you seen before? _____
 How many antennae do ants have? _____
 Can you name the three body sections of an ant? _____
 How many legs do ants have? _____

Time to make your ant!

Procedure:

1. Use the 3 large marshmallows as the body section and connect them using toothpicks.



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AND ENVIRONMENTAL SCIENCES



Sources

- Julie A Chapin, Program Leader Michigan State 4-H Youth Development. "Group Building Ideas for 4-H Club and Group Meetings", August 2004. https://www.canr.msu.edu/resources/group_building_ideas_for_4_h_club_group_meetings
- Michelle Cummings, Newly Developed Experiential Activities for a Virtual Audience 2020, <https://training-wheels.com/>
- Kim Drolshagen, Michelle Grimm and Michelle Schroeder, University of Wisconsin 4-H Youth Development. "4-H Cloverbud Activity Book A," 2010. <https://taylor.extension.wisc.edu/files/2010/12/Cloverbud-Activity-Book-A.pdf>

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We are indebted to the original author of the previous version of this lesson plan,
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2. Cut 4 large pipe cleaners in half to make 8 pieces.
3. Use 6 for the legs and insert 2 for the antennae.
4. Decorate your ant using markers.
5. Give participants 5 minutes to complete their ant project, then allow them to share their finished product on screen.

Activity 2 (Older Members): Balloon Train -

- Create PPT slides with Icebreaker Questions before meeting.
- Invite the group to set their screens into Gallery View.
- Input names of participants into www.wheelofnames.com
- Spin the wheel to see who will answer the next question.
- Repeat until all participants have had their name called.

Variation:

- Input Questions instead of names
- Call on one person in your chat window to answer the question.
- Spin the Wheel to see what question they will answer.
- They pick the next person.

What were some of the difficulties playing this game? Do you know your fellow 4-H members better?

By using teambuilding activities, volunteers and members become comfortable working and learning together. Such activities help members accomplish their goals and provide opportunities to build group spirit and cooperation. Such activities can be used at the start, middle, or end of a meeting to help get things off to a fun start or to break up a long business meeting.

TALK IT OVER

Reflect:

- Are your club meetings fun?
- Do your members feel comfortable at your meetings?
- After doing the activities, how did the members react?

Apply:

- Bring a topic or game to your club meeting that is educational and fun for all members.
- After each meeting, discuss the activities used. Were they fun?
Did they hold the interest of members? Would you use the same activity again?

EVALUATION

Place the following link in the chat for attendees to use to complete the evaluation for the session

go.osu.edu/bestbettervirtual .