

# Making the Best 4-H Clubs Better – Virtually

## Intended Audience

- 4-H Club Members

## Lesson Objectives

Club members and parents will:

- Explore group dynamics with the guidance of 4-H teens and advisors.
- Reach outside their comfort zone to challenge both themselves and others.
- Learn more about themselves and others in their club.

**Time:** 20 minutes

## Equipment and supplies

- One full deck of playing cards of an online card shuffler such as: [www.random-cards.com](http://www.random-cards.com)
- Print off or be prepared to share your screen for The County Fair – A Virtual Team Building Activity <http://teamworkandteampay.com/resources/resource-countyfair.pdf>

## Do Ahead

- Review Curriculum Overview
- Review Lesson
- Be prepared to ask the discussion questions and reflect on these things with groups.

## Team Building Challenges

### BACKGROUND

Youth and adults find themselves in situations every day in which they are asked to work with people from various backgrounds with different learning styles. People behave differently based upon the situation and their own personal experiences. It is important to realize that individuals can uniquely contribute to the team effort. The best results can be obtained by utilizing the strengths of each person.

### WHAT TO DO

#### Activity 1: Prediction

**Setup:** Separate groups into breakout rooms of 8-10 people or do as an entire group. Utilize an Online Card Shuffler such as [www.random-cards.com](http://www.random-cards.com). Shuffle the cards. Explain the rules and ask for one team to go first. The teams alternate calling out the card predictions before the card is flipped over. The first person will announce what the card should NOT be before the card is flipped over. If the card that is turned over is NOT the card that was announced, their team will continue with the next team member attempting to predict the cards incorrectly. If they call out the correct card that is flipped over, then their team's turn is over. Shuffle the cards again and start over with the next team.

**Object:** The goal is to turn over all 52 cards without predicting one correctly.

**Rules:** The participant must announce the rank of a card...for example, 'Five.' They must say the rank out loud and be decisive. The goal is to try to avoid predicting the card that is turned over. If the announcement is the same as the rank of card revealed, then that round is over, and the turn moves to the next team. If they announced, 'Six' and then turned over the six of hearts, then their turn is over. The suit of the card does not matter. Once a team's turn is over, the cards can be shuffled, and the game moves on to the next participant.

**Discussion/Questions:** How good are we at predicting the future? Are we able to control this or is it simply the luck of the draw? Can you think of a time when you have had a negative reaction to something that you cannot control?

#### Activity 2: The County Fair – A Virtual Team Building Activity

**Scenario:** This activity is a problem-solving activity for groups that can be done even when you are not together in one location. If your group is large you can split up into smaller groups. You will want to share each of the clues via email, text or message making sure to give each clue to a different member of the group. Then use your virtual platform to see if you can work together to solve the mystery.



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AND ENVIRONMENTAL SCIENCES



## Sources

- Virtual Team Building Games, Part 3 by Michelle Cummings (and friends) at <https://training-wheels.com/trainings-workshops/staff-training/>
- Playing With a Full Deck by Michelle Cummings
- Teamwork & Teamplay: Building unity, community, connection and teamwork through active learning by Dr. Jim Cain at <http://teamworkandteampay.com>
- The County Fair – A Virtual Team Building Activity, <http://teamworkandteampay.com/resources/resource-countyfair.pdf>
- People Machine, <http://www.ultimatecampresource.com/site/camp-activity/people-machine.html>

## Additional Links

- Teamwork and Teamplay <http://teamworkandteampay.com/resources.html>
- Ultimate Camp Resource <https://www.ultimatecampresource.com/camp-activities/>

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January 2021

**Object:** Using the 13 clues provided in the handout, <http://teamworkandteampay.com/resources/resource-countyfair.pdf>, the group should try to solve the mystery of who baked each pie and which prize each pie won.

**Rules:** Give each participant/family one clue.

**Variations:** If you have less people, you may have to give some participants multiple clues. If you have a larger group, you can divide up into multiple groups and have each group try to solve the mystery.

**Discussion/Questions:** Did everyone have the opportunity to be a part of the solution and contribute to the group? Did one (or two) people take the lead within the group? How did this affect the group's productivity? Was there an important breakthrough moment when the solution to the problem became clear?

## Activity 3: People Machine –

**Scenario:** Divide group into even numbered teams utilizing breakout rooms (4-8 participants are ideal). Instruct the teams to work together to develop a machine that will solve a problem, with as many parts (gears, levers, etc.) as they can devise.

**Object:** Give the teams five minutes to prepare their machine. They can use their screens to develop the machine and share their screen. They can also use pen and paper to develop their machine and have one person take notes and share their design. Once the time is up, the teams take turns presenting their machine. Other participants can ask questions about each team's design.

**Rules:** The machine should have motion, at least three moving parts, and must include ideas from all team members.

**Variations:** Choose a theme or category in which the machines must be part of (computer technology, large equipment, small appliances, etc.)

**Discussion/Questions:** How easy was it to come to a consensus in choosing a machine? How difficult was it to communicate to the other groups what machine you were trying to portray?

## TALK IT OVER

### Reflect:

In completing these activities

- Was everyone in the group ideas heard?
- How did you solve the problem?
- Did you have a plan? Was it helpful to have a plan?
- Who seemed to take leadership of the group?
- Is it better to be a leader or follower when working with a group? Do you play both roles in different situations?

### Apply:

- Give an example of a time when you have had to work together as a team.
- What are some ways you can be a better team player in the future?

## EVALUATION

Place the following link in the chat for attendees to use to complete the evaluation for the session [go.osu.edu/bestbettervirtual](https://go.osu.edu/bestbettervirtual).