



A Helping Hand

How to Keep Older Youth Involved in 4-H

There are 182 youth enrolled in the 4-H program in Eddy County. Of these 182 youth, 44 are in the Senior Age Group, which is about 24%. Of these 44 members, fifteen are 8th graders, sixteen are 9th graders, four are 10th graders, seven are 11th graders, and two are 12th graders. As you can see, we lose a lot of 4-H members once they get to high school. Top reasons members do not re-enroll in 4-H include: too busy, other activities are more important, and not enough time for 4-H activities (Thompson, 1998). So the big question is, how do we keep the older 4-H youth engaged and excited to continue on in the program?

Studies show that youth programs that make a strong effort to engage youth at the highest level of planning, making choices, and reflecting on their learning are the most effective (Zeldin, Larson, Camino, and O'Connor, 2005). Does your club decide on a service learning project or community service project together? Are they able to help plan the club projects and programs? Are they able to reflect on what they have learned and how they could apply those lessons and skills in the future? Reflection is very important to learning and to promote critical thinking. When setting goals,

make sure they are SMART Goals - Specific, Measurable, Attainable, Realistic, and Time-based goals.

Ensuring programs are fun, interesting, welcoming, and encouraging to the members in your club will help to create a strong foundation for retaining older 4-H members.

As a club leader, make sure you are willing to listen to your older members' ideas, be flexible, and keep an open mind (and a sense of humor). Teen members can feel working with adults is challenging because the adults do not listen to the teens, do not understand, and do not allow teens to take responsibility for activities and events. Youth continue to enroll in 4-H if the meetings are high quality, if they have high levels of responsibility and commitment, if they have positive experiences, if they participate in various activities throughout the county, district, and state, if they feel they have guidance and support from their leaders and parents, and if the programs/clubs adjust to meet their needs as they mature and get older.

Some tips to increase retention of older 4-H members include to keep the

club "their club" and have active participation in the club activities and events. Pair up older youth with younger or new members in the club to help mentor them. Keep club meetings fun and engaging! Have a guest speaker, plan a club trip/tour, have games that involve everyone, organize a community service project where you go out and serve! Make sure to listen to your youth and make them feel like they are an important part of the club and are accepted. Let them do things for themselves! Make sure you recognize the achievements of your club members. Consider fun awards for small achievements, cards for birthdays, a mint for an achieve "mint" of some sort. Also, be sure to promote the many opportunities available for teen members:

- State Conference
- Senior Leadership Retreat
- Citizen Washington Focus
- 4-H International
- National 4-H Congress

"Pair up older youth with new or younger members in the club to help mentor them."

Help teen members attend these functions by setting aside club funds! Have those who attend give a presentation at a club meeting!

Adapted from Ohio State University Extension, 2013 -2014 North Central Region 4-H Volunteer e-Forum.

Eddy County Extension Service

Volume 1, Issue 1

June 2014

Important Dates!

- ☺ **July 1st** - Member in Good Standing Documents to the office
- ☺ **July 7th** - Fair Entries
- ☺ **July 20-26** - Eddy County Fair
- ☺ **October 1** - New 4-H Year
- ☺ **October 18** - Eddy County Leader Forum
- ☺ **November 8** - NM 4-H Adult Leader Forum, Albuquerque

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How Effective is Your Club Meeting?

Many times, club leaders may get into a "rut" when conducting or helping to lead 4-H Club meetings. The meetings may tend to get redundant or may be over quickly in order to get on with the next thing in life. Here are a couple questions to ask yourself about your club meetings to ensure that they are remaining effective and successful for yourself, the members, and the parents.

1. Do meetings follow basic parliamentary procedure and flow in an orderly fashion?
2. Are all members made to feel equally welcome and comfortable?

3. Are older members given an opportunity to help the younger members?
4. Do all members know each other or are provided with opportunities to mix well and learn about each other?
5. Are activities/projects done by the club interesting and challenging to both young and older members?



6. Do meetings include get acquainted activities/ recreation, business project work, and/or another educational program?
7. Is the club a good balance of learning and fun?
8. Will kids be better off because they were members of your 4-H club?

For a complete checklist, please visit: http://nj4h.rutgers.edu/volunteering/lts/3.13_How_Effective_is_Your_4-H_Club.pdf

The Importance of Parliamentary Procedure

4-H Club meetings are governed by Robert's Rules of Order, or Parliamentary Procedure. Most 4-H Club meetings follow the Informal Style, which include basic parliamentary procedure characteristics. Many existing clubs are 'old pro's' when it comes to the parliamentary procedures, and some of them may need some brushing up. Here are a few pointers to help you get started!

Order of Business

1. Call to Order (President)
2. Opening Pledges
3. Roll Call (Secretary)
4. Reading Minutes (Secretary)
5. Approving Minutes
6. Treasurer's Report (Treasurer)
7. Committee Reports
8. Accepting committee reports
9. Unfinished Business (President)
10. New Business (President)
11. Appointing Committees
12. Adjourn
13. Recreation

14. Refreshments

General Rules of Order

1. Members should always rise to make a motion or address the group.
2. The president does not need to rise to recognize a member.
3. When making a motion, one should say "I move that---" instead of "I make a motion that ---"
4. A motion must be approved by a second person saying "I second the motion."
5. A nomination does not require a second.

Use of the Gavel

1. **One Tap** - ends meeting, signals completion of a business item/ vote, or is a message to members to be seated following the opening ceremony.
2. **Two Taps** - calls the meeting to order
3. **Three Taps** - signal for all members to stand in unison on the third tap



4. **A series of short taps** restores the meeting to order.

Meeting Minutes

Secretary Minutes should contain the following information:

- Date and place of meeting
- Names of members and visitors present
- Approval of previous minutes
- All reports and what was done with them
- All motions, with the name of the person who made them and whether the motion was carried or lost
- The time the meeting adjourned
- Any programs, refreshments, or recreation that happened after the meeting

Adapted from Wisconsin 4-H Southern District Leadership Team

"Members should always rise to make a motion or address the group."

A Family Affair

Parent/guardian involvement is one of the ways to ensure a successful and productive 4-H Club. Parent involvement can help strengthen and broaden the 4-H program and can help increase member self-esteem. Here are some strategies to help get your parents involved!

- Get to know all of your parents - their interests, talents, and hobbies.
- Encourage parents to become project leaders! Especially if they have unique ideas, skills, interests, or hobbies

- Have them participate in club meetings and lead an activity or project.
- Ask their advice and make sure they are involved in something worthwhile.
- Recognize parents for their support and contributions.
- Maintain parent interest by arranging a special social event for the parents of your 4-H members.



- Involve parents in planning the events and goals for the club year.
- Make sure your parents understand that even though 4-H is a family affair, the projects are still for the 4-H member. Parents should not try to take over for their child, but offer assistance and guidance when and if necessary.

Adapted from nj4h.rutgers.edu/volunteering/Its/2.2_Parent_Involvement.pdf

Game Idea - Balloon Football

Objective

Hit the balloon across the line to score a point

Supplies

- Balloons and chairs

Let's get started!

Two teams are seated on chairs facing each other in lines about



four feet apart. Each person places one hand on his/her chair seat.

The balloon is tossed in the air

and players attempt to bat it over the heads of the opposing team and behind them. Whenever that bal-

loon lands on the floor behind one team, the opposing team scores.

If teams have more than five members, use more balloons.

Note: Players can move all around the chairs but always must keep one hand on their chair.

Activity Idea for your Club! - DIY Chalkboards

Do It Yourself (DIY) projects are becoming very popular, as is repurposing things you already have in your house! Repurposing items can save money and provide you with an activity to do with your family or club!

- Have your club members bring an old picture frame (wooden) or mirror to your club meeting.
- Also have them bring a spray

paint they would like to use. You can use regular paint, but may take longer to dry.

- Take the glass part out of the picture frame
- Sand the frame.



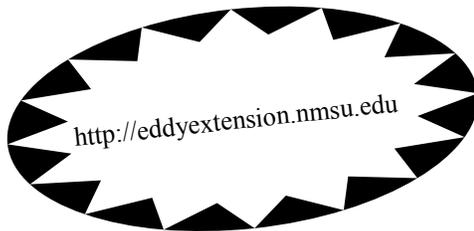
- Lay down some newspaper (probably best to do this activity outdoors)
- Spray paint the wood border with the color of choice
- Spray paint the chalkboard paint onto the glass or mirror portion.
- Let completely dry, then assemble the chalkboard
- Grab some chalk and enjoy!

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"Learn by Doing"



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The 4-H Youth Development Program is a non-formal education program. The 4-H Program provides opportunities for young people to develop leadership and management skills, positive self-esteem, effective communication skills, a solid sense of personal responsibility and the ability to make sound decisions. The life-skills learned in 4-H enable youth to become productive, well-informed, self-reliant responsible adults.

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Beach Ball Review

Purpose: To review parliamentary procedure information in a fun manner

Materials: Blow-up beach ball, self-adhesive labels with review questions stuck on the ball

Process: Attach review questions to a beach ball. Place participants in a circle and have them bat the beach ball around until the instructor says "stop".

The last person to catch the ball answers the question closest to his/her right hand. The ball is then batted to another person and so on.

Possible Questions:

- What does every motion require to be discussed? - a second
- What wording do you begin each motion with? - I move . . .
- Can you ask for a vote at any time? - Yes (How is this done? - "I call for the question.")
- If you are changing the main motion, you are doing what? - amending a motion
- Name one of the ways to vote on a motion? - hand vote, ballot, secret ballot, roll call
- After a motion is seconded, what does the chairperson call for next? - discussion
- What is the person who runs the



meeting called? - president or chair

- Can you speak without being recognized by the chair? - no
- Can you begin another motion if the first one has not been tabled or voted on? - no

Variation: Use review questions such as these to create a "Jeopardy" or quiz bowl game.

Source: Beach Ball Review created by Susan Busler and Nellie Oehler, Oregon State University Extension, 4-H Youth Development. Used in a workshop "Gaveling Your Way to Better Meetings" - 2005 NAE4HA Annual Conference,