

The 4-H Club Meeting

It is recommended that some type of visual be prepared to help the participants see and understand the total picture of a 4-H club meeting. (Some ideas are to draw on a flip chart, poster or blackboard, use a PowerPoint slide, etc.)

- I. Although each 4-H group is unique, there are some things that they have in common. In order to make 4-H fun and educational, meetings should include a balance between:
 - A. Programs
 - B. Group Decisions
 - C. Recreation

- II. How long should a meeting take? How much time should be spent in each of the three major parts of a meeting?
 - A. **Programs** (presentations and special activities)- 40 to 60 minutes (or more, depending upon the needs of your youth) which might include:
 - ☼ Community service activities
 - ☼ Tours or Field Trips
 - ☼ Guest speakers and presentations
 - ☼ Special programs
 - ☼ Project work
 - ☼ Demonstrations and talks

 - B. **Group Decisions**- 15 to 20 minutes which provides the opportunity for:
 - ☼ Members to learn about methods of making decisions and the effect of decisions upon the group
 - ☼ Business meetings-opportunity to learn effective methods of conducting business using parliamentary procedure
 - ☼ Members to develop the leadership skills involved in serving as an officer or committee member

 - C. **Recreation** and social time- 10 to 15 minutes which *might* include:
 - ☼ Fellowship-an informal time set aside for members and leaders to get to know each other. Get acquainted activity at the beginning of your meeting is useful
 - ☼ Recreation-a variety of organized games and singing should be included in every meeting. New Games are great!
 - Refreshments-gives members a chance to serve as a host/hostess (optional)

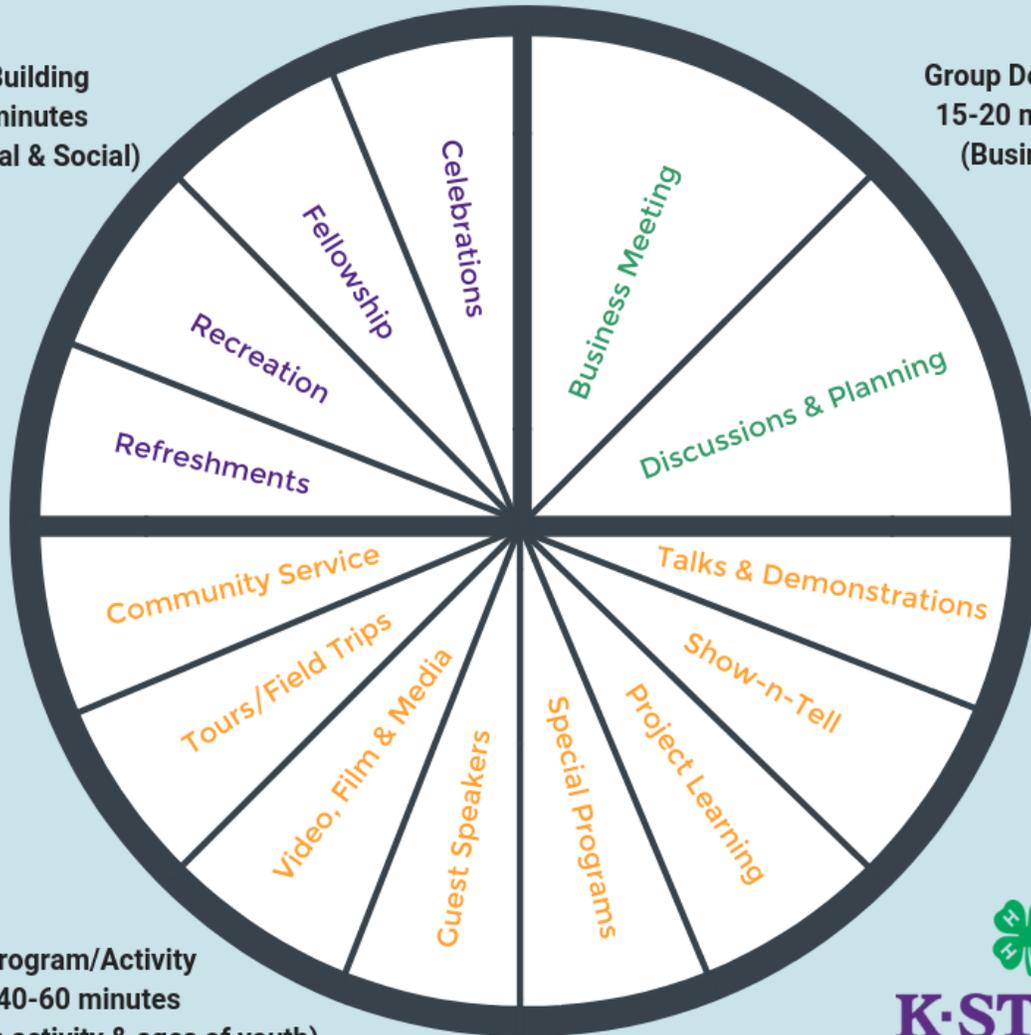




THE 4-H CLUB MEETING

Group Building
15-20 minutes
(Recreational & Social)

Group Decisions
15-20 minutes
(Business)



Program/Activity
40-60 minutes
(varies with activity & ages of youth)



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