

BUILDING A VIBRANT CLUB

4-H Clubs are all about youth having fun, making friends, discovering one's voice, and learning to work with others. 4-H members will come to club meetings when their four needs are being met:

- **Belonging:** having fun with friends and making new friends.
- **Mastery:** learning new things and improving their skills.
- **Independence:** making decisions as a group and having a voice in club activities.
- **Generosity:** providing service to others.



Times suggested are approximate, no order of activities is implied.

Reference: Astroth, K. (1997). Beyond Resiliency, Fostering Vibrancy in Youth Groups. New Designs for Youth Development, 13(4).

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IOWA STATE UNIVERSITY
Extension and Outreach

BEST PRACTICES FOR VIBRANT 4-H CLUBS

- Members should develop and follow a yearly club program plan.
- Use club newsletters, emails, or other communications effectively.
- Develop systems like using greeters to ensure all feel welcome.
- Meetings are youth-led. Volunteers are coaches, guides on the side.
- Utilize youth-led committees to empower members in club operations.
- Make opportunities for older members to mentor and provide leadership.

WELCOME ACTIVITIES 15-20 minutes



Engage members in fun activities as soon as they arrive, and help members get to know each other. Ideas for welcome activities include:

- Scavenger hunt
- Name games
- Introduction games
- Make thank you cards
- Guessing games
- Create something together
- Get-to-know-you games

EDUCATIONAL ACTIVITIES 20-30 minutes



Include learning in every club meeting. Encourage members to serve as educators. Ideas for educational activities include:

- Educational presentations
- Working exhibits
- Share the fun performances
- Project workshops
- Guest speakers
- Service learning
- Tours and field trips

RECREATIONAL ACTIVITIES 20-30 minutes



Have fun and create excitement. Recreational activities are a great way to encourage members to work together, be active, and try new things. Encourage members to lead or plan recreational activities such as:

- Games
- Songs
- Relays
- Puzzles
- Parties or social activities
- Outdoor activities

BUSINESS MEETINGS 20-30 minutes



Learning business meeting procedures is an important skill. Many clubs use parliamentary procedure. While it's not required, it is important that youth have and share voice in club decision-making, in whatever form that takes. Meetings may include:

- Call to order, roll call
- Flag pledge
- Reading of the minutes
- Decision-making
- Officer and committee reports
- Announcements