

Establishing a 4-H Club Welcome Committee

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First impressions set the tone of 4-H club meetings. Members who feel welcome are more likely to be active participants in club activities and are more likely to stay involved in the 4-H program. Think of a time when you found yourself in a situation where you were the new person in a group. It was likely uncomfortable and easy for you to question why you should remain involved with the group. Maybe you stuck with it and after a meeting or two you felt more comfortable, or maybe you just removed yourself from the situation. Whether you stayed or left probably depended on if someone made you feel welcome.

One of the four H's, heart, is all about putting the needs of other before oneself. When 4-H members pledge their "heart to greater loyalty" they are committing themselves to being mindful of other club members and the unique cultures and personalities that they bring to the table. Ohio 4-H teaches youth the importance of hospitality and fostering welcoming and inclusive meeting environments.

Creating 4-H Club Welcome Committee is one way to ensure that new members are made to feel as though they are an important part of the group from their first meeting and leave a first impression that will keep them coming back. This resource offers guidance for establishing a 4-H Club Welcome Committee.



Welcome Committee Structure

The Welcome Committee could consist of the following member positions.

- Adult Club Leader – Participate in committee meetings and serves as a resource to committee members.
- Youth Committee Chair – Organizes time for the Welcome Committee to meet and discuss plans for pre-meeting activities.
- Greeter – Oversees the sign-in table and is responsible for making eye contact as soon as someone walks in, greeting them with a smile and invitation into the meeting, handing them their name tag, and explaining the next step.
- Pre-Meeting Activity Leader – Prepares and facilitates a fun, engaging, and interactive games and ice breakers to help members feel welcome and part of the group.
- Member Mentors – Assign a seasoned member to sit with a new member during the first meeting and possibly subsequent meetings. The role of a mentor includes answering questions, checking project progress, and sharing information about upcoming 4-H programs at every club meeting.

Pre – Meeting Activities

Pre-meeting activities all members time to get to know one another, engage everyone, allow time for club leaders to meet with officers, reduces chaos, and above all, creates a welcoming environment. Here are a few suggestions for pre-meeting activities that a Welcome Committee can use. See the attached resources for instructions.

- 4-H Bingo
- Ohio 4-H Family Guide Scavenger Hunt
- Get to Know You Games
- Group Games



4-H Bingo

Introduce yourself to others playing the game. As you find individuals who relate to the things in the boxes, write their name in the box. Try not to use the same person more than once.

B	I	N	G	O
Is Left Handed 	Has Ridden a Horse 	Owns a Cat 	Plays an Instrument 	Broken a Bone 
Has Been on a Cruise 	Has a Garden 	Never Been on a Plane 	Wears Glasses 	Been out of the Country 
Is an Only Child 	Likes Spicy Food 	 Free Space	Knows How to Sew 	Dislikes Ice Cream 
Is Afraid of Spiders 	Can Speak 2 Languages 	Shows Livestock 	Has Been to 4-H Camp 	Owns a Dog 
Made a New Friend Today 	Has Green Eyes 	Loves to Read 	Loves to Sing 	Has Moved Recently 

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Ohio 4-H Family Guide Scavenger Hunt

1. Who is the Ohio 4-H State Leader? _____
2. A youth's 4-H eligibility ends December 31 the year he or she turns ___?
A. 18 B. 19 C. 20 D. 21
3. Does a 4-H member have to take a project? Yes or No
4. What are the youngest 4-H members called? _____
5. What is the website for your county OSU Extension office? _____
6. How many levels of Cat projects are there?
A. 1 B. 2 C. 3 D. 4
7. Name one intermediate level Food and Nutrition Project. _____
8. How many horse projects are available? _____
9. Name one beginning level Clothing project. _____
10. The project *Family History Treasure Hunt* explores what topic?
A. Geography B. Geology C. Genealogy D. Geometry
11. What project number should you enroll in for Market Chickens? _____
12. Name one new project introduced this year. _____
13. What is the name of the project that explore the artic? _____
14. What does the project skill level "A" stand for?
A. Amazing B. All C. Anyone D. Advanced
15. What is the name of the Ohio 4-H traffic safety program called? _____

Adapted from Making the Best 4-H Clubs Better – Version 2.0



Ohio 4-H Family Guide Scavenger Hunt

Answer Key

1. Who is the Ohio 4-H State Leader? Kirk Bloir
2. A youth's 4-H eligibility ends December 31 the year he or she turns ___?
A. 18 **B. 19** C. 20 D. 21
3. Does a 4-H member have to take a project? Yes or No
4. What are the youngest 4-H members called? Cloverbuds
5. What is the website for your county OSU Extension office? See Back Cover
6. How many levels of Cat projects are there?
A. 1 B. 2 **C. 3** D. 4
7. Name one intermediate level Food and Nutrition Project. See Food & Nutrition Section
8. How many horse projects are available? 12
9. Name one beginning level Clothing project. See Clothing and Textiles Science Section
10. The project *Family History Treasure Hunt* explores what topic?
A. Geography B. Geology **C. Genealogy** D. Geometry
11. What project number should you enroll in for Market Chickens? 150M
12. Name one new project introduced this year. See Inside Front Cover
13. What is the name of the project that explore the artic? Exploring the Poles
14. What does the project skill level "A" stand for?
A. Amazing B. All C. Anyone **D. Advanced**
15. What is the name of the Ohio 4-H traffic safety program called? CARTEENS

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Get to Know You Games

Bippity Boppity Boo

Everyone stands or sits in a circle with one “It” person in the middle.

The “It” then walks up to a person and says either “Me, Bippity Boppity Boo,” “You, Bippity Boppity Boo,” “Left, Bippity Boppity Boo,” or “Right, Bippity Boppity Boo.” If the “it” person says “Left, Bippity Boppity Boo,” then the person must correctly say the name of the person to the left of them before “it” person finishes saying “Bippity Boppity Boo”

If they say the name correctly, the “It” continues going to other people in the circle. If they make a mistake or don’t say the name in time, they become the new “It.”

Moon Trip

One person announces that he is going on a moon trip and is bringing two things, and names two examples. That person then says that if you want to go then you have to bring two things, and as the “space commander” he will let you know if you can bring the items suggested depending on if the items meet the criteria.

Go around the group and ask them their name and what they will bring. If their items don’t meet the correct criteria, the participant can’t come into space, and move on the next participant. Repeat this a couple times around the group until most participants guess the secret... *The first thing must start with the first initial of camper’s first name and the second thing starts with the first initial of last name.*

Action Syllables

Have the group form a circle. Ask each participant to choose an action for every syllable of their name.

Example: Elvis has 2 syllables, so he does a hip shake with the first syllable of his name and snaps his fingers for the second syllable. Once Elvis has done his actions while saying his name, the whole group repeats.

After the 2nd person does his/her name, the whole group repeats, then does Elvis’s again. This continues around the circle until the last person goes and the entire group is repeated on that turn.

Alibi Game

Participants sit in a circle. One participant is chosen to be the detective and leave the circle briefly. Another participant is chosen as the criminal, without the detective knowing who it is. The detective returns and stands in the center of the circle. The detective goes around the circle, one at a time, asking each person, “Where were you last night?”. Each person responds to the question with their alibi (ex. I was walking my dog, I was at the grocery store, I was watching a movie, etc.).

After each person has given their alibi, the detective goes around the circle a second time asking the same question. Everyone but the person who was chosen as the criminal gives the same answer as the first time, but the criminal gives a different alibi. The detective has to remember everyone’s alibis from the first time around the circle in order to figure out who is the criminal. If they do not guess correctly, the criminal wins and becomes the next detective.

The Blind Cow

All players sit in a circle facing the center. One person is blindfolded and is the “Blind Cow.” The “Blind Cow” should be spun around and then brought to the center of the circle. A bell should then be passed around the circle and rung. The “Blind Cow” will then follow the sound of the bell. The game leader points at the person who should stop the bell.

The “blind cow” now has to guess who is holding the bell (by pointing). If the person is right, the chosen person becomes the cow in the next round. If they are wrong, he has to go again (until they correctly).

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Group Games

Face to Face

The leader has the group randomly pair up. Once introductions between partners are made, the leader gives the group a topic to discuss with their partner for 30 seconds or so. At the end of the time, the leader will call for the group to switch partners and call out a new topic.

Try to choose topics that are both fun and insightful. Examples include:

- “If you could have lunch with anyone from history, who would it be?”
- “If you could be granted one wish, what would it be?”

Ten Fingers

Have everyone sit in a circle. Tell them to hold up all 10 fingers. The leader can start off by stating one fact about themselves. For example: “I have been to Florida.” or “I have blue eyes.”

Then the participants who haven’t been to Florida, or don’t have blue eyes, will put one finger down.

This will continue around the circle, having each person share one fact about themselves until someone is all out of fingers. It’s better to try and use less obvious, unique facts about yourself because there is a chance that more people will have to put a finger down if they can’t relate to your fact.

Whoever has the most fingers left at the end of everyone’s turn wins!

Do You Love Your Neighbor

Everyone is seated in chairs forming a circle except for one person standing in the middle. The person in the middle will go to one person seated in the circle and ask them “Do you love your neighbor?” and that person can give two answers:

“Yes, but I don’t like people who...” and they will finish by saying something like “wear purple” and everyone wearing purple has to get up out of their seat and switch to another seat while the person in the middle attempts to sit in one of those seats. The person left standing is now the one who asks the question.

“No.” When given this answer, both people sitting next to the person who answered will have to switch seats while the person who asked the question can take one of those seats and the one left without a seat is now the one who asks the question.

no one can switch to the seat directly next to them at any point

What are you Doing?

Sit in a circle. Choose a person to start. The person starts acting something out, like brushing their teeth. Then the person on their right says “What are you doing?” The first person has to say something they are not doing, and the person that asks has to act what they say out. For example, if the person was miming shooting basketballs, the other person asks “What are you doing?” and they say, “I’m baking cupcakes.” Then the person who asked has to pretend they are baking cupcakes.

Then the person on their right asks “What are you doing?” and so on. Some fun examples are “I’m break dancing while singing the Bob The Builder theme song”, and “I’m doing the macarena while eating a sandwich.” Get creative!

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