

so
you
are



RECREATION LEADER OF YOUR CLUB



4-H—YOUTH PROGRAMS
COOPERATIVE EXTENSION SERVICE
MICHIGAN STATE UNIVERSITY

510 C-7

Your Job Is . . .

1. To make recreation a vital part of every 4-H meeting.
2. To lead games when asked.
3. To help others to learn to lead as well as play.
4. To work with other 4-H club officers in planning the program.
5. To help plan parties and events with other members of the club.
6. To be a real "spark" of inspiration for others.
7. To be prepared at any time with a song, stretcher, or stunt.
8. To get help when needed.
9. To supply the club with ideas.
10. Through nature activities, to develop a real appreciation for God and His creation.

Recreation Activities Will . . .

1. Create real interest within your club.
2. Help hold club members who might otherwise drop out.
3. Promote cooperation and a sense of fair play among members.
4. Put bashful people and visitors at ease. They will feel much more at home if many people do the same thing.
5. Unite your group or tie them together.
6. Give relaxation and an appreciation for finer things. A song or two fits in anywhere.
7. Develop hidden talent and bring out unusual ability of club members.

8. Help develop appreciation for others.
9. Give some people a chance to "create" something.

A Good Recreation Leader Will . . .

1. Be enthusiastic.
2. Know what he is doing. This means making plans beforehand.
3. Know his group and be ready to provide what they need.
4. Know the games he is using. He will have equipment ready where needed.
5. Speak clearly. Stand where everyone can see him.
6. Use a definite signal for starting and stopping.
7. Play a game until members enjoy it most, then will shift to another activity or quit.
8. Demonstrate wherever possible to show others how.
9. Show a good sense of humor and have a good time himself.
10. Accept ideas from other people and use them whenever possible.

You Can Get Help From

1. Your County Extension office.
2. Your adult 4-H leader.
3. Other recreation leaders.
4. Books and pamphlets from your local library.
5. Magazines and newspapers which carry games, skits, and other ideas.

6. Books or pamphlets you can purchase:

Fun Encyclopedia by E. O. Harbin and *Omnibus of Fun* by Eisenberg. Available at any bookstore.

Pleasure Chest by Eisenberg and *Skit Hits* by Eisenberg. Send to: The Tennessee Book Company, Box 367, Nashville, Tenn. 37202

Handbook for Recreation, Publication 231, Supt. of Documents, Washington, D.C., 20250

Games for Small Groups—15c 4-H Recreation—*A Guide for Leaders*—35c; *Fun at the Meeting Place*—15c; *Homemade Games*—15c; all from National 4-H Service Comm., 59 East Van Buren, Chicago, Ill., 60605

Games You Should Use

1. *Pre-meeting games* for those who come early.
2. *Starters* for getting people into activities right at the beginning.
3. *Mixers* for getting people better acquainted and feeling at home.
4. *Active games* for those who need to move around and like contest-like games.
5. *Quiet games* for use with older people or where space is limited.
6. *Paper and pencil* games for everyone in either a living room or school room atmosphere.
7. *Skits and stunts* at parties and for filling in during a meeting.
8. *Stretchers* for times when people have been sitting quietly for a long time.
9. *Signatures* are used as a final good-night feature.
10. *Singing games* wherever time and room will allow.