

4-H Comes to Afterschool: Meeting New Friends

Project Skills:

- Youth will design and make a name tag that tells others about themselves

Life Skills:

- Communication

Academic Standards:

- English C.4.3 Youth will participate effectively in discussion

Grade Level: 3

Time: 60 minutes

Supplies Needed:

Campfire Activity:

- Fan with orange crepe paper streamers

Shrinky Dinks® Activity:

- Shrinky Dinks® (plain)
- Hole punch (1/4")
- Colored pencils
- Plastic string, colored
- Slips of paper
- "Hat" to pass
- Stencils (optional)

Baking Shrinky Dinks®

- Oven (off-site or on-site)
- Cookie sheet
- Oven mitt
- Brown paper bag (to line cookie sheet)

BACKGROUND

4-H camp has many benefits for youth. They learn important life skills, including communication, teamwork and accepting differences. Long after the summer is over, campers will likely remember the friendships made at camp. This series of activity plans emphasizes the life skill of communication in the context of friendship: how to speak to friends, listen to them and work together.

WHAT TO DO

Activity: Camp Alphabet Game

Sit in a circle and invite youth to talk about what they think 4-H camp is like. Reinforce their responses. Invite them to imagine with you that they are off to 4-H camp. Ask them to share what they will bring – by playing the Camp Alphabet Game. Many youth will be familiar with the original version of this game.

Leader begins with the letter "A" and the standard phrase: "I'm going to 4-H camp and I'm taking along ...(insert camp-appropriate item that begins with the letter A)." The next person in the circle repeats the phrase and then adds an object that begins with the next letter of the alphabet. For example, "I'm going to 4-H camp and I'm taking along an Air mattress and a Baseball." Continue through the alphabet.

If any youth (or adult!) has trouble remembering a portion of the phrase, give them the option of "phoning a friend." Emphasize that friends help other friends.

Activity: Shrinky Dinks® Name tags

Part of the fun of camping is meeting new kids and finding out all about them. In this activity, youth will make Shrinky Dinks® name tags and decorate them with things that tell others about them.

- Begin with the youth seated in a circle. Go around the circle and have each youth introduce them self by name.
- Start a discussion with the youth by talking about camp as a great place to meet new people. Ask them what sort of things they like to know about new people that they meet. What sort of questions do they think that others would have about them? Pass a hat around the circle and have each youth, in turn, take a slip of paper out and answer the question. They then pass the hat to the next person.



4-H Comes to Afterschool: Meeting New Friends

Do Ahead:

- Prepare the fan by attaching orange streamers. Turn the fan on its side to make the fire seem more realistic and evaluate it for air flow.
- Make slips of questions for "hat."

- The hat should be filled with slips of paper with one question per slip. These questions should be non-threatening questions that youth will enjoy answering. Examples include:
 - What is your favorite color?
 - What is your favorite thing to do at school?
 - What is your favorite board game?
 - What's the name of a book you have read?
- Punch a hole in top for the string if using as a necklace, then have youth decorate their Shrinky Dinks® following package directions. Have a variety of colored pencils and stencils for them to use in their decorations. Encourage youth to decorate their name tags with things that others might like to know about them. Give each youth an opportunity to talk about their name tag. Note: Shrinky Dinks® need to be baked by an adult.

If you have an oven on-site, Shrinky Dinks® can be baked by an adult and returned at closing. If not, bake off-site and return next session. If you are using them as necklaces, have the youth string them with plastic string.

Activity: Campfire

What would camp be without a campfire? Share with the youth the tradition of closing each day at camp with a campfire and songs.

Show youth the 4-H Afterschool "campfire" (fan turned on its side with orange crepe paper streamers). Explain the safety procedures with "fire" and the need to avoid touching the fire. Begin the campfire with the processing of the day's lesson (see Talk It Over).

Part of camp is learning new songs. Teach the campers two songs. The first is a fast action "song" that is chanted. The second is a slow, closing song.

- I Met a Bear
- Make New Friends

TALK IT OVER

Reflect:

- What new things did you find out about your fellow campers today?
- How did it feel to share things about you with others in the group? Was it easy or hard for you?

Apply:

- Do you think that everyone feels the same way about sharing things about themselves?
- What makes it easier to share? Harder?
- What can you do to help others feel more comfortable about sharing their thoughts and ideas with you? In what ways would that help you to be a better friend to others?

ENHANCE/SIMPLIFY

Enhance for Older Youth:

- Have youth develop the questions for the "hat" as part of the activity.
- Have youth share songs that they have learned during their own camp experiences.
- Encourage youth to create additional verses for The Shark Tale

Simplify for Younger Youth:

- Substitute paper name tags for Shrinky Dinks®

HELPFUL HINTS

The song, Baby Sharks, is a great leadership opportunity for the youth. Ask for volunteers to lead different portions of the song as Daddy Shark, Swimmer Guy, etc.

Sources:

- Created by Paula Rogers Huff, 4-H Youth Development Agent UW Extension, Oconto County

