

How to Have Fun

Intended Audience:

- 4-H club members, leaders, and parents

Learning Objectives:

4-H Club members, leaders, and parents will:

- Explore ideas on what's fun for you
- Become aware that different activities are fun for different people
- Recognize that everyone has a role in planning and conducting fun activities

Target Essential Elements:

Fun experiences increase member's sense of belonging in their 4-H club.

Time: 20-30 minutes

Supplies Needed:

What's Fun for Me?

Activity

- Paper
- Pens or pencils

What Makes Something Fun?

Activity

- Large sheets of paper
- Markers or crayons

BACKGROUND

4-H clubs become stronger when members, leaders, and families share responsibilities, learn new things, and enjoy their 4-H experiences. You're going to be involved in activities to help you think about fun.

WHAT TO DO

Activity: *What's Fun for Me?*

(Distribute the handout "What's Fun for Me?" with pens or pencils to the members.)

For this activity, I want you to circle the answer that describes how much fun the activity is for the member. There are no right or wrong answers. Different things are fun for different people. Stand up when I read the activity and the words that describe how you feel about the activity.

(Have someone count and record how many stood up for each description.) This activity gives us an idea of which things the club members feel are most fun. Another club may have answered differently.

Activity: *What Make's Something Fun?*

(Divide members into groups of 4-5. Try to get a mix of ages and genders in each group. There are many ways of quickly dividing people into groups. Consider grouping them by the months of their birthdays or hand out cards from a deck and ask all those with the same number or face card to get together, e.g., all 8's or Kings. Be sure to mix up the cards first.)

(Next give each group a large sheet of paper and some markers or crayons.) Quickly draw one thing that is "fun" to everyone in the group. Now write words by your activities that answer "Why is this fun?" It's okay to give one-word answers or phrases like "get to move." When you are ready, you will report what you drew and why you think this activity is fun.

Keeping Fun in Your 4-H Club

It's important to think about "fun" when planning your club calendar, planning club meetings and planning other club activities. This is not the responsibility of one person. Everyone involved in planning needs to be thinking of how to add fun to things like roll call, reports, speeches, demonstrations, the meeting program, fund raising, etc.

Sometimes what is fun for older members might not be fun for younger members. We need to remember different feelings about fun as we plan. Also, remember that skills and interests vary by age and experience. Avoid activities that will make an individual or group feel bad.



4-H Club Management • How to Have Fun

Handouts

- What's Fun for Me?

Do Ahead:

- Have supplies and handouts ready.

Source:

- Created by Linda Kustka, Professor Emeritus, Department of Youth Development, UW-Extension.
- Updated by Sue Pleskac, Volunteer Leadership Specialist, UW-Extension

Sources for Fun Ideas

Sometimes, what has been fun gets boring because a group has done that activity too often. Most groups are on the “look out” for new ideas that might be fun. This handout, “Resources for Fun Ideas,” has some ideas to check out. Think about fun places and activities that exist in our community or county that the club might do as a group.

Don't forget things that you yourself have done in school, 4-H camp and other places as sources for fun. Bring your own ideas to the group.

Closing

Your reactions to this session help us evaluate its effectiveness. Please take the time now to complete this short evaluation.

TALK IT OVER

Reflect:

- What words would you use to describe "fun"?
- What past activity in the club do you remember as fun? Why?

Apply:

- What would be a fun thing for our club to do in the future?

ENHANCE/SIMPLIFY

Enhance:

- Start the session with a quick activity (e.g., game, art activity or camp song). After the activity, ask members if they thought the activity was fun? Ask for reasons why they felt it was or wasn't fun. Then do the “What's Fun for Me?” and “What Makes Something Fun?” activities. You want participants to realize that people have different feelings about what is fun.
- In the discussion on including fun when planning, take an aspect of the meeting and ask for ways to make that fun, e.g., What would be some fun things to do for roll call?

Simplify:

- If you need to do this in less time, replace the “What's Fun for Me?” activity with a briefer discussion of things that people consider fun. Use the ideas on the “What's Fun for Me?” handout. As you read through the list of possible fun ideas, ask members to raise their hands if the idea sounds like fun for them.

EVALUATION

It is important to use an evaluation that is consistent with your teaching objectives. The short evaluation in the handouts can be modified to meet your needs. An alternative to a written evaluation is to record the Reflection discussion under “Talk It Over.” Recruit someone ahead of time to take notes while you are leading the discussion. Remember to share the evaluation results with 4-H Youth Development Extension staff in your county.



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Handout 1

WHAT'S FUN FOR ME?

Each of us enjoys different things. Fun is an important part of 4-H. Circle the answer that describes how much fun each of the following activities are for you.

Activity	Lots of Fun	Enjoyable	OK	Not Very Much Fun	Hate It
Singing	1	2	3	4	5
Arts/Crafts	1	2	3	4	5
Cooking	1	2	3	4	5
Games	1	2	3	4	5
Small Group Discussion	1	2	3	4	5
Eating	1	2	3	4	5
Selling Things	1	2	3	4	5
Talking to One Person	1	2	3	4	5
Playing an Instrument	1	2	3	4	5
Reading	1	2	3	4	5
Writing	1	2	3	4	5
Making Something	1	2	3	4	5
Helping Someone	1	2	3	4	5
Sports	1	2	3	4	5
Being with Younger Kids	1	2	3	4	5
Being with Older Kids	1	2	3	4	5
Community Service	1	2	3	4	5
Dances	1	2	3	4	5
Parties	1	2	3	4	5
	1	2	3	4	5
	1	2	3	4	5
	1	2	3	4	5
	1	2	3	4	5

