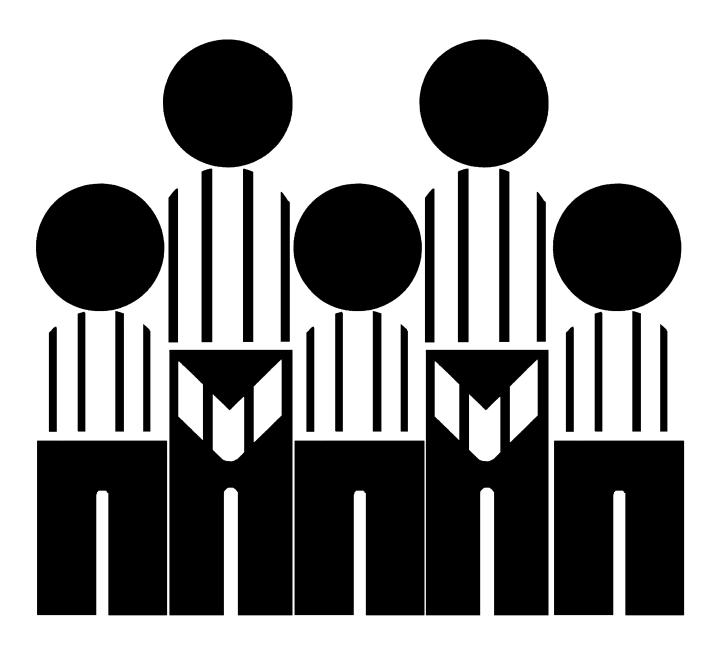


So you're the club recreation leader . . .



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ou, and all officers of 4-H groups, are representatives. You represent not only the local group, but also the complete 4-H program throughout the state. Your skills and abilities, standards and ideals, grooming, speech, and even smiles represent Iowa 4-H'ers. Representing others is one of your most important responsibilities because it exists at all times—not just while you are at the 4-H meetings. Those who are not acquainted with 4-H, judge it by its officers.

Checklist for Recreation Leaders

I will make recreation a part of every 4-H meeting.
I will be enthusiastic.
_I will lead games when asked.
I will help others lead as well as play.
I will work with other 4-H officers in planning the program.
_I will help plan parties and events _with other people in the group.

A well-qualified leader is the key to successful group recreation. Group recreation helps an organization run smoothly and helps people want to become 4-H'ers. If you are the recreation leader, you have an opportunity to serve, and to make life a little more fun for others. You will learn some new games, gain confidence, and have the satisfaction of helping others to have fun.

Recreation plays a very important part in our lives. It provides us with some rewards we may not get in other ways. Your favorite recreation activities can help others to

- 1. have fun,
- 2. gain new friends,
- 3. relax.
- 4. have a new experience, and
- 5. enjoy the opportunity to work with others in a fun activity.

Guidelines for Recreation Leaders

- 1. Know the games you are leading. This means making plans beforehand.
- 2. Know your group (dress, ages, numbers) and prepare activities in which all can participate safely.
- 3. Find out about the place where you will be leading recreation—inside or outside, how much space, if there are chairs, etc.
- 4. Have the proper equipment ready for each activity.
- 5. Be sure to have the attention of everyone before explaining the activity.
- 6. Speak clearly and stand where everyone can see you when you are giving directions.
- 7. Demonstrate whenever needed to show others how to do the activity.
- 8. Show a positive sense of humor and enjoy yourself. (Be enthusiastic!)
- 9. Accept ideas from other people, and use if appropriate.
- 10. Try to get everyone in the group involved.
- 11. Use a definite signal for starting and stopping. Check the area for safety concerns before starting.
- 12. Stop a game before 4-H'ers feel bored; then they will want more next time.

Resources for Recreation Leaders

Visit the 4-H Web site at https://www.extension.iastate.edu/4h/volunteer.

Practice for Recreation Leaders

Four new people come to your first meeting of the year. What would be a good activity the group could do to make the new 4-H'ers feel at home and part of the group?
Make a list of three good games that could be played at a family night. Also list the equipment needed and the formation of the group (circle, line, etc.).
There are 16 4-H'ers (mostly boys, ages 9 to 16). What types of activities would you plan for them? Do not use sports (basketball, football, etc.).



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