

4-H Club Pre-Meeting Checklist



- **1.** Have a 4-H sign in sheet with contact information
- **2. Pre-Meeting activity** note cards and markers or crayons to create a table tent name plate.



3. Crisis Management Pre Plan Discussion with 4-H Faculty:

Pre-Meeting

☐ Review Crisis Management and Emergency Procedures with 4-H Faculty members



Figure 1. Emergency plant flowchart.

☐ have emergency contact numbers for 4-h Faculty
☐ Emergency contact number for County Extension Director
☐ Other:
<u>During</u>
☐ Have access to basic first aid supplies.
☐ Have at least two approved adult 4-H Volunteers, that are not from the same family, present before the first youth arrive at a 4-H event and stay until after the last youth leaves the event.
In Case of Incident
☐ Call 911, then County Faculty Member
☐ Follow-up with parents and County Faculty on all injury/health concerns that occurred.
☐ Complete incident/accident reports to give to county faculty.
☐ Do not communicate with media. The county faculty will want to coordinate media responses, and be the source of information for media regarding the incident.

- 4. Leader Script: Print your leader script to have with you for the first meeting.
- 5. Agenda: Print the first meeting agenda for each youth. Hand out before the meeting.
- 6. Pre-meeting Activity:

Have note cards and markers or crayons for the initial activity of making a nameplate

7. Officers:

If you want to do luck of the draw for your first officers. Use something like popsicle sticks with the three officer roles listed on them.

- **a.** President
- **b.** American Pledge Leader or Pledge Leader 1
- c. 4-H Pledge Leader or Pledge Leader 2

Have extra blank sticks or sticks with "member" listed on them. Place them in a cup or basket and ask each person to pull their role for today.

8. When the officers pull their role give them the one-page handout with their script. You will need to make 3 copies, one for each officer. The president will call the meeting to 4-H Club Meeting Script order.

9. PLEDGES

You may want to have a larger pledge banner to hold or put on the wall for members to see.

You will want to have either a photo of the American and 4-H Flag or an actual Flag set to use.

Print pledge bookmarks for each youth and a pledge poster for the group.





10. ROLL CALL This will be your 5 question ice-breaker.

Print Note Card Icebreaker instructions. You will need note cards and writing implements for this activity.

11. NEW BUSINESS

During this section you will want to use the tri-fold to introduce what 4-H is with families.

You will need to get the names for your chain of command or organizational leadership part of the

trifold.

Print 4-H trifold, parent interest survey for each family



You can also create and print the 4-H Club Welcome sheet for your families.

EDUCATIONAL PROGRAM 12.

During this section, there are three topics to cover.



- 1. Starting to prepare the annual calendar-Clover Plan
- 2. Parent interest and communication
- 3. How to enroll in 4-H

Annual Calendar-Clover Plan

Depending on how you want to do clover plan idea generation you will need to do one of the following:

- Make copy of the clover plan for each youth (see the Clover_Plan document)
- Or create flip chart sheets with the questions listed below to record group responses for these are the same questions you will find on the clover plan.
 - I would like to learn about
 - For fun we could
 - We could help the community by
 - Some things I would like to do
- You will need markers to capture responses.

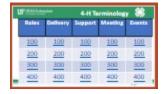
Parent Interest and Communication

How to Enroll in 4-H

Contact your 4-H Agent before the meeting to get instructions on how to enroll in 4-H Online. If a printed resource is shared, print one per family.

13. RECREATION/GAMES

You will want to either create a paper version of jeopardy game or download computer version to play with group.



14. ANNOUNCEMENTS Announce when the next meeting will be held.

15. ADJOURNMENT

Print poster with the 4-H Motto "to make the best better"

