So you are Recreation Leader of your club...
Congratulations! Now that your club has chosen you as the recreation leader, you, and all other officers of your 4-H club are representatives. As a 4-H officer, you represent not only your club, but also the 4-H program throughout the state. Your skills and abilities, standards and ideals, grooming, speech and even smiles represent Kansas 4-H members. Representing others is one of your most important responsibilities because it exists at all times — not just while you are at 4-H events.

Recreation Leader

Job Description

- Make recreation an important part of your club’s meetings.
- Prepare games/activities for each meeting and lead them.
- Serve as chairperson of the recreation committee, if your club has one. If not, it is a good idea to talk to your leader about organizing one at the beginning of the 4-H year.
- Teach your fellow club members how to learn from teamwork activities.
- Encourage everyone to participate.
- Be sure all members have FUN!

Guidelines for Recreation Leaders

Why do we have recreation?

- Put fun in a club program.
- Build interest in club meetings.
- Learn cooperation.
- Provide a healthy outlet for competition.
- Provide mental stimulation.
- Physical development.
- Develop social skills.
- Practice leadership.

Planning hints:

Fun is the first priority of club recreation. If the activity is not fun, all the other benefits may be lost in the hassle to get the activity done. When planning recreation, the leader should consider many things. Some of these are:

- The type of event and the group it involves.
- The number of people involved.
- Age, gender, experience, and dress of expected participants.
- The physical setting and equipment available for use.
- Time of day and time of year of the event.
- Amount of time available.
- What, if any, leadership assistance will be needed.

Leadership hints:

- Plan the activities in a logical flow, taking into account physical activity and excitement levels; provide transitions to the next activity. Make a written list.
- Practice the activity to be sure of the rules and anticipate any problems.
- Have all the equipment you need ready before starting.
- Make sure you have the attention of the group before starting.
- Explain the activity clearly and concisely but do not spend too much time explaining.
- Use demonstrations whenever possible.
- Try to involve everyone.
- Have fun, but do not make fun of others. Respect the feelings of every participant.
- Stop at the top: Stop the activity when everyone is having the most fun.
- Evaluate the activity. Did the group enjoy it? Were my directions clear?

Source: Rod Buchele, Extension Specialist, 4-H Youth Development, SW Area