

2nd Vice President

- **General Duties:**

- Assist the President and 1st Vice President
- Plan and lead recreation activities for each club meeting

- **Running Meetings in the President and 1st Vice's Absence**

- Understand Parliamentary Procedure
- Communicate with your Club Manager

- **Leading Recreation Activities**

Qualities of a Good Recreation Leader

- Enthusiasm
- Patience
- Self-confidence
- Understands the games thoroughly
- Knows how to control his/her group



Which of these options are NOT good qualities of a recreation leader?

Confident

Quiet and shy

Bossy

Enthusiastic

Bored

Tips for planning and leading games:

- Plan games ahead of meetings
- Plan a variety of games that suit your club members. If any game does not go as it should, quickly change to another game.
- Share your game ideas with your club manager
- Keep track of your club's game supplies
- Establish methods to regain control of your group
(For example: "If you can hear me, clap twice!")



• **Game Ideas:**

----- **M&M Game** -----

Supplies:

- M&Ms
- Bowl

Instructions:

1. Pass a bowl of M&Ms around and ask each player to take one (do not eat it yet) ask each player to answer a question according to their color.

Yellow- what is your favorite thing about 4-H?

Blue- what is your favorite 4-H project?

Green- what is your goal for this 4-H year?

Orange-what is your favorite memory from the past 4-H year?

Brown-what is your biggest accomplishment from your main project?

Red-what is one project you'd like to be involved in?

----- **Paper Airplane Guessing-Game** -----

Supplies:

- A sheet of paper for every member
- Pencils or pens

Instructions:

1. Pass out a sheet of paper to every club member

2. Ask them to write an interesting fact about themselves no one knew

3. Have them fold the paper into a paper airplane and launch it somewhere in the meeting room.

4. Everyone must grab a paper airplane and try to guess whose airplane it is using the fact written inside.

----- **Shoe Shuffle** -----

Instructions:

1. Get the group to take off their right shoe. Then throw all the shoes in a big pile in the middle of the room.

2. Tell everyone from the group to grab a random shoe from the pile and put it on their spare foot.

3. Now the aim of the game is to create some sort of line with all the shoes matching up. So I must find the player wearing the other shoe of my original pair and stand next to them, with my left foot flushed to their right foot. And so on, until the whole group is sorted!