



PENCIL QUEST

Purpose

To develop a curiosity and the skill of asking good questions.

Materials

Pencil

Instructions

1. Form the group into a circle.
2. Place a pencil in the centre of the group.
3. Indicate that as a group, they will be challenged to ask as many questions about the pencil as they can in one minute.
4. Appoint a timer (someone to tell when one minute is up) and a recorder (someone who will count the total number of questions asked).
5. Ready, go.
6. At the end of one minute, ask the recorder how many questions were asked. If you get more than 20, congratulate the club. They have a strong sense of curiosity, one of the key ingredients of good thinking and speaking skills.
7. Now indicate to them that even though they may have been using a pencil for a number of years, perhaps there are some fascinating things they could still learn about this instrument. For example:
 - Pencil comes from Latin “penicillus” meaning little brush.
 - The pencil was invented in France in 1795.
 - There are three kinds of pencils - lead, mechanical and sense-i-matic (responds to touch).
 - The wood of the pencil is a special kind of cedar. No other wood can be sharpened and still hold its shape without cracking.
 - The pencil is an international instrument - the tin and rubber comes from S.E. Asia, the wood from S. America, the manufacturing is done in USA, Japan and Korea.
 - More in your Encyclopedia!

Tips

- Try this with other ordinary things. You’ll be amazed what you find.
- Asking questions is important. Just as important as the answers you receive. Develop this attitude in your club.



TRIPLE DECKER

Purpose

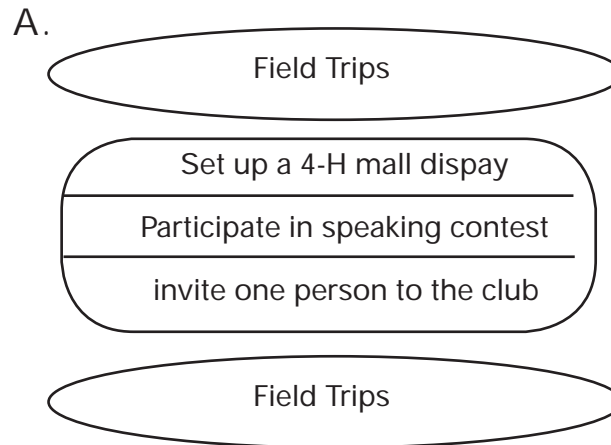
To express your views to help make a difference.

Materials

Large drawing of a hamburger

Instructions

1. Explain to the members that being able to express what you think and what you feel is important. It can help the club grow by valuing the ideas of others.
2. In this activity, each member will be asked to draw his or her own triple-decker hamburger (see diagram A).
3. Let's add some 4-H ideas to spice up the hamburger.
 - top bun - put in the best thing you like about the 4-H club
 - bottom bun - put in one activity you hope will happen this year
 - triple burgers - put down three things you are prepared to do for the club this year or at least would consider doing.
4. After each burger is made, its time for some sharing. Have each member share his or her burger.



Tips

- Metaphors can be powerful ways to get a message across. The hamburger is the metaphor. So build on this.
- A burger is best when served hot - get going on your hot ideas!
- Burger-extras (lettuce, onions) really add to the taste - what can you do to help members leave each meeting with a good taste.



QUIP ON QUOTES

Purpose

To get members to think on their feet and use their intuition.

Materials

Large cards, felts

Instructions

1. Below are some quotes made by famous people. Put these quotes on large cards (5"x7" or bigger) using felt pens. Display them around the clubroom.
2. Invite participants to read the quotes and then to choose one they would like to make a quip on. A quip is your own short version (one minute) of what the quote means to you. Participants will be using intuition - trying to get a sense of what the author is saying.
3. These quotes have a connection to the art and skill of speaking.

"What you do speaks so loud I can't hear what you say." *Ralph Waldo Emerson*

"Laughter is the shortest distance between two people." *Victor Borge*

"Do the thing you fear and the death of the fear is certain." *Ralph Waldo Emerson*

"To understand, listen to what is beneath the words." *Anonymous*

"A bore is a person who talks when you wish them to listen." *Ambrose Bierce*

"Grow antennae, not horns." *James Angell*

"Nothing great was ever achieved without enthusiasm." *Ralph Waldo Emerson*

"Whether you think you can, or you think you can't, you're probably right." *Henry Ford*

"Do the act and the attitude will follow." *William James*

Tips

- After doing this, participants may want to make their own quotes.
- Maybe one of these quotes can be adopted for a theme of the month.



PENNY THOUGHTS

Purpose

To help 4-H members discover that they can always learn something new.

Materials

Pennies, paper, and pencils

Instructions

1. Instruct participants to draw two large circles of equal size on a piece of paper.
2. Ask members to “draw both sides of a Canadian Penny”. They cannot use a penny to do this. Whether they work together or on their own is up to you or perhaps up to them.
3. After one minute is up, pass out some Canadian pennies. Have them check their drawings.
4. Debrief this activity by asking some of these questions:
 - Did you discover that you knew a fair amount about the penny? What did you already know?
 - Did it occur to you that although you have handled many pennies, there are still some things you can learn about it?
5. Use the penny as a metaphor. Say: “In doing this activity you may have been reminded of what you already knew and you may have discovered some new ideas. Our club purpose is the same. To remind you of what you already know and can help others with and to reveal some new things to you so you are constantly learning at 4-H.”
6. Now use the penny theme to ask questions like...
 - What inexpensive things can we do this year?
 - A penny saved is a penny earned. How can we save pennies to earn some valued rewards for our club members?
 - Ask members to draw a bill that represents what they think the club can fund raise for this year. (E.g. \$200 bill). Average the estimates. Set this amount as a club goal.

Tips

- Reward good thinking. Have a suggestion box. The best suggestion of the month, as judged by the club executive, will be awarded.
- How can the penny idea be useful for your next talk to the club?



PEAKS AND PITTS

Purpose

To identify some club speaking goals.

Materials

Paper, pencils, flip chart

Instructions

1. All of us have heard good speakers and boring speakers. What is it that makes one speaker good and the other not so good?
2. Ask each participant to draw a line down the middle of a sheet of paper. On the left hand side, at the top, put the word "Peaks". On the right hand side, at the top, put the word "Pitts".
3. Ask members to take a few minutes to think of what makes a good speaker. Put these ideas under the column entitled "Peaks". When think of what makes an ineffective speaker. Put these ideas under the column entitled "Pitts".
4. Divide participants into groups of 4 to 6. Have them each share their ideas. Then have them put ideas they can agree upon, on (a large sheet of flip chart paper).
5. Have each group share their charts with the whole group.
6. Construct one club chart, listing some of the standards the group will strive for in their speaking.

Tips

- When the groups share, you may want each one to share one idea at a time. That is, their best idea first, then on the second round, their second best idea and so forth.
- Pay particular attention to ideas that are repeated. These ideas are important to the club members and could become some of the club standards.

