



Cut each question out . Fold the question up and place it in the jar . Have youth take turns drawing a question from the jar .

Talk it Out!

There are 5 members in your 4-H robotics club. The contest is coming up soon and only 4 people can be on the team. Ben came to meetings early on but then missed several meetings before showing up a week before contest. Austin has to have everything his way or he pouts. James only built the robot, he didn't program it. Annika created the presentation. Who gets to go to competition?

Talk it Out!

It's crunch time! Contest time is almost here but you just got out of school and your family is about to go on vacation. You don't have time to write your presentation for the contest so your Extension Agent volunteers to write it for you. Should you let the Extension Agent do the presentation?

Talk it Out!

There is a new team that showed up for contest and they obviously do not understand the rules for competition. They have more people on a team than they should, they use blue tooth whenever they want to and their presentation was 10 minutes long! How should you react to this team?

Talk it Out!

Steve has been on your team for a few months now but he is having a hard time fitting in with everyone else. He only likes to program the robot. How would you make sure Steve feels like he is a member of the team?

Talk it Out!

It's the day of competition and your robot is working perfectly! Then comes the practice round and the Bluetooth crashes. One of your teammate dissolves into tears while another one is blaming you for it not working! How do you get your team refocused?

Talk it Out!

Everybody wants to be on Katy's team. She is super smart and funny—plus her robot is the coolest! There are 13 Juniors in your 4-H Robotics Club. How will you decide who is on what team? Oh, don't forget about Stinky Feet Bobby who never takes a bath. Bobby does, however, build awesome robots. He needs a team too!

Talk it Out!

At Project Achievement Days you notice a new team having a lot of trouble with their robot. As in, they scored a 2/100 on the contest mat. Should your team help them out or not? If you decide to help, what would you do? If you decide not to help, why not?

Talk it Out!

Your team needs about \$500 to buy a new robot and get some snazzy t-shirts for competition. You are brainstorming fundraising ideas with your club and you come up with the following: 1.) Asking for donations at an intersection of a busy street so passerby can just drop off spare change 2.) Hosting a Robotics Fun-Day and charging a fee, or 3.) Asking the Board of Supervisors for a donation. Which fundraising activity is appropriate for 4-H'ers?

Talk it Out!

Hip, hip, hooray—you won your competition and placed first in the entire State!!! Your parents are there, the judges are there, the 4-H donors who sponsor the contest are there, the other teams are there....what should your reaction be? How should you celebrate? Should you say something to the donors? If so, what? How should you react to the teams that placed second, third, fourth, fifth?

Talk it Out!

You are at the Extension office for your local club meeting and you notice two of the other club members have wandered off and nobody can find them. You are pretty sure they are up to no good since the dry ice is missing from the experiment you conducted earlier. What should you do? Have they violated the 4-H Code of Conduct?



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Act it Out!

Think of 1 of the 4 'H's in 4-H: Hands, Heart, Head, and Health. Come up with a scenario that depicts one of these H's. Without using words act out the scenario for your team. They must guess what H you are acting out and what the scene is about.

Ex. Touch your hand to heart to signify Heart. Have another 4-H'er pretend to be upset about their robot and you are offering them comfort.

Act it Out!

Working as a team create a 4-H clover using only your bodies. Be sure to take a picture for your record book!

Act it Out!

Review the 4-H Pledge. After review, come up with a skit, musical number, dance or other creative way to teach the 4-H pledge to new members. Video record yourselves for your County Extension Facebook page.

Act it Out!

Working as a team come up with a news report about the happenings at your local County Extension office. Be sure to interview agents and volunteers and don't forget to feature your awesome 4-H Robotics club. What do you want the public to know about your club? Be sure to craft your story before you begin filming. Use editing software the make the final cut. Show it at your end of year banquet.

Act it Out!

Hail to the Chief! In 4-H each club elects officers. Instead of officers, create crazy position titles (ex. Chief Robotics Officer, Nuts & Bolt Counter) Everyone in your club should pick an office to 'run' for. Create a campaign slogan, hand-outs, or whatever else you can think of. Be sure to include your campaign pitch. At your next meeting everyone should present themselves for office.

Act it Out!

It's time to reverse everything. At your next club meeting the 4-H members should take on the role of Extension Agent and volunteers. That means you have to lead the meeting, prepare snacks, and make sure everyone behaves! Oh, did we mention? Your volunteers, parents, and Extension Agents will be your club members. Don't forget to wear your clothes backwards.

Act it Out!

Come up with a 30 second introduction for yourself. What do people need to know about you? Should you shake the person's hand? Once you have your introduction down pat, it is time to practice. Take a couple of Wintergreen LifeSavers and go to a completely dark room with a mirror. Put the Life-Savers in your mouth and start chewing. Practice giving your introduction with your mouth open. What happened?

Act it Out!

In 4-H there is a saying, "It is better to have a red ribbon project and a blue ribbon youth than a blue ribbon project and a red ribbon youth." What do you think it takes to be a 'blue ribbon' youth? Find people that you think exhibit the qualities of a blue-ribbon 4-H'er. Interview them. Report to the club what you discovered.

Act it Out!

LOL. SMH. #4-Hisfun. Life is all about the hashtags and abbreviations these days. Using a sheet of paper and a marker create a series of abbreviations, hashtags, or tweets that could describe your robotics club to new potential youth.



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Work it Out!

In the movie, Big Hero 6, Tadashi builds Baymax. Using only balloons and masking tape have your team create their own Baymax. Remember, his arms and legs must move. Extra points if he has a first aid kit!

Work it Out!

4-H is all about teamwork and making all of the pieces work together. Place as many ping pong balls as you can on the floor. As a team try to create the 4-H clover using the ping pong balls. Just remember you cannot use your hands or your feet to move the balls.

Work it Out!

Make a batch of homemade playdoh. As a team, sculpt characters from your favorite robot movie (Big Hero 6, Wall-E, The Iron Giant). Extra points if you can animate them for a movie!

Work it Out!

Working as a team, create a healthy snack with a robot twist! Once you have your design created, take a trip to the store to pick up supplies. Make your snack at the next club meeting to share with everyone.

Work it Out!

In a team of 3-4 youth give one youth a can of shaving cream. This youth is now the robot. Separate the robot from the rest of the group, these are the programmers. Give the programmers a picture of a robot from a movie or magazine. The youth robot may not see the picture. Have the programmers talk to the youth robot through drawing the robot with the can of shaving cream. The robot can only move at the command of the programmers.

Work it Out!

As a team design a pulley that could be used to lift a giraffe. Design your pulley on paper first. Collect your materials and create your pulley. Good luck catching the giraffe!

Work it Out!

As a team create a roller coaster using old pool noodles. You can only use pool noodles and duct tape to create your roller coaster creation. Use marbles to represent roller coaster riders. How fast did it take the marble to go from the starting point to the end? What happened if you lower the starting point or raise it higher? What if you add a loop?

Work it Out!

Using a plastic spoon and duct tape create a catapult. Place a gummy bear inside the catapult. Place a cup 3 feet from the catapult. See if you can catapult your gummy bear into the cup. Make adjustments to your catapult if needed. Form teams and pick a side of the table to defend. See which team can catapult the most gummies onto the opposing team's side.