

WAYS TO TEACH A TOPIC

There are many ways to teach a topic in a 4-H club. There are many basic things that new 4-H members should learn, such as:

- ✓ Parts of an animal, sewing machine, or arrow
- ✓ Breeds of animals or types of fabric
- ✓ Equipment
- ✓ Foods & food groups they belong to
- ✓ Diseases
- ✓ Safety rules

Educational information can be transferred to youth in a variety of ways, many of which can be fun. Here are some ideas for teaching the parts of an animal, sewing machine, arrow or other subject:

Pin the Tail on the ?

Blindfold the 4-H member and have them pin or point to a part (or as close as you can get them to a part) on a poster of an animal, sewing machine, arrow, etc. Take off the blindfold and the 4-H member must name the part.

Puzzle

Cut the poster of the animal, sewing machine, arrow, etc. into the parts. Mix up the parts in a paper sack and have each 4-H'er draw out a part (one at a time) and place the part within the outline of the subject (animal, etc.) in the correct place. This can be done as a relay, with teams competing with each other. Points could be given for correct placement of each part plus an extra point for the team finishing first.

Matching Game

The whole group places (tape or Velcro) the names of the parts on the outline of the animal, sewing machine, etc. Then, after the group is done, they look at the correct answers and make the changes. This can be timed at different club meetings to see if the group can go faster than before.

Pictionary

Each 4-H'er takes a turn at drawing a part or item on a board and the group has to guess what it is.

Jeopardy

On a Jeopardy board the questions can be descriptions of parts and the answers would be the names of the parts.

Written by Tammy Skubinna, Benton County Extension Agent – 4-H & Youth, December 2000.