

Workshop Descriptions *alphabetical*

#4-HRecMagic17 (Jasmine Carbajal & Jessee Fulbright) 1 hour - Using the magic of social media and technology find out how you can involve club members of all ages and develop a fun and enduring photo scavenger hunt. Participants will use their imaginations and hidden talents to become true wizards of social media magic. (15 participants)

10 Minutes Leadership Lessons (Holly Shupert) 2 hours - Learn Leadership Skills and Concepts through fun, hands-on experiential learning opportunities. A workshop to identify skills and to offer ideas and activities to help teach leadership skills. (20 participants)

Be Yoda to all the young Skywalkers of your 4-H Club (Katelyn Andersen & Patrick Mangan) 1 hour - Have any young 4-H members in your club with that "I'm not sure what's going on" look in their eyes? As a more experienced member, you can step in and be there for them, creating a good connection with new members and helping through the hurdles of their first years in a project. This workshop will help older 4-H members develop strategies and skills for serving as mentors to younger members of their 4-H clubs and programs. Role plays, hands-on activities, and brainstorming table talks will help build a portfolio of experiences to draw upon as you mentor a younger member through their first years in 4-H. (30 participants)

Become a Knife Ninja (Katelyn Andersen) 1 hour - Turn your kitchen in a scientific laboratory! Knives and food - what more could you want? Learn how to properly chop, mince and dice up your food to make your next meal amazing. Participants will learn how to hold a knife and select the right knife for the task at hand. (15 participants)

Campfire Magic (Amy Reed) 2 hours - Participants will learn and share campfire stories and songs. This engaging activity will explore how to make the most of your time around the campfire at a club meeting, activity, or camp. They will learn how to plan a campfire so that it is like a magical experience whether it is a fun campfire or a vesper campfire. They will learn funny skits, cheers, magic tricks and tips. (40 participants)

Communication Grab-and-Go (Mandie Reed) 1 hour - Participants will receive the Grab-and-Go communication curriculum and have the opportunity to practice the activities in the curriculum. The Grab-and-Go activities are designed to be fun and engaging activities that leaders or teens can easily present at a variety of events, while helping members improve different communication skills. The curriculum includes six activities focusing on six different communication skills. This workshop will be active and hands on. (25 Participants)

Fabric Stenciling (Alice Burchak) 1 hour - Looking for an alternative for tie dying at camp and other events? Fabric stenciling is a fun alternative to decorate t-shirts and other items. In these workshop participants will learn how to stencil on fabric using acrylic paint. (15 participants)

Facilitator Magic (Katelyn Andersen) 1 hour - 4-H is all about meetings and making plans for future events. A facilitator can help move a conversation along, document the thoughts from participants and bring together a group on a difficult conversation. Come learn a few tricks to turn your meetings around! (25 participants)

Hula Hoops, Land Mines and Toxic Waste (Patrick Mangan) 2 hours - A hands-on activity based workshop full of mental and physical challenges for small groups. Practice group problem solving skills through fun interactive challenges, like disposing of the toxic waste, and learn how to facilitate the activities back home in your club. The activities and challenges are a fun way to build a positive team in your 4-H club and learn how to work together to solve real-life challenges throughout the year. (20 Participants)

It's not Magic: Facilitating STEM activities (State Ambassadors) 1 hour - Learn some fun and hands on STEM activities you can take back and do with members in your own county. Work in small groups with the Ambassador Officer team to work on both STEM activities and some facilitator tips and tricks. Participants will leave with a new bag of STEM tricks and more comfortable leading group activities. (25 participants)

Leaders College (Meghan Phillippi) 4 hours - Level 1 of the 3-level 17-session training known as "Leaders College" consists of these four sessions: Session 1 - Introduction to Training, Session 2 - Positive Youth Development & the Experiential Learning Model, Session 3 - Basic Youth Needs and 4-H Program Critical Elements, Session 4 - Stages of Development. Volunteers who attend this workshop through all four workshop sessions on Saturday at Rec Lab will receive a certificate of completion for Leaders College Level 1. (15 participants)

Life Skills 101 (Judy Smith) 1 hour - A hands-on workshop focused on life skills, like sewing on a button, ironing a shirt, and planning a simple menu. Skills that every "adult" needs to survive in life.

Magical Moments (Jennifer Saunders) 1 hour - My favorite part of camp has always been the ceremonies. Opening, Closing, Flags and especially Campfires. This workshop will provide you with new ideas and inspiration to create those magical moments. (30 participants)

My Favorite Games (Jennifer Saunders) 1 hour - This will be a 20 year collection of my favorite games. From ice breakers to romping and running, the games I have seen work - that kids enjoy, and create the magical experience of fun. Everyone will be given a "Game App" that will work in any location, day or night. It can be "pulled up" in those panic moments when there is time to fill and you need a Plan B.

Spice up your Campfires and Club meetings with Song! (John Shupert) 1 hour - Learn some great and some funny camp songs to encourage participation, laughter and learning during your campfire circle time or at your club meetings. (20 participants)

Squishy Circuits (Alice Burchak) 1 hour - Squishy Circuits uses conductive and insulating play dough to teach the basics of electrical circuits in a fun, hands-on way. Great camp or club educational activity. Participants will experience a lesson from the Squishy Circuits Lesson Plan guide. All participants will receive a copy of the lesson guide and one Squishy Circuit Lite Kit. (15 participants)

String Art Magic (Jackie Sutton & Shannon McWilliams) 1 hour - String art used to be just for wizards, math wizards that is. What used to be used as a teaching tool for math, has become a unique form of craft for all ages. Express your creativity and personalized your wall hanging with hammers, nails & string. (20 participants)

Teamwork using Legos (Sophie Kolb & Kylee Billingsley) 1 hour - In this workshop teens will learn about teamwork and how solve unexpected challenges. Each team will have to work together to plan, design, and build a structure made from Legos. All of the teams will receive a certain amount of Legos, the goal being to build the tallest and most creative structure. During the course of the workshop every team will be presented with a different challenge that they will have to overcome together to win the contest. (25 participants)

The Magic in Teamwork (Kori McVicker & Sierra Hutchin) 1 hour - Learn about fun Teamwork activities that can help improve your 4-H meetings, camps and fairs. Taught by Ambassadors from Missoula and Lake Counties.

The Magic of Livestock Carcass Ultrasounding (Elin Kittlemann) 1 hour - This workshop will cover the "magic" of how ultrasounding 4-H market animals work. Participants will learn what traits are measured to determine carcass quality and what the numbers mean. There will be an ultrasounding demonstration and opportunity for hands-on learning. (15 participants)

The Magic of Storytelling (Brett Schomer) 1 hour - There are a variety of different ways to get a point across. Telling a story is one of the most impact full ways to accomplish this. Learn how your story and how it can help to promote 4-H. We will practice the components of a good story by playing some fun and interactive games and before you know it you will be a storytelling expert. (20 participants)