

The Motion Potion – for successful youth business meetings - Missouri 4-H

This is a vital part of the Leadership role in 4-H. What we have done in our club is two fold. The meetings used to take forever to conduct. It has taken us 3 years to implement, but the business part of our meetings only last 15 to 30 minutes now!

One way we accomplished this was during our annual lock-in (where we plan the entire year's activities) we conducted an activity called "Motion Potion". We demonstrate it at EVERY community and project meeting pushing it in front of them until they finally get it . . . but in a FUN way.

How it works...

Everyone in the club bring ingredients for both a punch drink and trail mix type food. As the leaders we brought some things that you wouldn't dream of putting into either "potion".

Then the youth have to make motions as to what ingredients get used and what ingredients don't get used. We have a motion and a second and then discussion. During discussion is when we encourage those that DON'T agree with the ingredient to "argue" why they don't want a particular ingredient in the potion.

For example: We might be making Fruit Punch and I, as the leader say, "I move we add ½ cup of Salt to the punch." Then my co-leader says, "I second that motion." The President then asks for any discussion. Of course hands fly up everywhere and the arguments AGAINST our motion come out. "Madam President, I do NOT think adding salt to our potion is a good idea because salt would ruin the taste of the punch."

We've had arguments against putting peanuts in trail mix because one youth was allergic to peanuts but others argued that he could remove the peanuts on his own because more people liked peanuts than were allergic...etc.

Anyway, I think you get the picture. The youth of all ages love the skit and it has really helped with the proper procedures for conducting a meeting. Some times we pull this into our meeting program such as Goolish Gool for Halloween, Love Potion for Valentines Day and of course at our annual Lock-in.