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## EC2001 Rural Youth Program Suggestions : Shall we Discuss?

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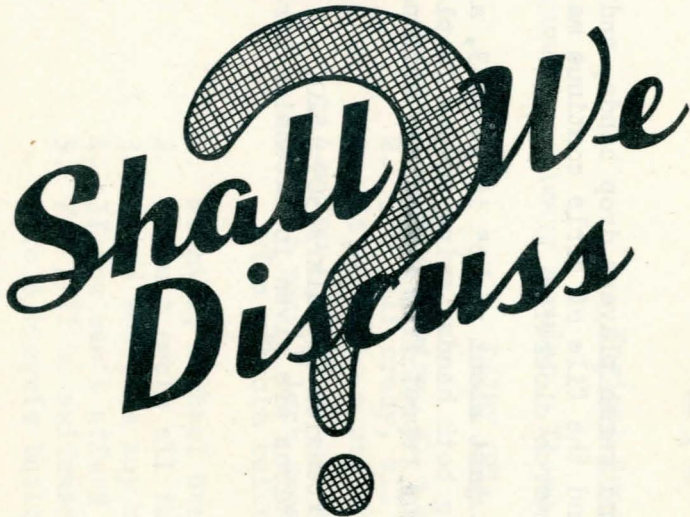
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RURAL YOUTH  
PROGRAM SUGGESTIONS



"Men are never so likely to settle a question rightly as when they discuss it freely." - (Lord Macaulay).

Cooperative Extension Work in Agriculture and Home Economics  
University of Nebraska College of Agriculture, and the United States  
Department of Agriculture cooperating, W. H. Brokaw, Director, Lincoln.

# GROUP DISCUSSIONS



## What is Group Discussion?

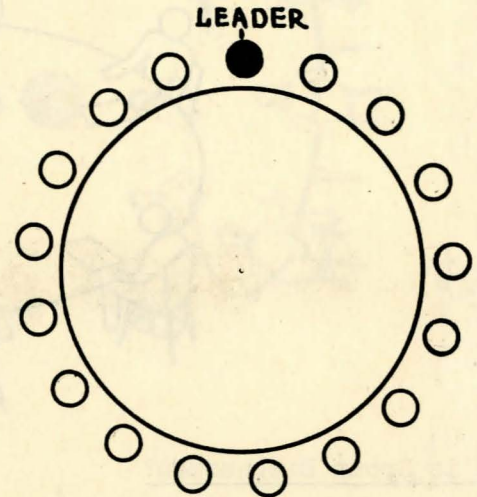
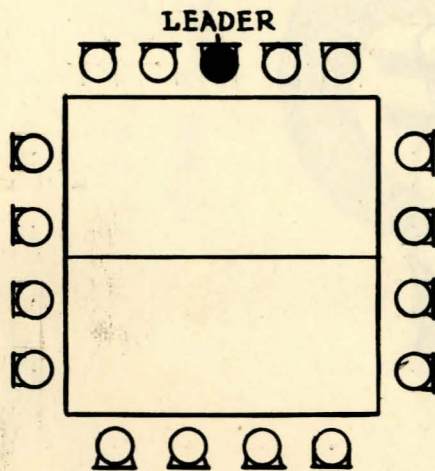
Group discussion is the process by which a small group of people get together to analyze and talk over the "pros" and "cons" of some problem which concerns them. It is a meeting in which all persons pool their information, exchange ideas and decide whether further study of the problem would be of value. There are no experts, everyone is on an equal footing and each person tells what he believes and what he knows. Thus it is a method of cooperative thinking.

## Planning For a Discussion Meeting --

1. The Leader -- The leader should be reasonably well informed on the general range of subjects which the group is likely to discuss. He is a chairman—not an instructor. He is the "switchboard" who receives and directs questions. He helps members of the group express their thoughts to other members. Although he may state his own opinion he does so impartially. He is the captain of the team—not the whole team.
2. Preparing the Topic -- Sometimes no preparation for group discussion is made by anyone except the leader. A better plan is to have four or five study the problem and be ready with questions. A set of questions that may be given to each member of the group and scored true or false will help the discussion get off to a good start.
3. Size of the Discussion Group -- Informal discussion is the best if the group is not too large. Ten to fifteen persons make an ideal size group. If there are 40-50 people in the group, divide them up into smaller groups meeting simultaneously in different parts of the room. A secretary can then report the findings of his group before the entire meeting.



4. Seating Arrangements - Good discussions are informal and require room arrangements in which, as nearly as possible, members of the group all face each other. The situation is ideal when a small group can be seated around a table as illustrated.



-- OUR COMMUNITY AND THE WORLD --

Rural areas are no longer isolated segments of the world. In full realization of this fact, a growing number of discussion groups are being held to stimulate thought and action in rural communities as the foundation of national relations.

The day of the isolated, untouched community is practically gone. One community may have the best of religion, recreation, education, health, local government, all of which are desirable and fundamental. The influence of these immediately spread to other communities which in turn produce reactions that spread around the world. New things that are happening in other countries are of concern to every American community.

Where, and how can each of us do more to keep our local communities definitely tied to the movement for international peace and security? What can we do individually and through programs and group activities?

Group discussions on many of these topics will provide one way to help our community keep up with world wide events. Discussions may be led by a member of the group or by some one outside the group. A speaker may be obtained for one meeting and then the next meeting be spent in group discussions on the topic of the previous meeting.

The following list of questions may prove of value in starting a group discussion. Mimeograph or prepare one copy of the questions for each member of the group. Have each one score each question "yes" or "no" depending upon whether they agree or disagree with the question. Some statements may require more information before a definite answer can be made. After a short time has been allowed for scoring the questions, the members, as a group, discuss the questions pro and con. Questions that all are agreed upon need little or no discussion. Go from your discussion groups to sources on information on any controversial question.



Some questions to help start discussion and study in a group.

1. \_\_\_\_\_ The United States should develop resources of essential materials rather than depend upon getting supplies from other countries.
2. \_\_\_\_\_ The natural resources of a country should be used primarily for the benefit of the people of that country.
3. \_\_\_\_\_ The United States should sell its surplus products to other countries so as to avoid closing our factories, or reducing the price of farm products, even though the price received may be below cost, calling for a government subsidy.
4. \_\_\_\_\_ Every person in the world should have the opportunity to earn the means to provide the things (food, clothing, shelter, etc.) necessary for a happy, enjoyable, worthwhile life.
5. \_\_\_\_\_ We should maintain a rather high tariff in order to protect our American standard of living.
6. \_\_\_\_\_ The United States should continue to expand its efforts to develop friendly governments in Central and South America.
7. \_\_\_\_\_ We should insist upon all people having the right to determine their own form of government.
8. \_\_\_\_\_ Every citizen in every country should have equal rights regardless of race or creed.
9. \_\_\_\_\_ Race problems are likely to cause the next world war.
10. \_\_\_\_\_ Every child should study some modern language other than English.
11. \_\_\_\_\_ If adequately interpreted, the way of life as developed by the teachings of the Old and New Testaments is the best guide for human behavior.
12. \_\_\_\_\_ The United States should make available to the United Nations Organization its army, navy, and air force to aid in preserving peace.
13. \_\_\_\_\_ After the war, it should be compulsory for all schools to teach a course featuring the ways of living and thinking in other countries.
14. \_\_\_\_\_ Ignorance, prejudice, greed, intolerance, and misunderstanding are the greatest enemies of a free people.



### Suggestions for Recreation Leaders

Have a definitely planned program for the evening. Plan for the "first-comers."  
Start your program on time and close on time.

Be sure that no type of game is used that will humiliate anyone. Personal jokes are not at all advisable.

A stunt that turns the joke on all of a group is fun for all.

Simple games are enjoyed most. Avoid complicated explanations.

For strenuous games, give those who wish to do so, a chance to drop out.

If prizes are given, make them a burlesque rather than real; all-day suckers, gum drops, etc.

Remember, the game is only a means of making everybody feel free and easy with everybody else.

Understand thoroughly what you want done and make your directions brief and clear. Demonstrate.

The leader should get into the game whenever possible.

Play a game almost to its peak, then change to another.

Stand where you can face everyone. Don't stand in the center of a circle.

Place yourself at a corner of a standing group and at the edge of a circle formation. Speak so you can be heard, but don't shout. Let the crowd listen and respect the whistle.

Alternate active and quiet games.

Build up a climax just before refreshments.

Make your games follow through. A circle game after a circle, and a line game after a line.

### PARTY IDEAS

February and March are good party months due to the number of days that are suitable for special party themes such as a Valentine's Party; Dan Cupid's Party; Historical Party; Spring Party; Irish Party, and many others. Games decorations, and refreshments may well be built around one of the special days.

#### - A Valentine Party -

Decorations - Decorations will help make a party a success. Festoons of red and white crepe paper and strings of red hearts about the walls or hanging from the ceiling or lamp fixtures are very effective.

Another good method to provide decorations for a party is to have an art exhibit. This is done by providing each guest with a large sheet of white paper, sheets of blank newspaper print are very satisfactory, and a colored crayon. Each guest is then required to draw a picture illustrating the theme of the party and to hang the pictures up around the room. These pictures form part of the decorations. They may be judged and the winners awarded prizes.

### Group Games

Collecting Hearts - This may be used while the crowd is gathering. Give each guest on arrival ten tiny red hearts. These may be cut out of red construction paper. During the time allotted to the game, any time he can get any one to answer "yes" or "no" to any questions he may ask, he collects a heart from that person and anytime he is forgetful and is tricked into answering "yes" or "no" he must surrender a heart to that person. At the close of the time allotted to this game, some prize is awarded to the person collecting the largest number of hearts.



Heart Snatch - Players form a circle and march to music. On chairs against the walls are paper hearts, one to each chair. There is one chair less than the number of players. When the music stops all players cease marching and rush for a chair first picking up the heart before sitting down. If two players arrive about the same time the one who gets the heart is the one who stays in the game. The player who fails to get a heart drops out of the game and sits on one of the chairs, thus eliminating one heart. This continues until only one player is left.

The group should be divided into teams, the number in each team depending upon the size of the group and the size of the playing space.

Heart Race - The captain of each team is given two large hearts that have been cut out of paper or cardboard. These should be about fifteen inches in diameter. At the starting signal, the captains of each team steps on one heart, bends down and grasps one heart in each hand. He places one heart forward, steps on it, then places the other heart forward, steps on it. In this manner he progresses to the turning point and back, gives his hearts to the next player who proceeds in a similar manner. This is continued until the entire team has completed the race. The first line through is declared the winner.

Valentine Fashions - Provide materials for a Valentine Fashion Show--yards of crepe paper in various bright colors, some newspapers, paper lace (perhaps cut out of newspapers), library paste, scissors, papers of pins, and ornaments of all sorts. Have each team dress a man in becoming Valentine costume. Have a parade of the models.

Building a Love Nest - This is a drawing relay. A blackboard or large pieces of paper is provided for each team to draw upon. Each captain is then given a piece of chalk or crayon. Colored chalk or crayons add to the interest of this game.

The first player on each team is instructed to draw a heart, the second the outline of a house within the heart, the third the chimney, the fourth the windows and doors, the fifth the sidewalks, the sixth the flowers, etc. until each player has a definite part in building the love nest.

At the given signal the captain runs to the board draws the heart, runs back, gives the chalk to the next in line who runs to the board, draws his assignment and gives the chalk to the third and so on until the entire team has finished. The winner may be decided upon by the time and the most artistic creation.

Heart Relay - Each team is provided with a heart approximately 6 inches in diameter and a piece of stiff paper or cardboard about 8 or 10 inches in size. The heart should be cut out of red tissue paper.

The paper heart is placed on the floor in front of the captain of each group. Each captain is then given the piece of stiff paper or cardboard. At the starting signal the first one in line causes the paper heart to move to the turning point and back by fanning it with the piece of stiff paper or cardboard. He then hands the paper to the next in line who does the same thing. This is repeated until everyone in the line has his turn or until one side wins the race.

Other relays may be found in any good recreation book and adapted to a Valentine party by making simple changes in the equipment and rules.



### Musical Games

Musical games are always popular. These may be chosen to fit the occasion.

#### DAISY DELL

Song: 1. Daisy, Daisy, give me your promise, do,  
2. I'm half crazy, all for the love of you.  
3. It won't be a stylish marriage,  
4. For I can't afford a carriage,  
5. But you'll look sweet upon the seat  
Of a bicycle built for two.

1. Michael, Michael here is your answer true.  
2. I won't cycle all for the love of you.  
3. There won't be any marriage,  
4. If you can't afford a carriage,  
5. For I'll be switched if I'll be hitched  
To a bicycle built for two.

FORMATION: Double circle of partners facing counter-clockwise, lady at gentleman's right. Inside hands are joined and outside hands are on hips.

ACTION: (1) Eight walking steps forward, swinging inside hands to rhythm of music.  
(2) Partners drop hands, turn toward each other, and face in reverse direction. Join hands and take eight walking steps as in (1).  
(3) Partners face and shake forefinger at each other.  
(4) Fold arms, shake head and look very sad.  
(5) Each person steps to left, faces new partner, shake forefinger at new partner on words "you'll look sweet", and then swing once in place.  
Repeat dance as often as desired.

#### COME, MY LOVE

(Tune, "Oats, Peas, Beans")

1. Come, my love, and go with me,  
Come, my love, and go with me,  
Come, my love, and go with me,  
And I will take good care of thee.

2. You are too young, you are not fit,  
You are too young, you are not fit,  
You are too young, you are not fit,  
You can not leave your mother yet.

3. You're old enough, you're just about right,  
You're old enough, you're just about right,  
You're old enough, you're just about right,  
I asked your mother last Saturday night.

FORMATION: A circle of partners faced for marching, men on inside, partners on their right.

ACTION: (1) During singing of first verse, promenade in circle, counter-clockwise.



- (2) At beginning of second verse players drop hands, and inside circle reverses direction and the file of girls continue marching counter-clockwise while men march clockwise.
- (3) On the words "You're just about right" in verse 3, all take new partners, and joining both hands, swing around in place. Resume promenade position and repeat from beginning, with new partners.

Other musical games may be found in Extension Circulars 509, 520.

Other February and March party suggestions are given in Extension Circulars 536, 556, and 557.