

The Community Puzzle

By the 2017-2018 Kentucky 4-H State Teen Council's Project Proposal Committee:

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Objective:

The community puzzle will help youth with the ability to work with others of a different mindset to reach one common goal. The youth will be able to develop these skills by shaping the puzzle to what they see as the “correct” way to complete the puzzle as directed by the leader of the activity.

The youth will be challenged with the task of knowing what to do based on the directions of their leader. The directions of this challenge will be based on criteria from a number system to a color system. This will make way for the youth to use their critical thinking skills to reach the previously mentioned common goal.

The Activity:

Each group will be given a Community Puzzle and they will have to solve the puzzle based on the activity leader's instruction. The leader of the activity holds the power over this activity as he/she will be able to do what they would like with whichever group they are instructing.

The many possible ways to construct this puzzle makes it possible for this to be taught to all ages. The project could range from only using 10-20 pieces of the given puzzle to using all possible pieces that come in the set and adding on other sets too!.





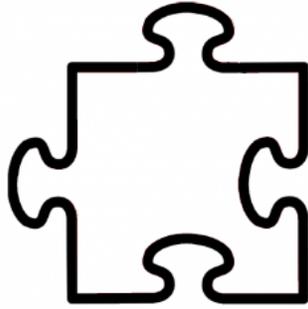
Step By Step Instructions:

1. Make the instructions for the activity based on the ages of the youth participating in the activity (an example will be provided below).
2. Start off the activity with an Ice Breaker. *A list of Ice Breakers are attached but there are many others beyond this.
3. An opener is a brief introduction to the activity that entices the participants' interests. A good opener for this activity could be as follows:
 - *Have you ever built a puzzle?*
 - *What are your puzzle building strategies?*
 - *Thinking about those puzzle building strategies, what strategies do you like to use when working in a group setting?*
 - *What role do you like to take?*
 - *What helps you be successful in a group work environment?*
4. Put the youth participating in the activity in groups of 10-15.
5. Give each group a Community Puzzle.
6. Read off the instructions that you have made for the activity.
7. Have the youth build the puzzle based on the instructions that you, the leader, have planned out prior to the activity.

8. After you finish the activity, give the participants the opportunity to reflect on what they just completed. Sample questions would be:

- *How did your group work together to solve the puzzle?*
- *Did anyone stand out as a leader in the activity?*
- *What did this teach you about leadership? Listening?*
- *How do you think you can use these skills at home? In other clubs?*
- *If you could redo this activity, what would you do differently?*
- *What will you do differently when you work in a group setting now that you have completed the Community Puzzle?*





Puzzle Ideas:

Nature – illustrate a plant or animal in a particular habitat

Multi-Cultural – illustrate something about where you are from

Social Studies – illustrate a country – products, famous leader, other

Social Responsibility – recycling, environment, how to treat others, ethnic groups, etc.

Summer Camp – illustrate activities or accomplishments

Travels – illustrate a place you visited

Fundraising – sell each piece for \$5 (or whatever you choose), as contributions are made, have that person/place decorate their piece according to theme and add it to the whole puzzle as a visual measure of progress toward the goal

Ideas are endless and can be catered to any 4-H major program, club, or activity.



Ice Breakers:

Got You!

Begin by having the participants stand in a circle, their arms out to the side, left hand palm up, right index finger pointing down and touching their neighbor's outstretched palm. When the group is ready, say, "When I say the word, "Go!" do two things: grab the finger in your left hand, and prevent your right finger from being grabbed. 1 – 2 – 3 – Go!" Repeat several times.

Three Headed Monster

Ask three students to come up front and link arms. They are now a three-headed monster. As a three-headed monster, they must talk in one-word turns. Have the students ask them questions or give them a scene or an object to tell a story about. The monster must answer the question or tell a story, making it up as they go along.

Posers

Everyone in the group will be in a circle. One person will volunteer to step outside while the group picks the leader. The volunteer will enter the room to be in the middle. The leader will "strike a pose", and the group must follow. The person in the middle will have 3 guesses to guess the leader. This can be played multiple times.

I'm a nerd/ Who am I

Put everyone in a circle, and ask one person to volunteer to be in the middle. They will say "I'm a nerd and you're a nerd too if...". They will fill in the blank with a favorite ice cream flavor, color, T.V. show, etc. If you share that interest, you must race to a person's spot who shares that interest. There will always be someone in the middle, so this can be repeated multiple times.

The Human Knot

This icebreaker requires at least 6+ participants. (The bigger the group, the more fun the icebreaker as it is more challenging). Standing in a circle, the participants all reach their hands in the middle of the circle. Each participant grabs the hands of another. It is important, however, that the kids grab two different people's hands and that they don't grab the hands of anyone directly next to them. Once everyone is holding hands, a huge knot is created. The group, in order to "win", must untangle the human knot without letting go of each other's hands. If the group is especially quick at unraveling the knot, the leader can make things harder by either timing them or not allowing them to talk. Another way to promote leadership and teamwork is to select one participant to be the talking leader and to lead the others in unraveling the knot.

