

Fun Ideas for Short Segments During Rotary Club Meetings

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1 “WHAT YOU DIDN'T KNOW ABOUT ME” SEGMENT

(Jenny Coburn—Australia) Our club has a WYDKAM segment. It is very often humorous, and always pretty amazing! One member each meeting is given 2-3 minutes to reveal something about themselves that other members probably don't know.

2 QUESTION OF THE WEEK SEGMENT

(Eszter Horvath-Papp—England) At Bristol Bridge Rotary Club we used to have a "question of the week". We were a fairly young club (ages 20 to about 45) with a relatively high turnover of members, and with members occasionally bringing along friends and colleagues. Therefore, it was important for us to have something that would enable everyone to have a few moments to speak and to reveal something about themselves which wasn't simply their name and their employment. The question would only be revealed at the beginning of the meeting, and we would go round the room and everyone would give their answers. We found the answers were usually lighthearted and often prompted subsequent discussions, and enabled even the most shy person to become known to everybody. It was also really interesting to find out new things about people that we thought we knew well! Some of the questions included:

- what was your favourite children's programme when you were little?
- if you could have a superpower, what would you like?
- tell us about a memorable holiday
- what was your most embarrassing moment?
- what is your pet hate?
- if you were made president of the world what would you do first?
- do you have a tattoo – if yes, what? if no, what would you get?

3 FLASH CARDS SEGMENT

(Trinda L. Ernst - Canada) One of our most enjoyable activities included a "flash card" segment. Each member is given a silly card (our cards feature a vulture on a beach) and when members encounter other members around the town, or in the meeting, they can flash their card and the other member has 30 seconds to produce their own card (from wallet, pocket, car, purse, etc.). If the card isn't produced quickly enough (in the set time e.g. 30 seconds), the flashed member has to pay a \$1 fine at the next meeting. One person flashed his minister in church and another person caught someone while driving, so we had to introduce more rules to avoid traffic accidents! If it isn't fun, it isn't Rotary!

4 PRESENTATION ABOUT AN INTERNATIONAL ROTARY CLUB SEGMENT

(From Warrnambool Daybreak) In Rotation, each member has to research and prepare a short presentation or talk on some other Rotary club in the world e.g. where they are, how many members they have, what projects they do etc. This info. and photos can easily be found on the web. The same member has to think up and prepare a short fun activity for the club members to do during the meeting and this can be related to the featured club (e.g. at the recent DG visit, the featured club was located in the Caribbean, so the fun event was a short Limbo dance)

5 A TOAST TO AN INTERNATIONAL ROTARY CLUB SEGMENT

(From Maryborough Rotary, Victoria) Each member of the club is invited to prepare some information on another Rotary Club in the world and propose a toast to that club at the start of our meeting. The information typically includes: the name and location of the club, what District they are in, the number of members, where and when they meet, what are two of their current projects, and the name of their current President (found from the International Rotary Directory). To present the toast, our members usually wear a hat or item of clothing related to the place of the club.

6 GUESSING THE IDENTITY OF A ROTARIAN SEGMENT

(From District 5030) A past president had a guessing game where he would give a clue to the identity of a member as something that most people would not know. He had at least 10 items with the most obscure listed first. The first three guessers were free and based on the first item. After that a new clue was added and each Rotarian guessing wrong had to put a coin in the pot towards a club social event. Once people stopped guessing on any clue, a new clue was added. This led to lots of hilarious answers. And yes, it was fun as well as instructive and built fellowship.

7 POKER GAME SEGMENT

(From Alamogordo Rotary) We just started a "Poker Game" where it will last for six weeks at a time. Each week you come to the meeting, you will get one playing card (you get two if you bring a friend). At the end of six weeks the member with the best five card poker hand will win a prize.

8 HAPPY BOX INSTEAD OF FINES SEGMENT

(From Swan Hill Sunrise, Victoria, Australia) Instead of having fines, Swan Hill Sunrise has a "Happy Box" (e.g. a funny piggy bank) that is passed to each member who places a coin in the "box" and briefly announces something they are happy about on that day. The good thing about this is that it forces everyone to think of something positive and something for which they are grateful—a great way to start (or end) a day.

9 ICE BREAKER QUESTIONS SEGMENT

(From Jessica Wittman Rotary Club in Muscatine, Iowa) Spend 5 minutes asking Icebreaker questions such as, What was your first car? What was your Prom (Deb Ball) theme and what did you wear? How did you propose/get proposed to? What were name choices for your children that did not get picked? etc.

10 BATTLE OF THE SEXES QUIZ SEGMENT

(From Jessica Wittman Rotary Club in Muscatine, Iowa) Spend 5 minutes with a Battle of the sexes trivia quiz. Pull 5 women and 5 men from the group. The men have to answer questions women would know (hair, makeup, fashion etc.) Women would have to answer questions men would know (sports, cars, home repair etc.)

11 MINUTE TO WIN IT GAMES SEGMENT

Many different games from the show, "Minute to Win it" (search for "Minute to Win It" on youtube) - the game called "Hanky Panky" was the best where two contestants have to use one hand only to pull tissues out of a 160 tissues box in under a minute—one tissue at a time - see all the rules on youtube at:

<https://www.youtube.com/watch?v=Bekp1brLnN0>

12 50/50 TICKET DRAW SEGMENT

Have two tickets drawn in a "raffle" and there are different "contests" or feats to accomplish before you win the "pot" e.g. the first to inflate a balloon, build a pyramid of cards, sink a putt, say a tongue twister or a myriad of other fun tasks.

13 WHICH BANNER ARE WE TALKING ABOUT SEGMENT?

One member has to research a Rotary banner on display and give a series of facts about the club. Members have to guess which banner is being talked about.

14 THE BANNER QUIZ SEGMENT

Each week, a member researches one of the Rotary club banners on display in the club meeting area and asks quiz questions about the banner with multiple choice answers for the more difficult questions e.g. Hold up the banner and ask...

Does this club meet... - (A) In a City / (B) In the Country (C) By The Sea

How many members do you think they have? (A) less than 20/ (B) 20 to 40 (C) 40 to 60 (D) More than 60

15 THE BANNER QUIZ (ALTERNATIVE)

A member gives clues about the details on one of the banners on display in the meeting area until a member correctly guesses the correct banner. E.g. This banner has a nautical theme/ This banner has a creature on it/ This banner is for a club in a neighbouring country etc.

16 MYSTERY MEMBER SEGMENT

This is a game where members have to guess the name of a member who would give a particular answer to one of the questions below. Give each member an A4 piece of paper with one of the following 4 questions printed in each quarter of the page (or make up your own questions). Ask members to write their name above each question and then write a very brief answer to each of the questions - without making it too obvious that it is their answer, and without revealing their answers to anyone else. Tell them to fold the sheets in quarters so answers cannot be seen. Collect all the sheets and cut them into quarters so that each answer ends up on separate piece of paper (i.e. a quarter of an A4 page). Each week, the Sergeant or Fun Director chooses one of these sheets at random and reads out the question and the mystery member's answer. Members have to guess who it is for a simple, inexpensive prize. Possible questions...

- The best job I ever had was...
- The worst project I ever worked on was...
- The riskiest thing I ever did was...
- The most trouble I ever got into was...

Once the answer is guessed, if the member is there, they might like to elaborate on their answer (or not!)

17 CELEBRATE A CELEBRITY BIRTHDAY SEGMENT

Use the Internet to discover birthdays of famous people falling on the days of your Rotary club meeting. Ask something like "Famous birthdays for April 1st" etc. Have your Fun Director, the Sergeant or a member from a member roster to announce the birthday and do something related to the person e.g. play one of their songs, read one of their short poems, read an extract from their book or a speech or show a picture of what this person has done.

18 CELEBRATE A SPECIAL DAY SEGMENT

One of the easiest way of coming up with fun events for your club meetings is to relate them to the various International and National Days or Weeks. You can use one of these "days" as a theme for a whole meeting, or simply as a short fun activity during the meeting. You can find lists of International Days on www.daysoftheyear.com, (every day of the year has multiple options) and it's also in Facebook under "Days of the Year". You can also type "International Days" in a search engine Here are some typical days from February and March with some ideas for events or activities:

February 9th—15th: Random Acts of Kindness Week - Challenge members to perform a random act of kindness for a fellow member during the week, or have members share stories of acts of kindness that went humorously wrong.

February 17th: Do a Grouch a favour day - apply the above to the club grouches.

February 20th: World Day of Social Justice - Have some members share the world or local injustice issues that most appall them.

February 21st: International Mother Language Day - Have meeting items introduced in the mother language of migrant members.

February 23rd: Rotary's Birthday - Have a birthday theme and decorations for the meeting, or just a cake.

March 8th: International Women's Day - Have female members or partners run the meeting from a feminine perspective.

March 14th: International Pi Day to Celebrate Maths - Have some simple, fun maths games or puzzles during the meeting.

March 20th: International Day of Happiness - Have a joke sharing festival or get an expert to conduct a "group laughing exercise" whilst explain the many benefits of laughing, or watch some funniest youtube videos supplied by members.

March 27th: World Theatre Day - Attend a theatre event as a club, or plan one, or have members perform their own theatre acts during the meeting.

May 4th: Star Wars Day - See how many members can remember a quote from one of the original Star Wars movies, maybe watch a very short segment of the movie, freeze the DVD and members have to guess what happens next, have members share if and when they saw the movies and who they were with

May 7th: Leg of Lamb Day - A great opportunity for a Lamb Roast meal with Mint sauce

May 8th: Iris Day - Present an Iris to a female member or a partner for their contribution to the club

May 12th: Limerick Day - A limerick competition?

May 21st: One Day without Shoes Day - Well maybe not a day, but how about a meeting with no shoes? Maybe provide some air deodorant?!

May 23rd: Turtle Day - Can any member bring a turtle to Rotary and share the value of turtles to the balance of nature: if the age group is right, maybe some music from the "Turtles" e.g. "Happy Together"

May 26th: Blueberry Cheesecake Day - There's your sweets taken care of, and/or maybe a voting competition for the member who can make the most popular Blueberry Cheesecake

May 27th: Cellophane Tape Day - How about a competition for the most unusual use of Cellophane tape, or members share moment when stick tape got them out of a fix

May 28th: Amnesty Day - Have someone to speak about Amnesty and maybe the club could make a donation

May 30th: Neighbour Day - Have members share stories of the most unusual neighbour they ever had, or the most neighbourly act they've ever experienced.

19 HEADS AND TAILS SEGMENT

You need two 20 cent or 50 cent coins and two members to flip the coins – one each.

Every participant has to stand and take up one of three positions: Heads – both hands on their head; Tails – both hands on their backside; Odds – one hand on their head and one on their backside.

Once participants have taken up their positions, the two “coin flippers” toss their coins into the air, catch them with one hand and slap them onto the back of their other hand to reveal either a “head” or a “tail” They call out one of three possible combinations: Two tails = “Tails”; two heads = “heads”, one head and one tail = “odds”. Participants who have taken up the corresponding position to the coin toss remain standing. All others sit down. Those remaining standing have to take up one of three positions again and coins are tossed again. The game continues until either one player remains standing and wins a small prize, or all have been eliminated.

20 COLOUR ELIMINATION SEGMENT

Set Up: You will need a set of cards or pieces of paper with one common colour written on each, and a container e.g. a hat or small box. Suggested colours: black, white, red, green, blue, yellow, grey, brown, orange, pink, cream, purple. Alternatively have a set of 12 coloured pencils or coloured markers. Every participant stands and the game master takes out one of the coloured cards or pencils and announces the colour. e.g. grey. Everyone wearing any item of clothing or underclothing matching any variation of the announced colour can remain standing – all others must sit down and are “out” of the game. The game master then produces another colour e.g. blue. Those wearing any form of this colour can remain standing. Further colours are produced until one person remains standing and wins a small prize, or all have been eliminated.

An alternative to this game is to have participants sit down if they are wearing the announced colour.

21 MONTE CARLO SEGMENT

Set Up: You need a pack of cards. The Ace of each suit is “blue-tacked” (sticky putty) or pinned in a different corner of the room or meeting area. Participants choose to gather in one of the four corners near its card. One member is asked to select a card at random from the remainder of the pack and depending on the suite that is chosen, the group standing beside the ace of that suite must sit down. The remaining members then re-allocate themselves around the room and the same process of elimination continues until there are only four members left. They must select one of the suites each and this time, the suite that is chosen determines the winner.

22 SPIN THE BOTTLE SEGMENT

An elimination game similar to Monte Carlo but this time, members arrange themselves in four corners of the meeting area and a bottle is spun on the floor or a table. Once it comes to a stop, the bottle will point to a corner of the room and members standing in that corner will be eliminated from the game.

