



## Cloverbud (K-2) Arrival Activities

[Arrival activities](#) give participants a low-risk opportunity to occupy themselves while the group is waiting for everyone to get to your event. Arrival activities fall into many categories, including team building, icebreakers, games, content-based activities and event-based activities. These activities help set the tone for the event and orient the participants to the learning environment. They also can (but don't have to) help introduce the topic. There are some great examples of how arrival activities can connect to content in the [Themed 4-H Club Activity Plan](#) in the MN 4-H Youth Development Curriculum Library.



Examples of arrival activities:

- "I AM A Cloverbud!" Sheet [PDF I'm a Cloverbud.pdf](#)
- Have Cloverbuds decorate a paper bag for holding projects that they create
- Have them draw a picture of your favorite \_\_\_\_\_ as they are arriving, and then have them share their name and picture as an icebreaker
- Play "in the stem on the apple" for an apple-themed event
- Play "name that \_\_\_\_" (for instance, have them look at pictures of birds and guess what type they are).
- Have them draw all the different shapes of leaves they can think of. Then during the check-in, have them share what they came up with.
- Play "I Spy"
- Play a dance, workout, or yoga video and have them follow along.
- Project a hidden picture puzzle on the wall and see who can spot all the hidden items.
- Have them draw a picture without letting anyone see it. When done, have them put their paper face down in the middle of the room. At check-in, flip them all over and hold each one up one by one, seeing if anyone can guess whose is whose.
- Paper and crayons/markers for drawing
- Puzzles
- Books
- Blocks