



Horse Project



Monthly Lesson Plan
April 2022



Upcoming Deadlines

- ✓ April 26th 2022: Horse Helmet Clinic- mandatory for new horse members
- ✓ May 1st 2022: Owned/leased and ID in 4HOnline



Project Progress

Suggest the following as things your members should work on or accomplish with their project this month. Follow up to see which they achieved:



- E Record Books:** Update their "Equipment/Supplies Inventory" (p. 3) & "Animal Inventory" and/or "Animal Purchase" pages (p. 4&6)
- Hands On:** Members should begin conditioning their horses to get back in riding shape for the season and reviewing basic skills.
- Knowledge:** Members should study for their written levels tests if they need/want to level this year (study guides on project page)
- Other:** Brainstorm a topic for their horse educational poster and/or demonstration.
- Other:** Update your calendar with 2022 Animal Project Dates

<http://>



Opportunities

See 4-H Calendars for full details & more recently added events

- April 5th - Horse Committee Meeting (virtual)
- April 6th - Horse Vaccination Clinic, ADCO Fairgrounds
- April 9th - Levels Rating Day & Tack Swap - JeffCo 4-H
- April 12th - Record book workshop
- April 24th - ADCO Open Horse Show Series - Perf. & Gymk
- April 30th - ADCO Speech & Demonstration Contest
- April 30th - 4-H Gymkhana - Larimer 4-H



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EXTENSION



Horse Project



April 2022

Attached Activities

Use these suggested activities at club project meetings to increase member knowledge and keep members engaged in their project.

Group: Horse Category Game

- This fun creative thinking game helps youth learn horse knowledge and terms.

Individual: Can We Talk

- This activity can be completed at home or at their barn as a way to better understand horse behavior both with humans and other horses.

for more Horse project activities, order the National 4-H Curriculum "Horse Project Helpers Guide" through the 4-H Office



Fun Fact

Horses can only breathe through their nostrils.



Timely Tips to Share

Spring means getting horses back into riding condition. Make sure your horse is up to date on vaccinations, has had their teeth floated, and feet trimmed or shod.



Resources



- The following & more can be found on the ADCO 4-H Horse Project Webpage: <http://adams4h.org/4-h-horse-project/>
 - 2022 Animal Project Save the Dates
 - Horse Project Manual (CSU)
 - E Record Books
 - Fourcast Newsletter Signup
 - Project Tipsheet
- 4-H Horse Facebook & Instagram –
 - FB: "ADCO Horse Program"
 - Insta: adco_horseprogram



4-H Agent - Kenzie Kimmel
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HORSE CATEGORY GAME

Here is a game that can be used with any group. It's a great ice breaker and encourages creative thinking and active participation. This is a fun game for one or more of the youth in your group to practice leadership skills by organizing the activity with others. The goal of the game is to think of a word for each statement or question that no one else thinks of.



Make up a list of 10 – 12 categories about horses that youth will easily relate to. Form pairs. The announcer names a letter of the alphabet and then gives the first category. The teams think of a word fitting the category given beginning with the letter announced and write it down. All teams then share their answers. Teams receive two points if they have an answer no one else has and one point if their answer is the same as someone else's. Encourage learning by having the groups talk about their answers and ask questions. The announcer then gives the next statement and the process is repeated until all statements are read.

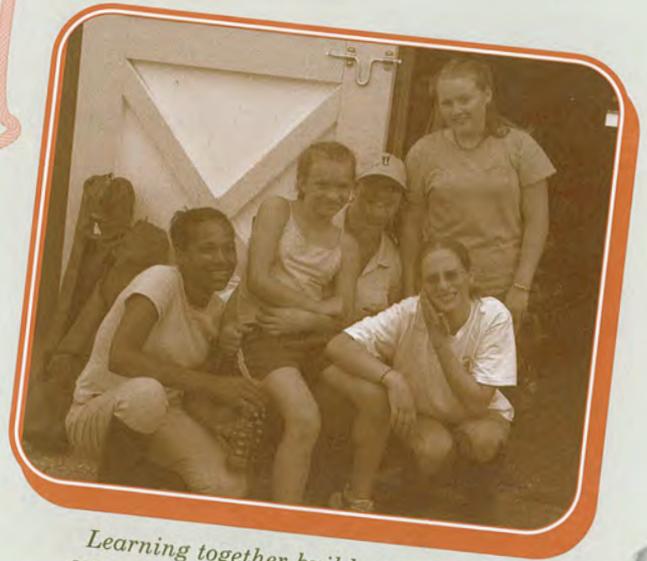
Examples of Categories

- Horse colors
- Where horses live
- Breeds of horses
- Horse events
- Diseases of horses
- Horse tack or equipment
- Horse body parts
- Horse show clothing
- Horse names
- Fun things to do with horses

SPUR YOU ON

1. Organize another horse-related game in which youth can practice their communication skills.

- Horse Project Skill:** Learning about horses
- Life Skill:** Communication with others
- Educational Standard:** NS.5-8,9-12.1 Science as inquiry – think critically and logically
- Success Indicator:** Play Horse Category Game
- Time Involved:** 30 minutes
- Suggested Group Size:** 4 – 40
- Materials Needed:** List of statements, pencils, paper



Learning together builds teamwork, communication skills and friendships.

STABLE TALK

HORSIN' AROUND

- How did you organize the game?
- How did the players respond to the game?

BITS & PIECES

- What personal life skills did everyone practice while playing the game?
- How did this game help you practice your communication skills?

HORSEPOWER

- What did you learn about getting others involved and having fun learning?
- What leadership skills did you use to organize a successful game?

GALLOPING AHEAD

- How can the skills you practiced help you in other ways?

ANSWER KEY

Additional answers available at the Project Online website.

Level 1

Pieces & Parts (p.10)

- | | |
|----------------|-------------|
| 1. crest | 12. cheek |
| 2. elbow | 13. flank |
| 3. nostril | 14. muzzle |
| 4. stifle | 15. knee |
| 5. fetlock | 16. gaskin |
| 6. hock | 17. cannon |
| 7. pastern | 18. loin |
| 8. hoof | 19. back |
| 9. throatlatch | 20. withers |
| 10. croup | 21. arm |
| 11. poll | 22. barrel |

Can We Talk? (p. 23)

- | | |
|-------------|---------------|
| 1. angry | 4. happy |
| 2. worried | 5. aggressive |
| 3. sleeping | 6. frightened |

Level 2

No Bones About It (p.6)

- | | | | | |
|------|-------|-------|-------|-------|
| 1. c | 7. d | 13. f | 19. k | 25. x |
| 2. v | 8. w | 14. t | 20. s | 26. g |
| 3. b | 9. z | 15. h | 21. q | |
| 4. r | 10. a | 16. i | 22. n | |
| 5. p | 11. j | 17. e | 23. l | |
| 6. o | 12. m | 18. y | 24. u | |

Limp or Lump (p.8)

Photos

- | | |
|---------------------|------------------|
| 1. hindquarter scar | 4. heel scar |
| 2. ring bone | 5. t-pin lateral |
| 3. proud flesh | 6. splints |

Time to Hoof It (p.22)

- | | | | |
|------|------|------|-------|
| 1. B | 4. I | 7. L | 10. D |
| 2. G | 5. H | 8. A | 11. J |
| 3. E | 6. C | 9. F | 12. K |

Bad Hair Day (p.24)

- | | | | | |
|------|------|------|------|------|
| 1. H | 3. F | 5. G | 7. E | 9. C |
| 2. D | 4. I | 6. A | 8. B | |

Making a Point (p.28)

Class: Mares

I placed this class of aged mares 2 - 3 - 4 - 1. I placed 2 over 3 in my top pair because 2 has a slightly more refined head, better definition in the withers and stronger back. I grant 3 has better expression of muscle in the quarter and gaskin.

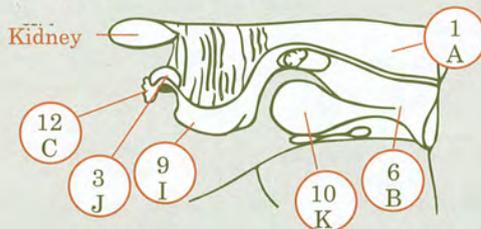
Going to the middle pair, I placed 3 over 4 because 3 has a more sloping shoulder, better angled pasterns to absorb shock and travels in a long true stride. I admit 4 has a better back.

I placed 4 over 1 because 4 has a more refined head, straighter front legs and a shorter, stronger back. I realize 1 has a better sloping shoulder. However, I faulted 1 and placed it last because it has the least refined head, knee-sprung legs, paddles when it travels and is too thin.

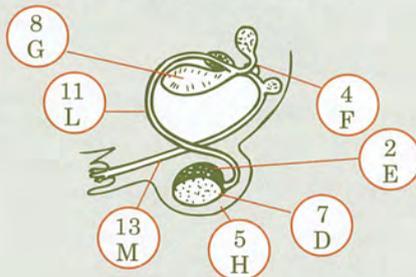
Level 3

Repro Roundup (p.6)

Mare Reproductive Tract



Stallion Reproductive Tract



Fishing the Gene Pool (p.10)

Punnet Square 1

	H	H
N	HN	HN
N	HN	HN

One parent is homozygous for the gene and one is homozygous negative for the gene.

% that carry the "H" gene = 100% of offspring

Punnet Square 2

	H	N
N	HN	NN
N	HN	NN

Mating between one homozygous negative parent and one heterozygous parent that carries the gene:

50% of offspring will carry the gene.
50% will not carry the gene.

Punnet Square 3

	H	N
H	HH	HN
N	HN	NN

Mating between two heterozygous parents:

25% of offspring will be homozygous for the gene (and clinically affected)

50% will be heterozygous for the gene (and affected)

25% will be homozygous negative (and unaffected and will not pass or carry the gene)

Level 4

The Right Tack (p.6)

Western Saddle

- | | | | |
|------|------|------|-------|
| 1. i | 4. d | 7. k | 10. j |
| 2. a | 5. f | 8. e | 11. g |
| 3. h | 6. c | 9. b | |

English Saddle

- | | | | | |
|------|------|------|-------|-------|
| 1. a | 4. h | 7. g | 10. k | 13. e |
| 2. i | 5. d | 8. m | 11. l | |
| 3. j | 6. f | 9. c | 12. b | |

English Bridle

- | | | | |
|------|------|------|------|
| 1. c | 3. e | 5. d | 7. a |
| 2. b | 4. g | 6. f | |

Western Bridle

- | | | | |
|------|------|------|------|
| 1. d | 3. g | 5. e | 7. c |
| 2. b | 4. f | 6. a | |

Level 5

(not applicable)

Horse Project Online

Saddle Up to the Internet
n4hccs.org

Additional Answer Keys



CAN WE TALK?

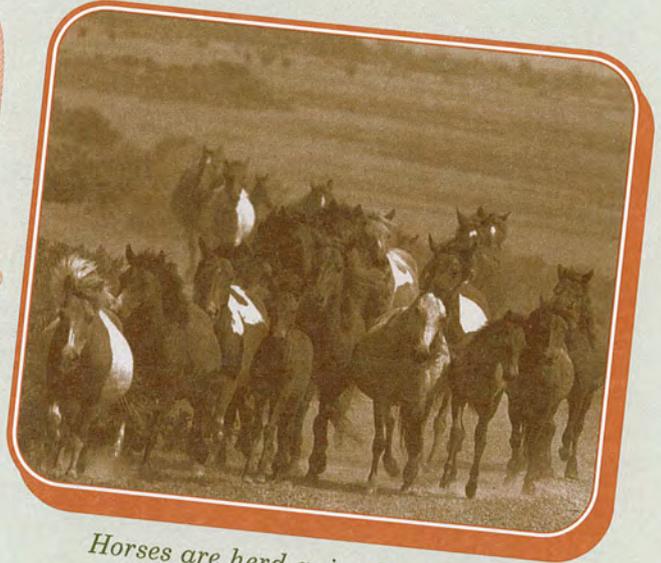
When you understand horse language, it's like breaking a secret code. Horses communicate with each other and with humans through sounds and body language. The flick of the ear, a snort or whinny, or a movement of the mouth can mean something. You have to watch horses very carefully to "read" them and this activity will help you start learning how.

Horse Project Skill: Recognizing horse behavior

Life Skill: Learning to learn – observing

Educational Standard: NS.5-8.3 Life science – populations and ecosystems

Success Indicator: Observe and record horse behavior



Horses are herd animals and have distinctive group behavior.

The MANE Event

Observe one horse for at least 15 minutes with you in a stall and then with other horses in a pasture. Record the different behaviors you observe carefully.

Now record the behaviors you observe in a group of horses.

Behavior of a Horse with You	
Body movements	
How it eats	
Sounds	
Mood	
How it exercises	
Response to insects	
How it grooms itself	
Other	

Behavior of a Group of Horses
Who's boss?
Greetings
Things they do around one another
Other

STABLE TALK

HORSIN' AROUND

What did the horses say through their body language to each other? What was most interesting?

BITS & PIECES

How does a person who cannot speak communicate with a horse?

HORSEPOWER

Where else in your life do you "read" a situation to know what is happening?

GALLOPING AHEAD

How can you use what you learned about body language to better understand your horse?

SPUR YOU ON

1. Collect pictures of at least 20 horses. Label what you believe each horse is communicating.
2. Read a book or watch a video about horse behavior. Talk to your helper about what you learned.
3. Play charades using horse behaviors with your friends or family. See if they can guess which mood you are demonstrating.

Adapted by Ami Neiberger-Miller.
Photo courtesy of the United States Library of Congress.



Moods

Now that you have carefully observed horses, write under each head what you think the mood of the horse is: aggressive, angry, frightened, happy, sleeping and worried.



1



4



2



5



3



6

Equine Extra

An animal's behavior depends on many factors – breeding, upbringing, feeding, health care, training and gender. It is important to remember that no two horses are alike. Horses should be treated with respect, patience and understanding.

Horse Project Online

Saddle Up to the Internet

n4hccs.org

☐ Communicating with Your Horse

☐ Horse Logic

☐ Advice from Trainers