



Horse Project



Monthly Lesson Plan
January 2023



Upcoming Deadlines

- ✓ **February 1st** – Re-enrollment deadline
- ✓ **April 1st** – New member enrollment deadline



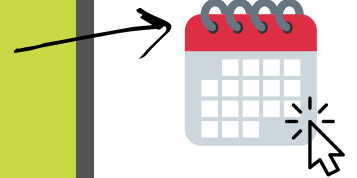
Project Progress

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:** Download the 2023 Horse Record Book
- Hands On:** Members should clean and condition their tack.
- Knowledge:** Members should learn the parts of english and western bridles (Horse Project Manual p. 105 & 109).
- Other:** Update your calendar with 2023 Animal Project Dates

2023 Animal Project Dates



Opportunities

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

- **January -tbd** – Tack cleaning workshop
- **February 15th** – Horse Project 101
- Horse judging practices – 1-3rd Tuesdays





Horse Project



January 2023

Attached Activities

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

Group: Horse Bingo

- This fun game helps members learn horse related terms.

Individual: Jump Right In

- This activity can be completed at home as a way to discover and learn horse facts.

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



Fun Fact

The oldest recorded horse was "Old Billy," an English barge horse, who lived to be 62 years old.



Timely Tips to Share

Horses can get dehydrated in winter with increased hay consumption. Keeping water de-iced and offering free choice trace mineral salt block can increase winter water consumption.



Resources



- The following & more can be found on the ADCO 4-H Horse Project Webpage: <http://adams4h.org/4-h-horse-project/>
 - 2023 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



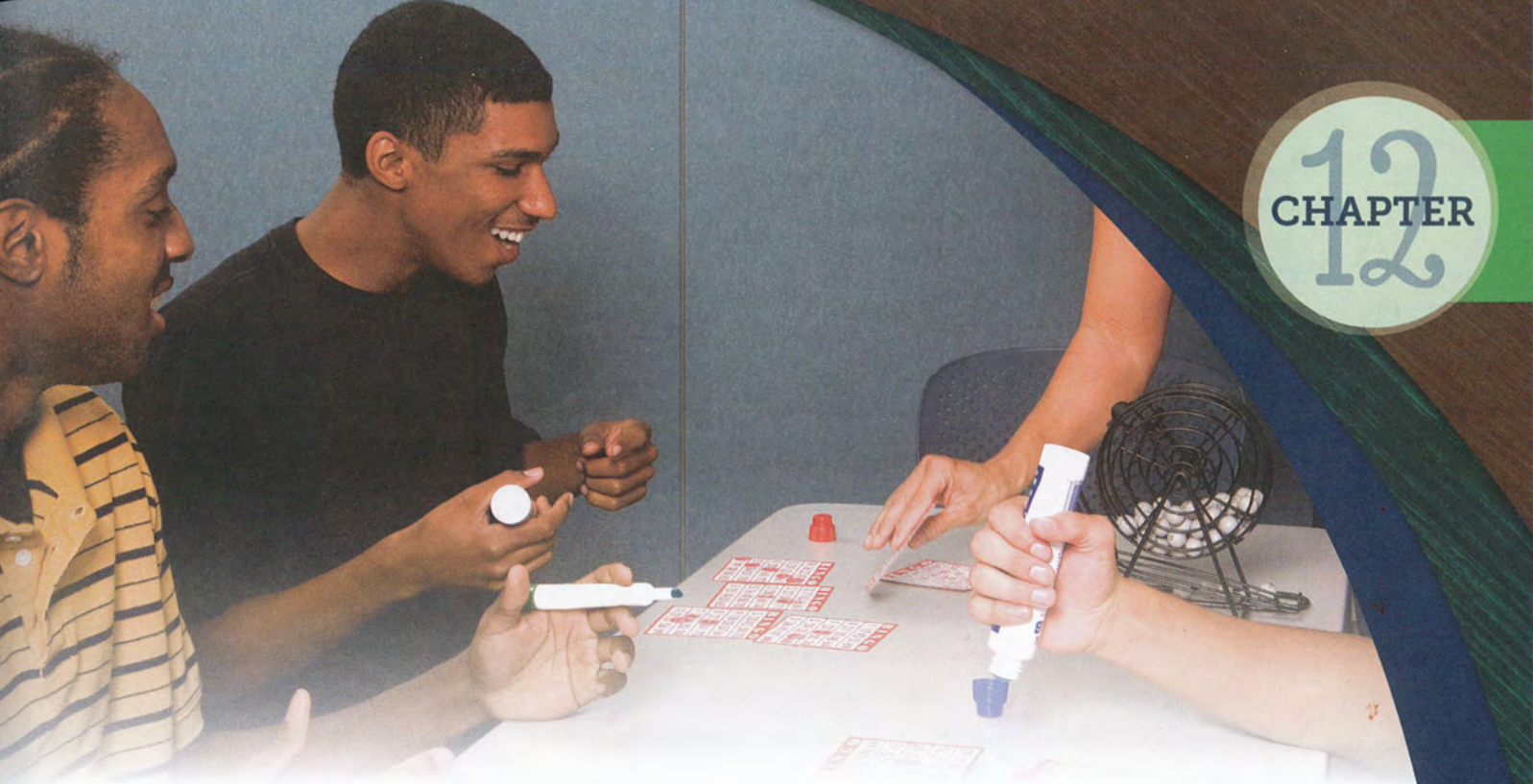
4-H Agent - Kenzie Kimmel
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ADAMS COUNTY
COLORADO STATE UNIVERSITY
EXTENSION



H-O-R-S-E

Playing a game like H-O-R-S-E Bingo can help youth develop listening and retrieval skills. It can also show them how many horse words they know. Let's get started!

Utilize this lesson throughout the horse project levels to review and master newly learned information.

Horse Project Skill: Learning horse terms

Life Skill: Planning/organizing

Educational Standard: NS.5-8, 9-12.3 Life science—structure and function in living systems

Success Indicator: Plan, conduct, and play H-O-R-S-E Bingo

Time Involved: One hour

Materials Needed: Blank sheets of paper for each member, horse resource materials, rulers, pencils, box for words and descriptions, buttons or beans for markers



The Mane Event

Have youth make their own H-O-R-S-E Bingo cards or go online at 4-HMall.org to find the horse bingo game. Materials needed include paper, rulers, pencils, and a variety of resource materials dealing with horses.

Each card should contain five vertical columns and five horizontal columns, just like a regular bingo card. Put one letter of the word H-O-R-S-E above the top squares. Mark a "free" space in the middle of the card.

Next, select five headings for the cards based on what the group has been studying. Examples might include breeds, equipment, careers, diseases, feed ingredients, minerals, horse parts, etc. After five headings have been selected and assigned to each letter, ask each youth to fill in the squares under each category with appropriate words. For example under S (Equipment), one might fill in comb, hoof pick, sponge, brush, and bucket, while another might fill in five other items or the same items in a different order.

After each person has filled in 24 words, several variations for playing are possible. One way to keep everyone involved and continue active learning is to ask the first person to say a word from any column and something about that word. All players who have the same word will put a bean or button on it. The next player then selects a second word under the same or different column and repeats the process. This continues until one person has H-O-R-S-E Bingo—five words in a row!

Other versions of H-O-R-S-E Bingo can be played. Each player can put words from their card into a bowl with a caller reading the letter and word. Youth can also make cards ahead of time with several different categories. Sometimes, requiring youth to talk about each of the 24 words increases the educational value of the activity.

H-O-R-S-E BINGO CARD				
H	O	R	S	E
		FREE		

Horsin' Around

- What did you learn from playing H-O-R-S-E Bingo?
- How was this type of bingo different from regular bingo?
- How did you go about organizing the game?

Bits and Pieces

- Why was playing H-O-R-S-E Bingo a fun way to learn horse terms?
- How does having fun help you learn?

Horsepower

- When else have you had fun and learned new things at the same time?
- What worked the best for you as the leader to get others involved?

Galloping Ahead

- What other learning experiences can you make into a game?
- What's one way you can improve on your leadership in the future?

Riding into the Sunset

- Creating new games requires creativity. Identify four adults in your life who are creative. What are their careers? Does their creativity transfer into their work lives?



HORSE SENSE

VALUE OF H-O-R-S-E BINGO

Because there is so much to learn about horses, youth may often not realize how much they already know. A simple game like H-O-R-S-E Bingo can help youth recall vocabulary words and learn new information.

Having youth describe the words while playing the game will help them retain the information. Writing down the words on a poster board or dry erase board will help youth visualize the words and learn how to spell new words.

SPUR YOU ON

1. Teach H-O-R-S-E Bingo to younger youth and hold a tournament to find out who knows the most horse vocabulary.
2. Play human H-O-R-S-E Bingo with a giant outdoor game board (hint—painting tarps as bingo cards and playing in teams works well for this activity) with youth as the human pieces on the bingo cards.
3. Create other games that can be played with members of your club to learn more about horses.
4. Compile a list of games and their uses to educate youth on horses. Give the list to your local extension office so that other clubs may utilize your creativity!



Jump Right In

Think about a time in your life when you didn't have all the answers. It might be completing a math problem. Maybe it involved reading new words. Who did you ask for help in answering your questions? What resources did you use?

How much do you know about horses? You probably know more than you think! Jump right into this activity to get a better idea of what you know!

Horse Project Skill: Discovering horse facts
Life Skill: Communicating with others
Educational Standard: NS.5-8.1 Science as Inquiry—abilities necessary to do scientific inquiry
Success Indicator: Answer basic horse knowledge questions



The Mane Event

An important part of learning is discovering what you already know and finding answer to what you don't know. Test your knowledge of horses by trying to answer the following questions. Share your answers with your project helper.

How does a horse communicate with other horses? With people?

Name five breeds of horses.

1. _____
2. _____
3. _____
4. _____
5. _____

What are four parts of a saddle?

1. _____
2. _____
3. _____
4. _____

List four pieces of tack.

1. _____
2. _____
3. _____
4. _____

Name two ways you can be hurt by a horse.

1. _____
2. _____

What are four activities that horses can be used for in everyday life?

1. _____
2. _____
3. _____
4. _____

What does a horse eat?

List three parasites horses commonly have.

1. _____
2. _____
3. _____



STABLE TALK

Horsin' Around (Share what you did)

If you had to look up any answers, where did you look? What are three horse topics you'd like to know more about?

Bits and Pieces (Process what's important)

Why is it important to know how horses communicate?

Horsepower (Apply to your life)

Writing down what you know can help you set priorities for learning. What other times in your life will writing something down help you learn?

Galloping Ahead (Apply what you learned)

What resources can you use to learn more about horses?

Riding into the Sunset (Careers)

Name a career related to Chapter 1. Do you know someone with this career? Who can you contact for more information?



HORSE SENSE

Horse History

Emerging 60 million years ago, the first horse was called Eohippus (The Dawn Horse) and was tiny, weighing only 12 pounds and standing just 14 inches high. In contrast to the modern one-toed horse, the Eohippus had four toes on its front feet and three on its hind feet.

Reference: Horses Who Made History, © 2014 eXtension. All rights reserved.

SPUR YOU ON

1. Identify one individual with a career in the horse industry. Interview that individual based on what they do in the everyday workplace.
2. Compare and contrast two different horse breeds. What makes them similar? What makes them different?
3. Visit with three people who have horses. What do they feed their horses? Why do they use different feedstuffs?
4. Set up a field trip to a local horse farm or stable.