

Giddy Up and Go



PEER REVIEWED

NATIONAL 4-H CURRICULUM
Product Number 01518Y



Level 1: Discovering Horses



4-H Skills
for Life
Animal Series



Note to The Horse Project Helper

You have a key role in helping youth learn about both horses and themselves. Your enthusiasm and ability to ask thought-provoking questions are essential to helping youth get the most out of this project. You can help in goal setting, identifying resources, creating presentations, thinking about choices, and evaluating youth progress.

HORSE PROJECT ACTIVITY GUIDES

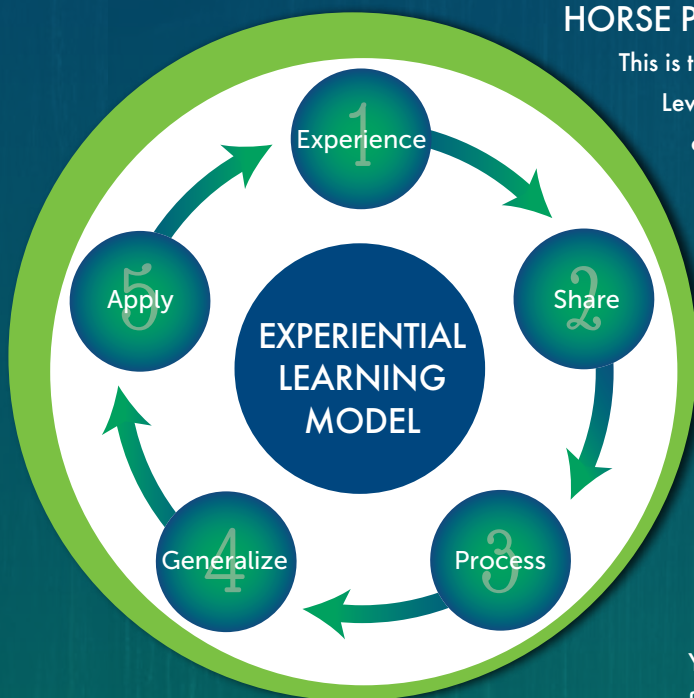
This is the first in a series of five horse project activity guides for youth.

Levels 1-3 focus on "horseless" activities, while Levels 4 and 5 zero in on riding and horsemanship. Each guide contains an achievement program to encourage youth to learn and develop life skills.

Your assistance in completing the achievement programs is very important.

In each activity, you'll find a description of the project and how it relates to other life situations. Life skills are recognized, questions follow each activity, suggestions are given for activity extensions, and additional helpful information is presented. The activities are designed for youth to experience new information in a hands-on format. With your help, youth reflect on what they did and how it relates to their lives.

Your challenge is to allow youth to explore the activities and learn from their experiences, even if it doesn't work the way he or she expects. In the "Stable Talk" sections, the best way for you to help a young person learn is to listen as he/she considers each question and draws individual conclusions. You may also need to help youth find additional resources.



Pfeiffer, J.W., & Jones, J.E., "Reference Guide to Handbooks and Annuals" ©1983 John Wiley & Sons, Inc. reprinted with permission of John Wiley & Sons, Inc.

HORSE PROJECT HELPER'S GUIDE

This guide provides additional learning by doing activities that can be adapted for the family, 4-H project groups, clubs, classrooms, or other groups. Additionally, helpful hints about life skill development, characteristics of youth at different ages, and answer to some of the activities in the five youth guides all can be found within the helper's guide.

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INTRO

Having Fun with Giddy Up and Go

Let's learn more about horses! Through this horse activity guide, you will improve your overall knowledge of horses. Horse behavior, breeds, safety around horses, and teaching others are just a few of the topics covered in this activity guide. Go ahead and jump right in—Let's giddy up and go!

The purpose of this guide is to challenge you to learn more about horses. To help you, additional resources may be needed for some activities. The internet, magazines, books, DVDs, and information from breed associations and feed manufacturers can help you. Additionally, the public library, other horse enthusiasts, and your extension center will have more information to guide you through your horse activities. The eXtension online learning site also has great learning resources related to horses. To participate in various activities referred to in this manual, create a username and password at <http://campus.extension.org/>. It's simple!

Not only will you learn a lot about horses through this project, but you will also learn a lot about yourself, too! Many skills learned can be applied in all areas of your life, such as:

- Problem solving
- Planning/organization
- Teamwork
- Communication
- Career awareness

As you complete the activities, answer the questions and record your project highlights. Writing down your progress will help you realize how much you have learned. Don't forget to use the notes section to record important things you have learned. Take pictures, and have fun!

LEVEL 1 PROJECT GUIDELINES

- Complete a minimum of seven Level 1 activities each year.
- Complete Level 1 within three years.
- Keep the Planning Guide current by setting project goals and recording the project highlights you experience. Use extra paper or electronic resources (computer, tablet, smart phone, etc.) if needed.

HORSE ACHIEVEMENT PROGRAM

While you are having fun doing the activities, you'll also be completing Level 1 of the Horse Achievement Program shown on page 5. There are five levels in this program—one in each of the horse project activity guides. This program will help you set goals, record your successes, and be recognized for your work.

YOUR PROJECT HELPER

Your project helper is on your team, supporting you and making learning fun. This person may be a parent, project leader, or advisor. The choice is yours! As you complete the activities, you'll discuss what you did and the questions in the "Stable Talk" section with your helper. Sometimes, your helper will work with you to find people, groups, events, books, websites, and magazines to help complete an activity. After completing each activity, your helper will initial and date your achievement program chart on page 5. Record your progress using Twitter or Instagram, using #4HHorseProject as the hashtag!

PHOTO OF PROJECT HELPER

MY PROJECT HELPER

Name:

Phone Number:

Email:

MY GIDDY UP AND GO GOALS

1. _____

2. _____

3. _____

Before and After WHAT DO YOU KNOW?

Before you begin working on the activities in this guide, indicate what you know now. Then, when you complete Level 1, write down what you know after. You may be surprised to see what you learn! Share the results with your helper.

Begin each skill with the words:

I know how to _____. Then circle 1 (to a great extent), 2 (somewhat), or 3 (not at all).

BEFORE AND AFTER—WHAT DO YOU KNOW?

I KNOW HOW TO....	BEFORE			AFTER		
Share common horse knowledge with friends and family.	1	2	3	1	2	3
Describe common horse behavior.	1	2	3	1	2	3
Identify parts of a horse.	1	2	3	1	2	3
Measure horse height.	1	2	3	1	2	3
Identify common horse colors and markings.	1	2	3	1	2	3
Describe characteristics of common horse breeds.	1	2	3	1	2	3
Identify and discuss different uses for horses.	1	2	3	1	2	3
Describe how conformation relates to horse usefulness.	1	2	3	1	2	3
Tie common knots.	1	2	3	1	2	3
Use safe practices around horses.	1	2	3	1	2	3
Create a horse health chart.	1	2	3	1	2	3
Draw and execute a pattern on foot.	1	2	3	1	2	3
Teach a lesson using the experiential process.	1	2	3	1	2	3



Achievement Program

- Do at least seven of the required and optional Spur You On activities in Level 1 each year.
- Complete at least 21 of the required and optional Spur You On activities in Level 1 within three years to complete this program.
- Have your project helper date and initial the activities as you complete them.

When you've completed the program, don't forget to get your achievement pin from the 4-H Mall!



REQUIRED ACTIVITIES COMPLETION CHART

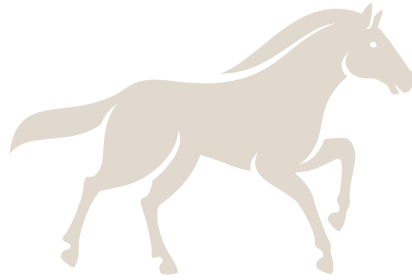
ACTIVITY	DATE COMPLETED	HELPER'S INITIALS
Discovering Horses		
Chapter 1: Jump Right In		
Chapter 2: Nickers, Snorts, and Whinnies		
Chapter 3: Pieces and Parts		
Chapter 4: Can You Give Me a Hand?		
Appearance		
Chapter 5: Who's That Horse?		
Chapter 6: Breed Match		
Chapter 7: All in a Day's Work		
Chapter 8: Design the Perfect Horse		
Behavior and Safety		
Chapter 9: Knot Again!		
Chapter 10: Safety is Job One		
Chapter 11: Just Checking		
Exploring		
Chapter 12: Trotting the Trot		
Chapter 13: Wow! I'm Teaching		

SPUR YOU ON—OPTIONAL ACTIVITIES

Select and do any of the Spur You On activities in Level 1 or make up your own. Record the page and activity number of each one you complete in the chart provided.

SPUR YOU ON OPTIONAL ACTIVITIES

PAGE	ACTIVITY #	DATE COMPLETED	HELPER'S INITIALS
Write your own activity here:			
Date: _____		Helper's Initials: _____	
Write your own activity here:			
Date: _____		Helper's Initials: _____	
Write your own activity here:			
Date: _____		Helper's Initials: _____	



Giddy Up and Go HORSE PROJECT

Level 1: Discovering Horses

ACHIEVEMENT CERTIFICATE

I certify that

has completed all the requirements in the
"Giddy Up and Go" Achievement Program.

Helper's Signature Date



[illegible]



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. _____