

Head, Heart, and Hooves



PEER REVIEWED

NATIONAL 4-H CURRICULUM
Product Number 01519Y



Level 2: Horse Raising



4-H Skills
for Life
Animal Series



Note to The Horse Project Helper

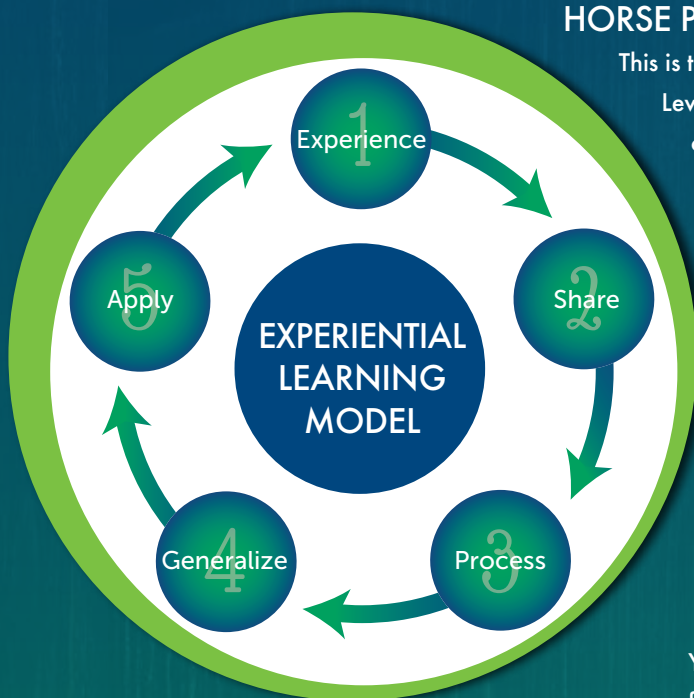
You have a key role in helping youth learn about both horses and themselves. Your enthusiasm and ability to ask thought-provoking questions are essential to helping youth get the most out of this project. You can help in goal setting, identifying resources, creating presentations, thinking about choices,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

HORSE PROJECT ACTIVITY GUIDES

This is the second 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 Head, Heart, and Hooves

Let's learn more about horses! Through this horse activity guide, you will improve your overall knowledge of horses. Horse nutrition, equine teeth, purchasing decisions, and judging horses are just a few of the topics covered in this activity guide. Go ahead and jump right in—Let's have some fun with horses!

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.

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
- Decision-making
- Critical thinking
- 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 2 PROJECT GUIDELINES

- Complete a minimum of seven Level 2 activities each year.
- Complete Level 2 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 2 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!

MY HEAD, HEART, AND HOOVES 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 2, 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		
Identify 20 bones in the equine skeleton.	1	2	3	1	2	3
Explain what unsoundness is and give examples.	1	2	3	1	2	3
Explain the results of poor conformation in horses.	1	2	3	1	2	3
Understand horse nutritional requirements and how to meet them.	1	2	3	1	2	3
Read a feed tag, weigh a horse, and estimate its nutritional needs.	1	2	3	1	2	3
Compare and analyze hay for quality.	1	2	3	1	2	3
Understand tooth wear.	1	2	3	1	2	3
Explain how horse dental problems can be treated.	1	2	3	1	2	3
Describe hoof anatomy and care.	1	2	3	1	2	3
Identify and use grooming tools.	1	2	3	1	2	3
Compare prices on grooming tools and stay within a budget.	1	2	3	1	2	3
Judge horses and give reasons for placings.	1	2	3	1	2	3
Name ten problems that can be found during a horse pre-purchase exam.	1	2	3	1	2	3
Determine body condition scores for ten horses.	1	2	3	1	2	3



Achievement Program

- Do at least seven of the required and optional "Spur You On" activities in Level 2 each year.
- Complete at least 21 of the required and optional "Spur You On" activities in Level 2 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!



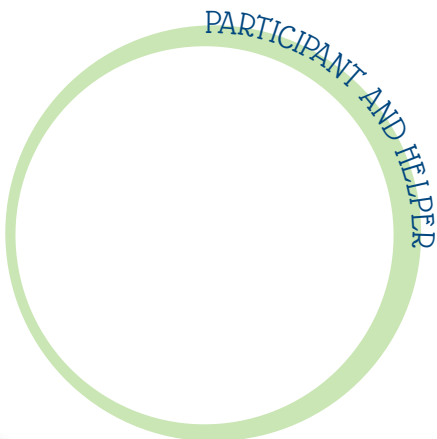
REQUIRED ACTIVITIES COMPLETION CHART

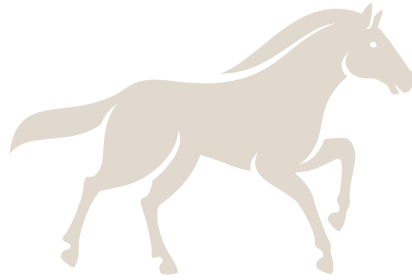
ACTIVITY	DATE COMPLETED	HELPER'S INITIALS
Anatomy		
Chapter 1: No Bones About It		
Chapter 2: Bumps and Lumps		
Chapter 3: Form to Function		
Nutrition		
Chapter 4: Pony Up to the Salad Bar		
Chapter 5: What's in the Bag?		
Chapter 6: Hay is for Horses		
Appearance		
Chapter 7: Long in the Tooth		
Chapter 8: Sweet Tooth		
Chapter 9: Time to Hoof It!		
Chapter 10: Bad Hair Day		
Chapter 11: Brushing Up on Horses		
Evaluating		
Chapter 12: Kicking the Tires		
Chapter 13: Making a Point		
Chapter 14: Stacking Up		

SPUR YOU ON—OPTIONAL ACTIVITIES

Select and do any of the *Spur You On* activities in Level 2 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: _____	



Head, Heart, and Hooves HORSE PROJECT

Level 2: Horse Raising

ACHIEVEMENT CERTIFICATE

I certify that

has completed all the requirements in the
"Head, Heart, and Hooves " Achievement Program.

Helper's Signature Date



[illegible]



No Bones About It

Have you ever seen a home being built? After plans are made and the dirt is leveled, what are the first steps in building a house? What does the frame look like? What is its purpose?

A house wouldn't be able to support the shingles, siding, or bricks without the wooden structure built to be the support system for the building. What would you be without your skeleton? Sitting, standing, and walking would be impossible without a skeleton. The same is true for your horse and other vertebrates, a group of organisms with backbones. This activity will help you explore the equine skeleton. Let's get started!

Horse Project Skill: Identifying parts
of the equine skeleton

Life Skill: Learning to learn

Educational Standard: NS.5-8.3 Life Science—
structure and function in living systems

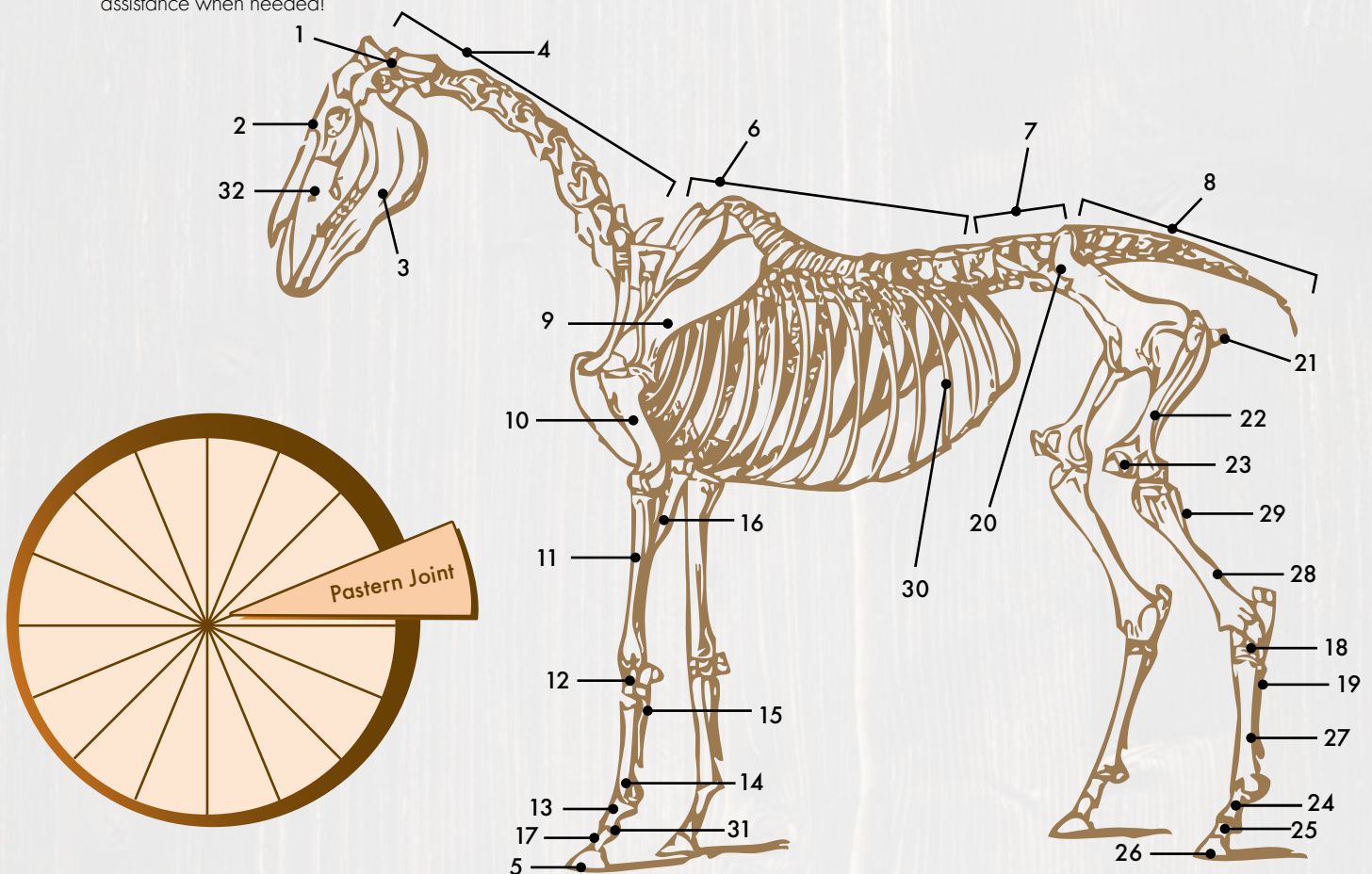
Success Indicator: Name 20 bones of
the equine skeleton



The Mane Event

First, to help you become familiar with the names of the bones that make up the horse skeleton, match each number on the skeleton with the appropriate bone, listed in the word bank. Visit the horse curriculum website for additional resources at www.4-H.org/curriculum/horse.

Next, with a friend, create a "Spin-A-Bone" game! Draw a large circle on a piece of cardboard. With a pencil, divide the circle into 16 equal sections. On one side, write the name of a particular bone or joint on each section. On the other, write the corresponding human bone or joint. After you finish, attach a paper clip to the cardboard with a brass fastener. Starting with the horse term side, spin the paper clip. When it lands on a horse part, name the corresponding human part. Do the same, then starting with the human side. You may need to do some research first. Ask your project helper for assistance when needed!



EQUINE SKELETON WORD BANK

___ Humerus	___ Ilium	___ Thoracic Vertebrae	___ Atlas Joint
___ Mandible	___ Patella	___ Scapula	___ Coccygeal Vertebrae
___ Skull	___ Carpus	___ Cervical Vertebrae	___ Humerus
___ Lumbar Vertebrae	___ Femur	___ Metatarsus	___ Ulna
___ Ribs	___ Front 1st Phalanx/ Long Pastern Bone	___ 4th Metatarsus	___ Ishium
___ Pastern Joint	___ Front 2nd Phalanx/ Short Pastern Bone	___ Maxilla	___ Tibia
___ 2nd and 4th Metacarpus	___ Front 3rd Phalanx/ Coffin Bone	___ Rear 1st Phalanx	___ Fibula
___ Metacarpus		___ Rear 2nd Phalanx	
___ Radius		___ Rear 3rd Phalanx	
___ Maxilla		___ Tarsus	