4-H Club Sample Agenda - Livestock

Agenda Outline

WELCOME

As people arrive, have youth members pin the ears on the rabbit. Draw a large picture of a rabbit on a white/blackboard or easel paper. Blindfold a willing volunteer and hand them paper ears with a piece of tape on it. Turn them around several times before setting them loose to tape the ears to the right place on the rabbit. Continue with other volunteers until it's time for the meeting to start.

MEETING PURPOSE

Brainstorm club service project ideas that center around livestock and agricultural education.

BUSINESS (5-15 MINUTES)

Remember if too much business is planned, members might not come back! Below is just a sample.

- 4-H Pledge
- Roll Call: Share your favorite livestock animal
- Recap what we did last time
- Decide on a club service project
- Celebrate any member accomplishments
- Short committee reports on completed or upcoming events

EDUCATIONAL ACTIVITY – Create a Critter (30-40 MINUTES)

RECREATIONAL ACTIVITY (10-15 MINUTES)

REFLECTION (5 minutes)

- What are some 4-H projects you could do related to what you learned today?
- Describe how you shared your ideas with your partner today.
- What are a few things you learned about animals?
- What surprised you about animals today?
- Why must we know how to care for our pets and farm animals?

University of California Agriculture & Natural Resources (UC ANR) is an equal opportunity provider.

Educational Activity – Create a Critter

4-H project area
Livestock



Grade levels
All grades

What it is
Things to consider when raising an animal.

Why it matters
Raising livestock is an essential industry in agriculture and food production.

Getting started
Time: 10 minutes
Materials:

- Gather paper, markers, crayons, or colored pencils enough for members to share at tables.
- Alternate: provide cut-out parts or images of different animals for them to piece together to form a new species.

How to do it

1. Working in pairs, ask youth to create a new species of livestock. Does your animal have feathers or fur? Hooves or toes? Snouts or whiskers? Consider pairing older youth with younger youth to create and learn together.
2. Invite youth to draw or create an animal and choose its food, shelter needs (including temperature, bedding, cleaning, grooming, and how you'll remove waste), and the best watering system for the animal.
3. Encourage youth to be creative.
4. To help them with ideas, you can draw an animal part on a chalkboard or flip chart. Draw parts such as; rabbit nose, pig tail, chicken beak, cow ear, horse neck, etc.). Alternately, members can cut out different parts of animals from magazines and allow glue the parts together on a sheet of paper. Name their critter.
5. Remind youth to identify the purpose of each part and what that animal might eat, how it moves, or what other things it needs depending on its shape and characteristics.
6. After about 30 minutes of creation time, have each pair share their new animal species and needs with another pair.

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