The 4-H Cloverbuds Program is for youth between the age of five - seven years old on January 1 of the current calendar year. This program is designed to be hands-on and non-competitive.

The 4-H Cloverbuds Meeting Ideas worksheets have been developed and designed by Lisa Poppe, Extension Assistant and Tracy J. Behnken, Extension Educator.

These meeting ideas worksheets are based on information gathered from the “Exploring Farm Animals” Helper’s Group Activity Guide, 4-H Cooperative Curriculum System.

References ~
“Exploring Farm Animals” Helper’s Group Activity Guide (4HCCS BU-06350) and “Clover Kids” Leader Guide (4-H 444) are available from your local Extension Office.

Extension is a Division of the Institute of Agriculture and Natural Resources at the University of Nebraska-Lincoln cooperating with the counties and the United States Department of Agriculture.

The 4-H Youth Development program abides with the nondiscrimination policies of the University of Nebraska-Lincoln and the United States Department of Agriculture.
EXPLORING FARM ANIMALS

*** Check out the Helper’s Group Activity Guide for some great handouts! ***

ACTIVITY IDEAS

Choose An Animal

• Have each child choose an animal to learn more about.
• Enlarge animal picture outlines on PAGE 6 of the Helper’s Group Activity Guide.
• Have youth decorate the pictures and discuss each farm animal.
• Materials Needed: crayons or colored pencils, enlarged animal outlines (PAGE 6), pictures of farmers working with animals, pictures of different breeds of each animal found in farm magazines or breed association publications.

Create A Critter

• Display a variety of different parts from a variety of animals. Enlarge the animal picture outlines on PAGE 6 of the Helper’s Group Activity Guide and cut into parts.
• Point out each part and have youth identify the purpose of each part.
• Ask the youth to “Create a Critter” with a special purpose of its own.
• Encourage the youth to be creative. To help them with ideas, you may want to draw an animal part on a chalkboard or flip chart. Draw parts such as; cat nose, pig tail, duck beak, cow ear, giraffe neck, etc.) or cut out several different parts of animals and allow youth to glue the parts together on a sheet of paper.

Body Parts

• Make a large outline of one or more animals and have teams of youth pin the part name (written on an index card) onto the correct part of the outline.
• Ask youth to take turns pinning the part names to the animal outline.
• When all of the part cards have been pinned to the animal outline have the youth check the other team’s outline animal to see if their parts are pinned correctly.

ROLL CALL IDEAS

• What is your favorite animal?
• What is one thing animals eat?
• What is a name of the baby animal?
• Name one or two foods that come from animals.
• Name your favorite food that comes from animals.
• Name one product that comes from animals that you don’t eat.
• Name one reason farm animals are important to us?
MORE ACTIVITY IDEAS

Livestock Café

- Collect as many animal feeds as possible.
- Set up a row of feed items that are numbered but not labeled by name.
- Before introducing the name of the feed items divide the group into teams and have each team color feed items shown on the “Feed Match Game” (found on PAGE 21 of the Helper’s Group Activity Guide).
- After the teams have finished coloring, have them match the grain and its name.
- Have youth guess the livestock feeds on display and the animal that they think would eat each feed. Encourage them to touch and smell the feeds.
- Give each team a set of cards with the names of the feeds. Have them place each card near the feed they think it matches.
- Discuss any differences in opinion.

Safety Is Serious Stuff

- Teach safe behavior around animals. More information can be found on PAGE 29 of the Helper’s Group Activity Guide.
- Play the “Safety is Serious Stuff” Game found on PAGE 31 of the Helper’s Group Activity Guide.
- For a variety of Animal Safety Resources, go to: http://www.agnr.umd.edu/Caroline/index.cfm?Parent=6&ID=469

Animal Care

- Have each child decide on an animal they would like to take care of for a week.
- Invite each child to find a magazine picture of the selected animal, draw it or use a photograph.
- Then have youth find pictures that show feed, shelter and equipment necessary for the care of their selected animal.
- Using the pictures and drawings, have youth make an “Animal Collage” by gluing them on a blank sheet of paper.
- Distribute copies of the “Animal Care Checklist” (found on PAGE 18 of the Helper’s Group Activity Guide) and have youth compare their “Animal Collage” with the things on the checklist.
FIELD TRIP IDEAS
- Plan a visit to a farm or ranch that raises animals.
- Ask a farmer or rancher to bring an animal to a club meeting. Ask him/her to tell the kids more about the animal.
- Visit the humane society.
- Visit a pet store or farm feed store and look at all the different kinds of feed available for the different animals. Also look at and discuss the other supplies need for the care of the animals.
- Visit a local veterinary clinic to see the kinds of products that are available for the different animals.

COMMUNITY SERVICE IDEAS
- Develop a care package for an animal and donate it to the local Humane Society.
- Take animals (farm animals or pets) to a nursing home and let the residents pet the animals and tell stories of their favorite animal/pet memories.
- Donate books about animals to the local library.
- Volunteer to talk about animals at the local library story time.
- Volunteer to work at the Baby Animal Barn or Petting Zoo at the county fair.

FAIR EXHIBIT IDEAS
- MOBILE: Make a mobile from one group of animals by cutting and hanging pictures that fit the selected group. Different groups could be animals with fur, animals that swim, animals that have feathers, etc.
- CREATE A CRITTER: Create a critter from parts of animals cut from magazines or drawings.
- DISPLAY: Display specialized animal parts and tell the purpose of each part.
- SCRAPBOOK: Create a scrapbook of different pets or farm animals. For each animal, include art pictures of feeds that it eats and shelter that it needs.
- ANIMAL COLLAGE
- POSTER: Identify body parts of an animal.
- POSTER: Identify feeds that an animal eats.