

Goat Project and Record Book

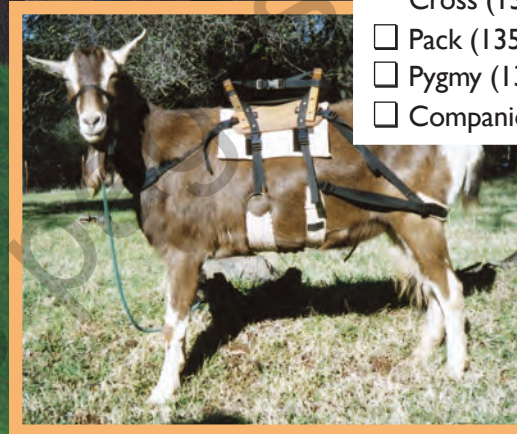


4-H 135

For use with
Goat Resource
Handbook
4-H 135R

Check the type of project you are completing:

- Breeding — Dairy (135BD)
- Breeding — Meat (135BM)
- Fiber (135F)
- Harness (135H)
- Market — Dairy, Meat, or Cross (135M)
- Pack (135P)
- Pygmy (135PY)
- Companion — Pet (135C)



Includes
Updated Good
Production
Practices

Name _____

Age (as of January 1 of the current year) _____ Years in the Goat 4-H Project _____

County _____

Club Name _____

Advisor's Name _____

Date Project Started _____ Date Project Completed _____

I hereby certify that as the 4-H member of this project, I have personally kept records on this goat project and have personally completed this project and record book.

Signature _____ Date _____



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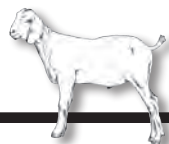
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10/14—9M—XXXXXX

Contents

Note to the Project Helper	2
For the 4-H Member: Getting Started	4
Member Project Guide	8
Topics of Interest	8
Learning Activities	10
Learning Experiences	12
Leadership and Citizenship Activities	14
Quality Assurance	16
Good Production Practices	16
Medication Label	17
Medication Insert	18
Treatment Record Activities	19
Feed Tag Activities	25
Drug Use Notification Form	28
Drug Residue Testing	29
Practice Healthy Herd Management	30
My Animal's Pen	32
Planning for the Care of Your Animal	33
More Questions about Your Project	34
Animal Records	35
Why Keep Records?	35
Project Pictures	36
Animal Inventory	37
Equipment Inventory	38
Breeding Record	39
Milk Production Record	42
Lactation Curve Activity	44
Growth Record	45
Treatment Record	50
Estimated Budget	51
Feed Expense Record	52
Miscellaneous Expense Record	54
Miscellaneous Income Record	55
Management Notes	56
Profit or Loss Statement	57



Note to the Project Helper

Congratulations! A 4-H member has asked you to serve as a project helper with his or her goat project. You may be a family member, project leader, club advisor, or another individual who is important in the 4-H member's life. As a project helper, it is up to you to encourage, guide, and assist the 4-H member. How you choose to be involved helps to shape the 4-H member's life skills and knowledge about goats.

Your Role as a Project Helper

- Review the *Goat Resource Handbook* and this project and record book.
- Guide the youth and provide support as he or she sets goals and completes this project.
- Encourage the youth to apply knowledge from this project book to the management of a project animal.
- Serve as a resource person.
- Encourage the youth to go beyond the scope of the 4-H project books to learn more about the aspects of the project that particularly interest him or her.

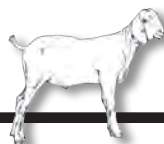
The Goat Project and Record Book

Every 4-H member completing a goat project must use this *Goat Project and Record Book*. This single book can be used regardless of the number and type of goat projects in a given year. The types of projects, all of which are appropriate for 4-H members of all ages, are listed below:

- Dairy goat: Goat milk is popular the world over. This project gives members the opportunity to explore the dairy goat industry, even if on the smallest scale.
- Fiber goat: Goats are used throughout the world for fiber production. This project allows youth to explore either mohair or cashmere.
- Harness goat: Goats also are used as working animals and as pets. This project showcases a goat's ability to help on the farm or provide unique entertainment by pulling a cart.
- Meat goat: Meat goats are becoming increasingly popular in Ohio. This project offers 4-H members the opportunity to raise a goat to market weight and to understand the special considerations in raising a food animal.
- Pack goat: Pack goats are useful as well as fun. The pack goat project allows youth to demonstrate that goats are well suited to work and companionship on the trail.
- Pygmy goat: Pygmy goats are popular companion animals. This project gives youth the opportunity to show that given proper care and training, pygmy goats are intelligent and sociable.

This project and record book is designed for members in grades 3 through 12 and is to be used with the *Goat Resource Handbook*. A new project and record book should be completed each year. Members with more than one goat may copy the records section so that every project animal has its own complete set of records.

This book is divided into three sections: Member Project Guide, Quality Assurance, and Animal Records.



The Member Project Guide provides ways to apply the skills and knowledge presented in the *Goat Resource Handbook*. Youth are required to complete “learning activities” that pertain specifically to their projects and are encouraged to study particular areas of goat knowledge and the goat industry in depth. Youth also are encouraged to develop leadership, citizenship, communications, and life skills through “learning experiences” and through “leadership and citizenship activities.”

The Quality Assurance section is designed to make youth aware of the issues surrounding animal care, food quality, and responsible ownership of animals. The activities provide youth with hands-on experiences that teach the knowledge and skills necessary for responsible goat ownership and that ensure their animals are properly cared for. Some activities are specifically for beginning, intermediate, or advanced members.

The Animal Records section gives youth the opportunity to develop scientific and basic mathematical skills. Skills such as record-keeping, comparing and measuring, observing, questioning, and evaluating are examined in the context of owning and managing a project goat. Activities in this section also give youth the opportunity to develop life skills such as time and money management. If a 4-H member has more than one goat involved in projects, it is all right to copy the blank pages. Begin the projects with a complete set of record pages for each animal.

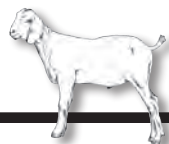
Some concepts and activities in this book are difficult for young members to grasp. They may require your assistance. Be patient. Help them understand that although an activity may not seem useful, it is designed to help them learn something new and master important skills.

Learning Science

The design of this project and record book uses the latest information on how youth best learn science. The 4-H member experiences, comprehends, and applies information about the project animal using a variety of science processing skills. The 4-H member:

- Keeps records
- Compares and measures
- Observes
- Communicates with others
- Uses scientific tools
- Evaluates
- Experiments
- Questions
- Conducts research

Experts agree that these skills, once mastered, are applied to other aspects of the 4-H member’s life in a way that goes beyond just content recollection. As project helper, you can support the 4-H member by encouraging effort on activities and records throughout the project experience. Every activity helps the 4-H member learn something new and master important life and science skills.



For the 4-H Member: Getting Started

Are you ready to begin your goat project? The activities in this book challenge you to explore areas of goat agriculture. The activities also test the knowledge that you have gained from the 4-H *Goat Resource Handbook*.

Your Project Helper

Before you begin your project, you should select a project helper. Your project helper can be a parent, project leader, club advisor, or an older friend who knows about the industry. Your project helper is someone who can help you if you have difficulty understanding or completing an activity, and who can help you find more information about an area of the project in which you are very interested. After you complete the activities in your project and record book, review them with your project helper. Discuss what you did and what you learned.

Write the name and phone number of your project helper here:

Name: _____

Phone: _____

E-mail: _____

As you complete this project and record book:

- Do your best to answer the questions and complete the activities.
- Think about the ways in which the knowledge you gain applies to the way you care for, manage, and train your goat.
- Work with a project helper to complete the activities in this book. Remember that your project helper is a valuable resource person.
- Look beyond the project books to explore areas of the project that interest you. You can find more information about particular topics from magazines, books, goat breeders and producers, and the Internet. Your project helper can help you find more information.

Your Project Level

This project and record book, which is meant to be used with the *Goat Resource Handbook*, is designed for all 4-H goat projects. For each year of the project, you should complete a new project and record book, including the required learning activities and experiences for your age level, the quality assurance activities, and the animal records section. If you have more than one goat, you should have a complete set of animal records for each one.

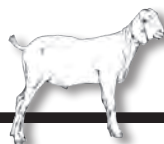
There are three project levels:

Beginner—Members with no experience in a project area, or those who are 8 to 10 years old

Intermediate—Members with some experience in a project area, or those who are 11 to 13 years old

Advanced—Members with experience in a project area, or those who are 14 years old or older

Each year, choose and complete five or more different learning activities for your project level. You may add or modify existing activities in the space provided.



Project Guidelines

Each year, complete these project components.

1. Obtain your project animal by your county's required possession date.

Contact your county Extension office and record the date here.

The required date for my county is _____.

2. Identify your project goals and objectives.

3. Complete the Member Project Guide section of this project and record book, including the following:

- one or more topics of interest
- five or more new learning activities
- two or more learning experiences
- two or more leadership and citizenship activities

4. Complete the Quality Assurance section.

5. Complete the Animal Records section.

This section is designed mainly for keeping individual animal records, but you will find that some records, such as milk production, can be used for herds too. Before you begin, review all the records carefully. If you have more than one project animal, copy pages as necessary so that each animal has a set of the individual records it needs. Bring this book and all copied pages with you for project evaluation.

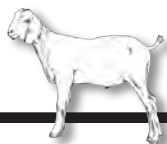
6. Take part in a club project review.

In a meeting with your parent, club advisor, or project helper, share your project records and what you have learned. Explain how you have grown as a 4-H member and your progress toward personal and project goals.

7. Take part in county project judging.

(This may be optional. Check your county's guidelines.)

There are generally two kinds of county project judging: skillathons and interview judging. For skillathons, you visit a series of hands-on learning stations and demonstrate your knowledge of your animal. For interview judging, a judge asks you to share and apply your project knowledge, skills, and records in a one-on-one interview. In both cases, you receive a project grade or score based on your performance. Your achievements may be compared to others to determine the best performance within your age division or the best performance overall. Special project awards may be given for achieving a set standard for your age or for achieving personal goals.



Project Goals and Objectives

Identifying goals and objectives at the beginning of your 4-H project helps you determine what you want to accomplish while taking this project. You should set goals for learning more about goats and for managing the care of your goat. Goals and objectives provide guidelines for accomplishing new tasks.

A **goal** is a statement of what you want to learn or a task you want to complete. Goals help you focus on these tasks. A goal needs to be realistic and specific. Goals should challenge you in what you want to accomplish, yet be reasonably attainable within the current project year. Do not write a goal so broadly that it becomes a chore to complete. For example, the goal *Learn about goats* is too broad. A better goal is *Learn about using goats as pack animals*. It has guidelines—specific animal, specific purpose—that keep you focused.

Once you decide on a goal, determine the objective you must do to work toward reaching that goal. **Objectives** are individual steps used to accomplish your goals. Each goal you write should have one or more objective statements. Each objective statement tells one action to do while working towards your goal. Objectives are best when written with action verbs and few details.

For example, for the goal *Learn about using goats as pack animals*, objectives to accomplish that goal might be:

Objective 1: Interview a goat breeder to ask what he or she knows about using goats as pack animals. Write up the information in a few short paragraphs.

Objective 2: Ask for more information from at least one professional group of people who use goats as pack animals for more information. (Use the Internet for research.)

Objective 3: Make a list of the special equipment needed to use your goat as a pack animal.

Objectives can be measured. In the above example, you would have interview notes, information from the professional group, and a list of equipment. Those items are good evidence of your accomplishment.

Write a rough draft of your goals and objectives. Ask your project helper or another adult to review them with you. Discuss whether the goals and objectives are reasonable for your age and experience. Older members may have goals and objectives that are more involved than younger members. You may wish to adjust your goals before writing the final draft for your project book. Periodically review your goals to see if you are on track to completing them. Make any adjustments necessary.

Goals can be identified from the learning activities you list in the Member Project Guide or from additional interests that you have. Decide on at least three goals and your plan to accomplish them in this project year. Write them on the next page. At the end of the project, ask yourself, “Did I reach my goals?” Write what you accomplished in the space provided.



Goal 1: _____

_____ Project helper's initials: _____

Objective 1: _____

Objective 2: _____

Objective 3: _____

What I accomplished: _____

_____ Project helper's initials: _____

Goal 2: _____

_____ Project helper's initials: _____

Objective 1: _____

Objective 2: _____

Objective 3: _____

What I accomplished: _____

_____ Project helper's initials: _____

Goal 3: _____

_____ Project helper's initials: _____

Objective 1: _____

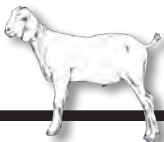
Objective 2: _____

Objective 3: _____

What I accomplished: _____

_____ Project helper's initials: _____

Sample pages



Member Project Guide

Introduction

Truly successful 4-H members learn about their project goats and are familiar with their care and management. As you complete the activities in this Member Project Guide, remember that you can choose activities that are truly interesting to you. What is it about goats that you really like? Keep your interests in mind as you plan your project. Choosing what you want means that you will learn and have fun.

Topics of Interest

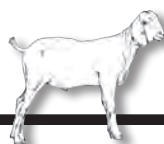
Select and study **one or more topics** from the 4-H *Goat Resource Handbook*. What topic is especially interesting to you? Select one that is covered in the handbook and write a short statement that describes it. Depending on your age and skill level, your topic can be simple or complex. Use the following page to write a summary that explains in more detail what you learned about it.

You can complete as many topics of interest as you want, but you must do at least one new topic each year. Remember to record the dates each interest area is started and completed.

Your topic of interest can be from any of these chapters in the 4-H *Goat Resource Handbook*. To keep learning more about goats, choose topics from different chapters each year you complete a goat project.

- *Selecting an Animal*
- *Working Safely with Goats*
- *Reproduction*
- *Nutrition*
- *Herd Management and Diseases*
- *Milk Production*
- *Meat Goat Production*
- *Fiber, Utility, and Pygmy Goats*
- *Housing Facilities*
- *Manure Management and Environmental Quality*
- *Records and Budgeting*
- *Goat Products*
- *Caring for Animals*
- *Careers in Animal Science*
- *Preparing Your Animal for Show*

Topic of Interest Complete at least one. If necessary, attach additional pages.	Date Started	Date Completed
<i>Example: A growing number of people in the state of Ohio use goats for meat.</i>	3/11/YR	3/31/YR



Learning Activities

Learning activities are your opportunity to explore the things that interest you. When you complete a learning activity, you are demonstrating and applying what you have learned.

Here's what to do: Browse through your *Goat Resource Handbook* to get ideas for activities. What are **five** activities you could do to show the interesting things you are learning by caring for and training your goat? Here are some examples:

Beginner Level. Beginning activities are for members with no experience in a project area or for those who are 8 to 10 years old.

- Identify and describe five goat breeds and name two characteristics of each.
- Identify 15 to 20 goat body parts.
- Attend a goat show and observe animals being evaluated. Listen to a judge's comments on placing.

Would you like more examples of learning activities? Hundreds of ideas are available online at <http://www.ohio4h.org/publications>. Look for Learning Activity Ideas.

Intermediate Level. Intermediate activities are for members with some experience in a project area or for those who are 11 to 13 years old.

- Help a new member learn to identify and spell 15–20 parts of a goat.
- Using a photo, drawing, or live animal, describe an ideal goat using judging terms.
- Demonstrate that you can complete a treatment record.

Advanced Level. Advanced activities are for members with experience in a project area or for those who are 14 or older.

- Describe an ideal goat in terms of conformation, balance, capacity, and muscle.
- Help a new 4-H member select an animal for the goat project.
- Tour a goat farm other than your own and compare your housing and feeding system to theirs. Report your findings at a club meeting.

Ready to get started? Follow these guidelines:

1. Select activities that are new for you, **not** ones that you completed for a previous goat project.
2. Using the examples as a guide, be sure the activities you select are appropriate for your level (beginning, intermediate, or advanced).
3. Write the activities that you plan to do in the table on the next page. Remember, you are being asked to complete **at least five** new learning activities each year.
4. Ask your project helper to initial and date the activities as you complete each one.
5. Advance to the next level after completing 15 or more activities or after reaching the appropriate project level.

