

Cloverbud Mentor Program

SWINE

Mentor—First Year

Cloverbud

Mentor

YEAR

How To Create A Positive Learning Environment

Provide Lots of Encouragement

Allow the Children to be Creative

Focus on the Process of *Doing* the Activity, Not Simply the Product

Promote Parent Assistance

Avoid Sarcasm

Be a Positive Role Model, Enthusiastic & Sensitive

Stress Fun, Sharing and Cooperation

Keep Safety First

Allow Children to Explore Interests

Use Stimulating Questions:

- 1) What did you do or make?
- 2) What does that mean?
- 3) What did you learn?
- 4) How do you feel?

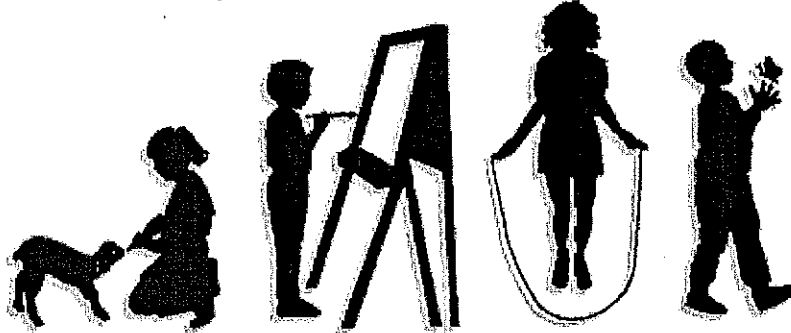
4-H Cloverbud Mission

To guide 5 to 8 year olds as they acquire knowledge, develop life skills, and form attitudes that enable them to become confident, self-directed, contributing members of society.

From Michigan 4-H Cloverbud In-Service
February 2005

What We Know About How Children Learn

Youth Development Programs for School-Aged Children



Learning and having fun are important elements of any effective 4-H activity in clubs or groups, after school or in the classroom. Although we often think of learning as a cognitive skill, it really involves the whole child. As you work with a group, think about how they learn and what to consider as you plan and carry out activities. This will help ensure a high level of enjoyable learning for your group:

- **Children are active learners.**

This means they are both active in seeking out experiences as well as physically active. They learn from hands-on experiences that involve all their senses. The 5- to 8-year-old activities are designed around an experiential learning model that encourages active learning.

- **Children's learning is influenced by development and maturation.**

Children enjoy activities that are within their ability to master. Try to simplify, maintain or expand your activities in response to the level of understanding the children demonstrate.

- **Children's learning is affected by the environment.**

The environment can either enhance or detract from a child's ability to learn. Children learn best when they feel safe and secure. You create this feeling when you treat them with warmth, respect and caring.

- **Children learn through physical experience, social interaction and reflection.**

From their direct experiences (seeing, listening, smelling, tasting and touching), children find out what things are like, how they work and how they relate to one another. They combine these observations with more complex thinking like seeing patterns, interpreting and drawing conclusions about what happens. These conclusions either add to children's existing ideas or cause them to adjust their thinking.

Children are also influenced by the people in their lives — especially the adults who are important to them, such as parents, other relatives, teachers and 4-H volunteers. As children interact with other people in their lives, they make decisions about themselves and their actions based on the reactions they receive. They decide if their thinking and actions are "right" or "wrong" and adjust their actions accordingly.

It is also important for children (and adults, too!) to "think about their thinking" — to reflect on what they know and how they figure it out. You can guide children to make connections between what they know now and where they want to go. This helps them to make connections between ideas and gives them clues for doing similar things in the future. As a result, you can play an important role for each child in your group. You can help the children form ideas and develop life skills.

- **Children's learning styles differ.**

Everyone has a preferred way of taking in and processing information. Some of our senses (visual, auditory, kinesthetic or tactile) may dominate the others. In his book, *Frames of Mind*, Howard Gardner has expanded this idea through the theory of multiple intelligences. He believes that everyone possesses at least seven intelligences, and the blend of these makes us unique. The seven intelligences are: linguistic, logical-mathematical, musical, spatial, bodily-kinesthetic, intrapersonal and

interpersonal. Volunteers and teachers should offer experiences related to these different intelligences by developing children's thinking skills, providing opportunities to gain self-knowledge and working in groups to develop social interaction skills. These methods need to be combined with other active learning strategies.

- **Children learn through play.**

Play is so important it has been described as children's work. All areas of development are enhanced through children's play activities. Play is the primary way that children gather and process new information, learn new skills and practice old ones. It's important to offer time for recreation and play when your group meets.

- **Children's learning is influenced by early attitudes and perceptions.**

When children are learning new information and skills, they are also developing attitudes toward learning. Attitudes are the ways of reacting that people develop toward various situations in their lives. You can play an important role in helping children develop positive attitudes toward learning, the value of work, the importance of teamwork and the contributions that all workers make to society.

- **Children's learning proceeds in predictable directions.**

Simple -----> Complex
Known -----> Unknown
Self -----> Other
Whole -----> Part
Concrete -----> Abstract
Exploratory -----> Goal Directed
Inaccurate -----> More accurate
Impulsive -----> Self-controlled

A Comparison of Cooperative, Competitive, and Individual Activities for Youth

	Cooperation	Individualization	Competition
Definition	Working together so that everyone can participate and contribute regardless of skill level, age, or ability	A person chooses to focus on personal interests and works alone	An activity that results in winners and losers
Benefits	Promotes positive relationships among individuals	Promotes personal growth and development of oneself	Promotes winners and losers
Types of Activities	Any task; the more complex the task the greater the cooperation	Learning information or a simple skill	Skill practice, emphasis on learning and following rules
Examples of Activities	<ul style="list-style-type: none"> • Planning for a group trip • Car Wash • Community service project • Being part of an orchestra 	<ul style="list-style-type: none"> • Reading • Playing a musical instrument alone 	<ul style="list-style-type: none"> • Sports • Judging • Scholarships • Playing a musical instrument for a scholarship
Goals	Everyone works toward some common goal	Personal Goal	Goal is to be singled out as best group or individual
Rewards	All participants receive rewards	Satisfaction at completing a task, learning a skill	The reward goes only to the person or group that is a winner
Contributions	Everyone contributes based on their unique characteristics	Individual effort determines the outcome	The value of a person's contribution to a group is determined by whether it will help the team win
Leader Statement	"We're going to plan _____. Let's work together to decide how we can accomplish this task."	"Work by yourself and let me know when you're finished. I'll give you the next activity."	"The person who has the best project will get a ribbon."

	Cooperation	Individualization	Competition
Adult—Youth Interaction	Facilitates group activities	Provides assistance, feedback, reinforcement, and support	<ul style="list-style-type: none"> • Clarifies rules • Referees disputes • Judges correctness • Rewards the winners • Provides assistance, feedback, reinforcement, and support
Youth—Youth Interaction	Ongoing interaction with each other, helping, sharing, supporting, and encouraging	None. Youth work on their own with little or no interaction	Watch other youth and compare themselves or their team to the others
Ages 6-9	Especially appropriate for children 6-9	Appropriate when combined with recognition and approval from leader and adults	Not appropriate for children under age nine

Developed by Mary Piat, Purdue University, Department of 4-H Youth
 Cooperative Extension work in Agriculture and Home Economics, state of Indiana, Purdue University, and U. S. Department of Agriculture cooperating:
 H. A. Wadsworth, Director, West Lafayette, IN. Issued in furtherance of the acts of May 8 and June 30, 1914.
 The Cooperative Extension Service of Purdue University is an equal opportunity/equal access institution.

Welcome!!

Welcome to the Cloverbud Mentor Program. This is an exciting program where you as one of the younger members will get to experience the joys of working with an animal. This program is designed to give you the basic information about the Swine project. Throughout this booklet you will get the opportunity to color, do crossword puzzles, word searches and much more while learning about swine.

You and your mentor will meet regularly and during these meetings you are to go through this booklet and discuss and learn the different topics that were chosen by the Jr. Livestock Committee. The topics covered in this booklet were chosen to be the most important things a new member should know.

At the end of each page you and your mentor are to sign both of your signatures. This shows that you both worked on this booklet and understand the information provided.

The topics covered in this booklet include: breeds of swine, terminology, parts of the animal, safety and handling, what it takes to raise your animal, different feeds, animal fitting and showing and by-products. These chosen topics cover every aspect of the swine project.

We as the 4-H Staff hope you have fun working with your animal and your mentor and learn a lot while doing it. At the end of this booklet are two very important pages, one is for you to put pictures of you and your mentor working with the animal and on this booklet, the other is for you to write about your experiences during the project.

Sincerely,

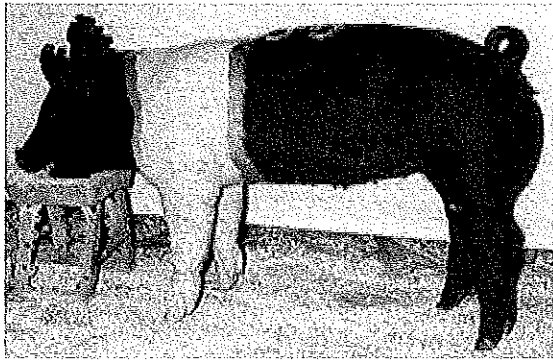
4-H Staff



Prepared by Jessica Hammer, Washtenaw County 4-H alumni

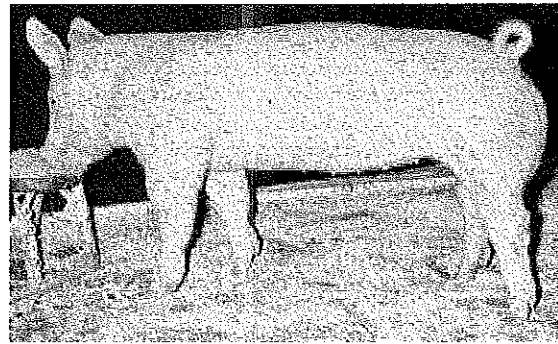
Swine Breeds

Hampshire



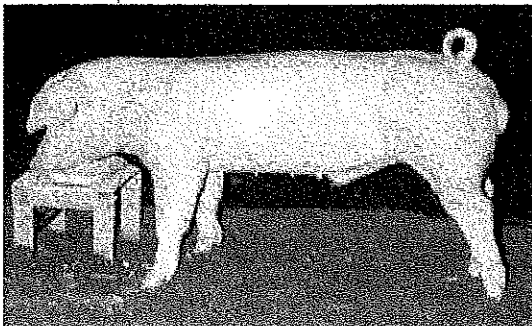
The Hampshire originated in England and was brought to the U.S. in 1825. They have black bodies with a white belt at the shoulders, their ears are erect. They are heavy muscled and produce good market hogs.

Yorkshire



The Yorkshire originated in Yorkshire, England. They are large white hogs with long bodies. They have erect ears and are known for their mothering abilities.

Landrace



One of the newest breeds, the Landrace was introduced to the US in 1930. They are large white pigs with big floppy ears that seem to cover their eyes. They are known for having large litter sizes and having good mothering abilities.

Duroc



Durocs originated in the US. they are red to reddish brown in color. They have droopy ears, but not as big as the Landrace. Durocs grow the fastest of any breed which makes them a great market hog breed.

A Family is a Family!

Just like you have a mom and a dad, so do animals, they are just called different names. Every species of animals has their own terminology for moms and dads, boys and girls, and even the family as a whole. Can you figure out which name belongs where?

Match the term with its correct meaning

Use these terms below to fill in the table. Have your mentor help you and explain any terms you do not understand. Some of the words may be used more than once. Check your answers when you are done and write the number of answers you got correct in the space provided.

	Beef	Dairy	Sheep	Swine
Male	Bull	Bull	Ram	Boar
Female	Cow	Cow	Ewe	Sow
Castrated Male	Steer	Steer	Wether	Barrow
Young Female	Heifer	Heifer	Ewe Lamb	Gilt
Baby	Calf	Calf	Lamb	Piglet
Process of giving birth	Calving	Calving	Lambing	Farrowing
Group	Herd	Herd	Flock	Herd

Number correct on 1st try: _____

Number correct on 2nd try: _____

Word Bank		
Calf	Gilt	Wether
Herd	Cow	Ram
Barrow	Flock	Bull
Piglet	Ewe	Steer
Heifer	Boar	Ewe Lamb
Calving	Lamb	Lambing
Sow	Farrowing	

Signature: _____

Word Search

These are all important words to know about pigs. Can you find them in the word search.

Pig, Gilt, Swine, Ear Notching, Sow, Barrow, Snout, Duroc, Boar, Market Hogs, Farrow to Finish, Confinement, Farrowing, Needle Teeth, Anemia, Castration, Pork, Hog, Litter, Hampshire

G	N	R	A	W	V	F	A	O	V	I	L	J	W
K	O	T	O	F	G	H	U	D	A	C	G	A	K
M	I	D	D	A	D	S	N	O	P	Z	T	M	F
T	T	L	C	R	F	P	U	K	Q	D	A	A	R
Q	A	B	A	R	R	O	W	E	A	U	R	R	A
Z	R	K	D	O	A	R	J	N	C	R	S	K	T
A	T	C	M	W	P	K	T	I	O	O	N	E	I
M	S	D	I	T	Q	Y	L	W	U	C	O	T	O
H	A	S	G	O	P	V	I	S	F	D	U	H	S
O	C	O	N	F	I	N	E	M	E	N	T	O	V
H	N	T	L	I	G	B	Q	J	E	A	N	G	N
A	I	M	E	N	A	A	I	E	P	B	R	S	M
M	B	F	E	I	O	S	D	K	I	G	U	Z	H
P	U	C	F	S	Q	L	I	T	T	E	R	P	E
S	S	O	R	H	E	V	T	T	A	N	T	O	F
H	G	A	L	T	P	C	S	I	W	O	D	J	K
I	L	U	E	A	R	N	O	T	C	H	I	N	G
R	A	E	Z	U	A	E	W	K	W	S	D	E	V
E	T	B	T	F	O	J	M	H	T	J	S	W	D
H	O	G	A	W	B	G	S	D	K	L	H	L	Z

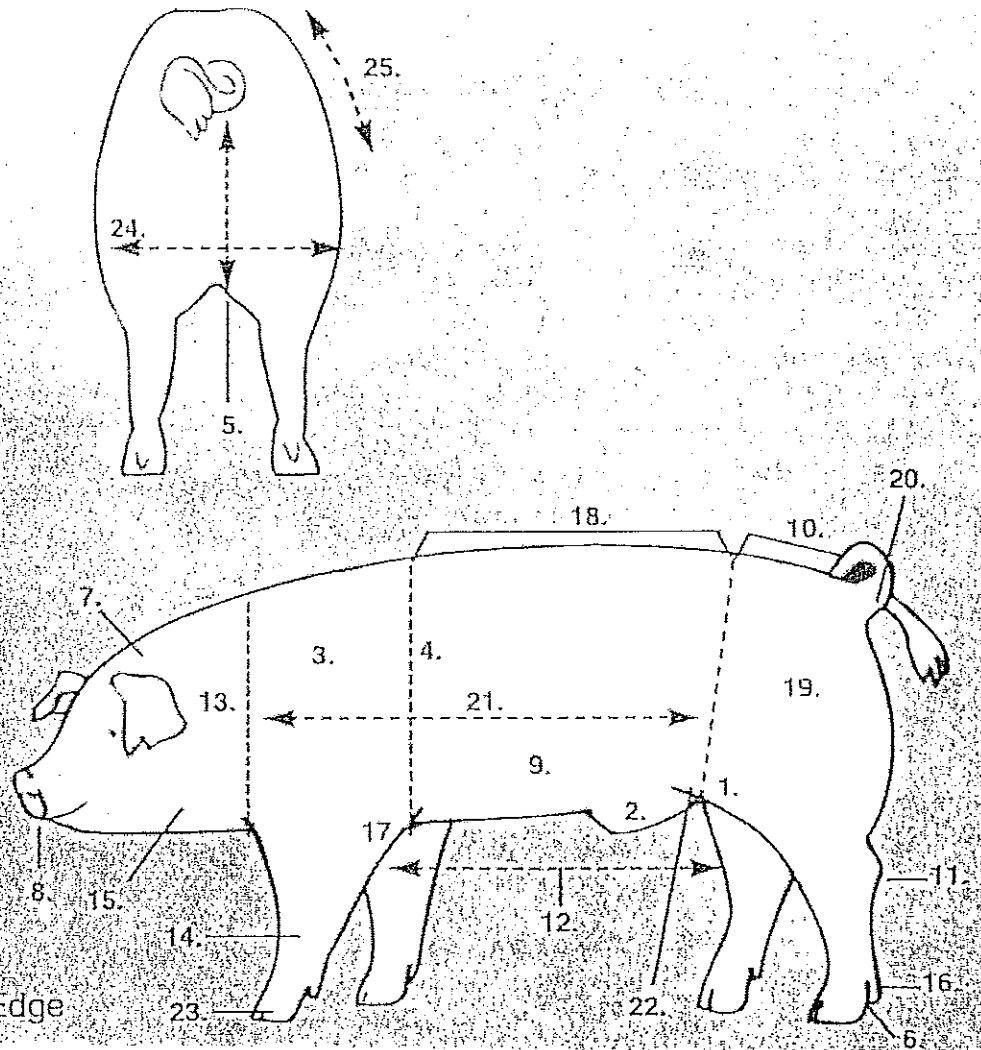
*Word Search from: University of Kentucky- Pig Farm Electric Field Trip

Signature: _____

Parts of a Swine

Pig Parts

1. Stifle
2. Sheath
3. Shoulder
4. Heartgirth
5. Seam
6. Pastern
7. Poll
8. Snout
9. Belly
10. Rump
11. Hock
12. Underline
13. Neck
14. Knee
15. Jowl
16. Dewclaw
17. Elbow
18. Loin
19. Ham
20. Tailsetting
21. Side
22. Rear Flank
23. Toes
24. Width of Stifle
25. Turn Over Loin Edge



from 4-H Skills for life

Parts Puzzle

Fill out the puzzle using words from the parts box. If you need help refer to the parts picture on the previous page. Have your mentor work with you to complete the puzzle.

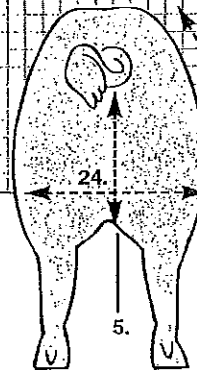
Your Challenge

Complete the crossword puzzle. A list of pig body parts is provided. You may not need to use all of them.

How many parts do you know?

List of parts:

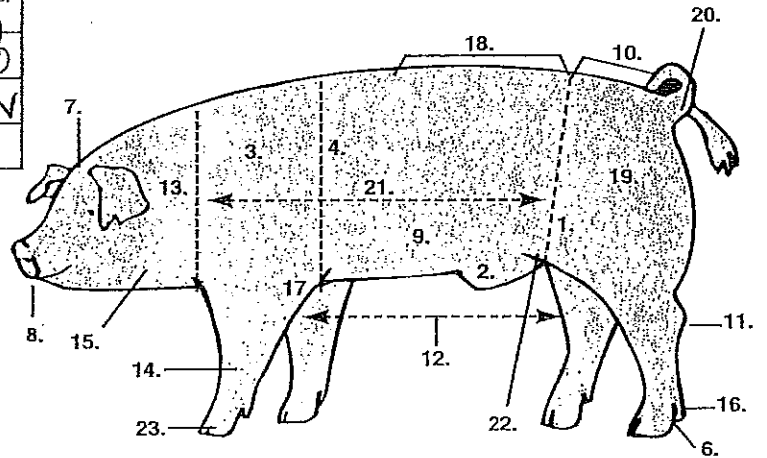
- | | | |
|------------|------------|--------------|
| Back | Hock | Seam |
| Belly | Jowl | Sheath |
| Cheek | Knee | Shoulder |
| Dewclaw | Loin | Side |
| Elbow | Neck | Snout |
| Foreflank | Pastern | Stifle |
| Foreleg | Poll | Tail setting |
| Ham | Rear flank | Toes |
| Heartgirth | Rump | Underline |



Bonus:

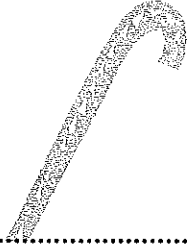
24. _____

25. _____

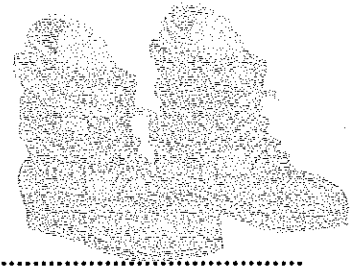


*Puzzle from 4-H Skills for life

Signature: _____







Safety and Handling



Since you were a little kid your parent has always told you "safety first". Whether it be crossing the road and looking both ways for oncoming traffic, wearing a helmet when riding your bike or putting your seatbelt on every time you get into the car. Safety is everywhere including on the farm and especially working with animals. You should always be aware of what is going on around you when it comes to dealing with an animal. Below are some safety tips and fill-in-the-blank messages to help you become aware of what you should watch for and know when working with animals.

Safety Tips

-  Pigs can see almost all the way around them, except for directly behind their rump. Approaching them from behind can startle them.
-  Pigs are more content when they are grouped with other pigs. Isolating them can cause them to become stressed and unpredictable.
-  Boars are unpredictable and should be worked with caution. Sows can be very protective of their offspring and will do anything to protect them.
-  Always use moving boards or paddles when moving pigs from pen to pen.

Management Tips

1. Baby pigs grow inside the **Sow** _____ for almost four months before they are born.
2. The sow gives birth to about 10-11 **Piglets** _____.
3. They stay with her for four to six weeks before they are **Weaned** _____ (taken away from the sow's milk).
4. Pigs eat **Ground Grain** _____ from the time they are weaned until they go to market.
5. Farmers or pork producers often raise the **Crops** _____ they feed to the pigs.
6. Farmers spend many hours feeding, doctoring, identifying, cleaning hog houses and keeping good **Records** _____.
7. When the pig is about six months old, it should weigh 220-260 pounds. Then it is time to go to **Market** _____.

Ground Grain
Piglets

Market
Records

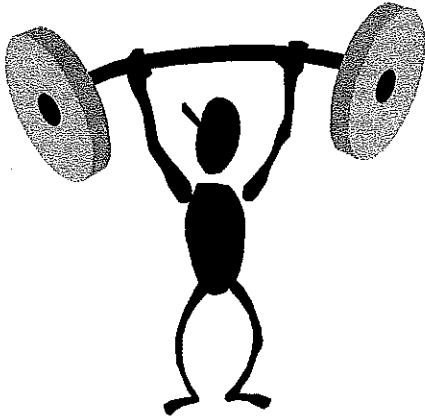
Sow

Weaned

Crops

Signature: _____

What does it take to raise a healthy hog?



Animals need some of the same necessities as you or I do. For us to grow up big and strong we need simple things like food, water and exercise. Those are just the basics though, and you also have to include healthy lifestyle, shelter, clothing, and sleep. All of the things that are listed above for you also need to be provided for your animal and since your animal cannot run out to Wal-Mart or McDonald's to get these things you must provide them. Check out the tips and ideas.

Are they sick or just playing opossum?

Signs of a sick pig:

- Poor Appetite
- Gauntness
- Rough Hair Coat
- A dull look in their eyes
- Excessive Coughing
- Diarrhea
- Inactivity
- Lameness

A pig's temperature should be 102.5 degrees F. If a pig has a temperature of two degrees or more above its normal temperature, the vet should be called immediately. If for some reason the vet does have to be called out to the farm, ask your mentor if you can attend the vet visit. This would be a great opportunity to observe what happens when pigs are sick, what vaccinations the pig gets and is a great chance for you to ask any questions the vet might be able to answer.

.....

Some of the most common ways that pigs get sick are: being exposed to other sick pigs (especially when arriving home from shows and sales), becoming over stressed or given bad food. On the next page is a health chart for you to fill out with space for you to write what a healthy pig looks like and what a sick pig looks like.

Pig Examination Chart

Pig Name: _____
 Breed: _____ Date: _____
 Age of Pig: _____ Weight: _____ # of Pen Mates: _____
 Weather Temperature: _____ Housing: _____
 General State of Health: Excellent Good Poor

	Observations of Healthy Pig	Symptoms of Sick Pig
Animal's attitude		
General condition		
Skin (texture, color)		
Coat (shiny or dull)		
Ears		
Eyes		
Temperature		
Eating		
Drinking		
Body discharges		
Sleeping		

*Chart from 4-H Skills for Life: Hamming it up

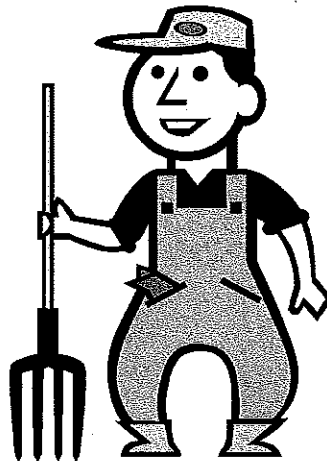
Management Tips

Not only do you have to watch an animal carefully for sickness but you also have to know how to properly manage it. Managing your animal isn't just about keeping it healthy. It involves making sure it gets the proper amount of food and water, shelter to protect it, and enough exercise. The next couple of pages cover in detail some management tips and what an animal needs to be healthy and show ready.

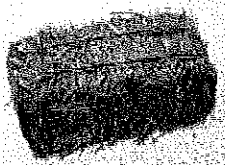
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- Always vaccinate pigs when they are young.
- A pig should have feed in front of it until it reaches about 125lbs then start monitoring feed.
- A pig should always have fresh clean water in front of it.

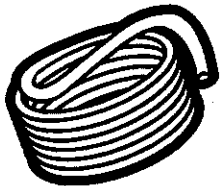
- Allow pigs to have plenty of room to play, but not too much to run off pounds.
- Clean out the pen every couple of days to lower chance of disease and help increase growth of the pig.
- Become Pork Quality Assurance (PQA) certified.



Care Tips

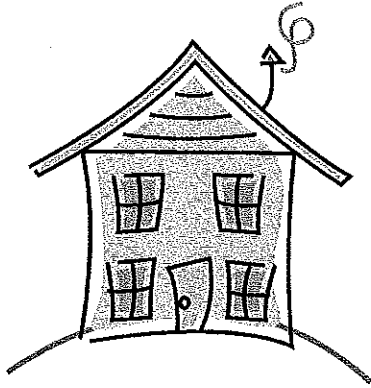


Clean bedding is key to having clean and happy pigs. The bedding should be changed often. Can you name what the most common type of bedding is?



Pigs have no sweat glands to cool their body temperature during hot months; this is why they wallow around in the mud. Help keep them cool by spraying them with water and giving them a little mud hole.

A Home is a Home of Course!!!



Home #1

VS.



Home #2

Who belongs where? This is the question that poses an interesting debate. You as a human have a certain type of place that you call home and so does an animal. So, what is the difference? Well don't get discouraged because it will all be explained to you right now!

A home is a place where you go to get out of the weather, a place for you to sleep, a place where you spend time with your family eating meals and a place where you can relax after a long day at school. Well, after reading that description are you still a little confused about the difference between the houses? I am. Could you help me out? In the space provided below list some comparisons between the two homes to show their similarities and their differences. After you have put down some of your ideas, write a couple of sentences describing where and why an animal lives where it does.

Home #1 (EXAMPLES)

- 4 walls and a roof**
 - Bedrooms**
 - People live there**
-
-
-

Home #2 (EXAMPLES)

- 4 walls and a roof**
 - Stalls**
 - Animals live there**
-
-
-

WHICH DID YOU CHOOSE?

Animals live in home #2

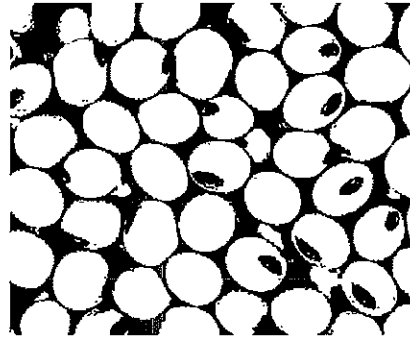
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“I can’t help but make a pig of myself”

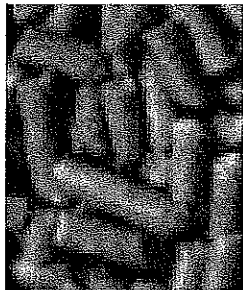
Match the correct food picture with the correct food name. After you have named them give them their natural coloring.



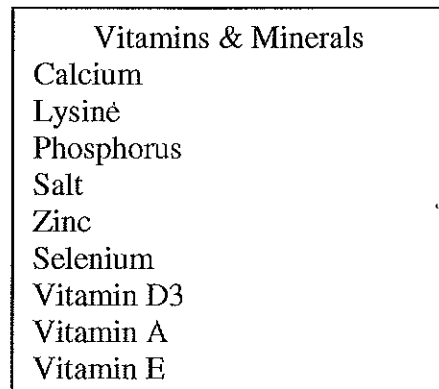
1. **Corn** _____



2. **Soybeans** _____



3. **Pellets** _____



4. **Vitamins & Minerals** _____

Vitamins & Minerals

Corn

Soybeans

Pellets

Signature: _____

The Fair is coming! The Fair is coming!

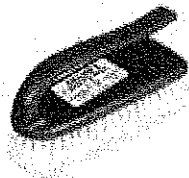
So you have spent the last couple of months working hard and preparing for that last week in July when all your hard work gets to be shown to everyone. Fair week is fast approaching but don't just load your hogs up and head to the fair. There are a few things you need to make sure you have so that when it is your time to shine you are prepared. Below are some pictures of things you want to make sure you have with you when you make your way to the fairgrounds.



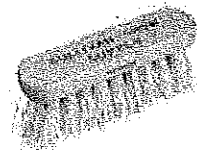
1. Shampoo



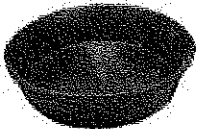
2. Show Cane



3. Show Pocket Brush



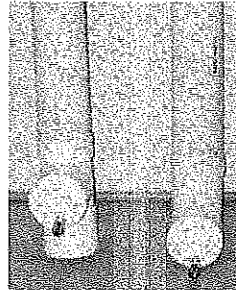
4. Rice Root Brush



5. Feeder



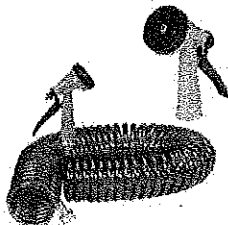
6. Show Whip



7. Waterer



8. Rubber Boots



9. Hose



10. Wood Shavings

Signature: _____

Training and Grooming

Most of the time fair pigs are purchased in early spring which gives you a shorter amount of time to work with the animal compared to a steer, but don't worry working with hogs is a snap. Below are some training and grooming tips on pigs to help you and your mentor get ready for fair.

- Get to know the pig by spending time in its pen. Gently brush it, especially when it is eating.
- Always treat the pig with gentleness and patience while training. It will take several times for the animal to know what you expect and for it to respond to your signals.
- Start out by choosing which piece of equipment you want to use in the show ring: cane, pipe, or whip. Use it to practice at home while training the pig so it becomes used to the device.
- Let the pig into a fenced-in area other than its pen. After the pig runs around and isn't curious about the new place try walking up to it and tapping it on the jowl just in front of the front legs.
- If you want the pig to go to the right tap it on the left side of the head. If you want the pig to go to the left tap it on the right side of the head.
- When you want the pig to go forward tap it on its side. NEVER HIT THE PIG ON THE BACK OR HAM, BECAUSE IT MAY BRUSE THE PIG.
- Practice working with the pig a couple times a week. The more the pig is worked with the better it will do in the show ring.

Grooming

- Begin washing the pig at least two weeks before the show.
- Use a mild soap so it won't burn and chaff the hide.
- Try brushing the pig every time you go to work with it.
- After washing the pig make sure it has clean bedding and a clean pen to return to.

Show Time

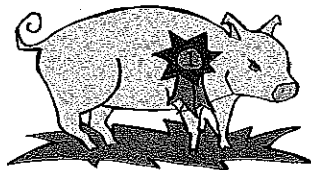
Show preparation really starts the day before the show when the pigs arrive at the fair. Below are some tips for getting the pig and yourself show ready when you and your mentors name is called to the ring.

- After arriving at the fair let the pig calm down from all the excitement and get accustomed to its new environment.

- When it has calmed down and there is space available, walk the pig to the wash racks for a bath. When moving a pig, have plenty of knowledgeable helpers so the pig stays calm.
- Make sure you scrub the pig clean using a mild soap. You don't want to leave any dirt spots on the pig. Make sure you don't get any water in the pig's ear, the pig does not like it and it shows it by hanging its ears down and shaking its head.
- When you put the pig back in its pen make sure there is clean bedding for it to lie on.
- Give it some food and water and let it relax.
- The morning of the show starts a couple hours before the show starts. Because you and your mentor washed the pig the night before you don't have to wash it in the morning. Use a damp rag to clean any dirt spots on the pig, if it is really dirty you and your mentor may want to give it a new bath.
- Make sure the pig has plenty of food and water before entering the show ring.
- Brush it off so no wood shavings are hanging from it and no dirt is in its hair.
- When you and your mentor name are called head out to the show ring. **DON'T FORGET TO TAKE YOUR CANE AND POCKET BRUSH WITH YOU.**

SHOW RING TIPS

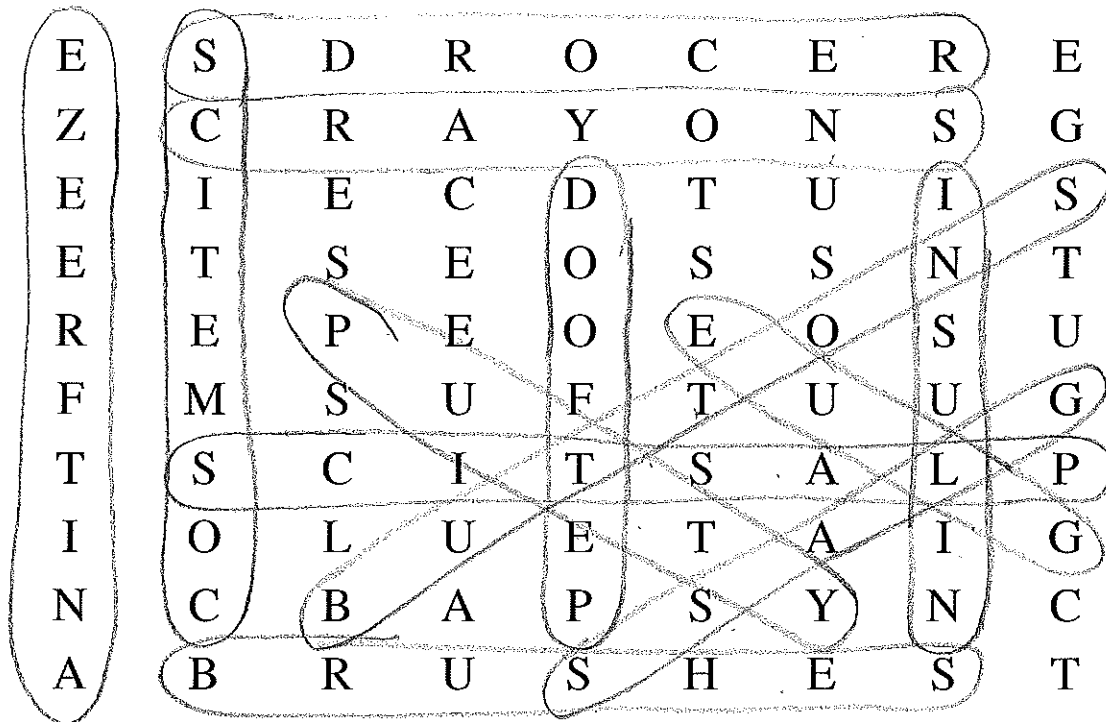
- Enter the show ring promptly when your class is called.
- Know where the judge is at all times.
- When moving the pig, keep the cane, pipe or whip in one hand.
- Keep a small brush in your pocket to brush off any dirt that might get on the pig or to brush it after the judge has touched the pig.
- Keep the pig between you and the judge; keep a distance of about 10 to 15 feet away from the judge.
- Try to keep the pig out of big groups and always moving so the judge can easily see it.
- SMILE!



Signature: _____

What else can you get from a Pig?

Did you know that not all of a pig will end up as food? An animal is composed similarly to you and I, we both have bones, intestines, blood, and other internal organs that are not eaten. Those other parts are good for something though, instead of throwing them in the garbage they are processed into useful items that you and I use everyday. How many things can you think of that are some sort of a pig by-product? Use the word search and word scramble to find them.



Cosmetics
Glue
Pet Food
Glass

Buttons
Records
Antifreeze
Crayons

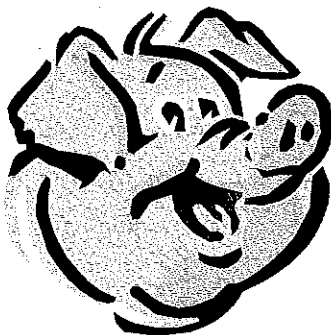
Putty
Insulin
Brushes
Plastics

Signature: _____

Word Scramble

Here are more swine by-products. Can you unscramble the words and figure out what they are? After you have figured the words out, write the uses of that product.

		<u>Uses</u>
1. VGSLEO	<u>Gloves</u>	Sports
2. RLIFEZIERT	<u>Fertilizer</u>	Plants
3. KHLCA	<u>Chalk</u>	Write on Chalkboard
4. LPTUEOHRSY	<u>Upholstery</u>	Line couches and chairs
5. NHACI	<u>China</u>	Expensive dishes
6. TEMACSH	<u>Matches</u>	Start fires
7. NCMETE	<u>Cement</u>	Flooring for a barn
8. SNALIUTINO	<u>Insulation</u>	For houses to keep warm
9. BURBRE	<u>Rubber</u>	Tires
10. EONB AMLE	<u>Bone Meal</u>	Feed additives



Signature: _____

Glossary

Anemia- A deficiency of hemoglobin, iron or red blood cells.

Barrow- A male pig that is castrated.

Boar- An uncastrated male pig.

Breed- A group of swine that look like each other, share certain characteristics and pass those characteristics to their young.

Bull- A male animal that has not been castrated.

By-product- A product produced from the parts of the pig left over after the meat is used.

Calf- Young animal of either sex, usually less than one year old.

Cannibalism- Behavior pattern in which one pig bites or chews some part of another.

Carcass- The body of a dear or slaughtered animal.

Castrate- Removal of the testes from the male animal.

Concentrate- Dietary component that is high in energy or protein and low in fiber content; highly digestible.

Confinement- Holding swine in a restricted area.

Consumer- Person who buys and uses a product.

Cow- A female heifer that has had a calf.

Crossbred- Offspring produced from the mating of different breeds.

Dam- Female parent.

Diet, feed, ration- The foods pigs eat to get nutrients.

Disease- A sickness or illness that prevents the body from functioning normally.

Ewe- A female sheep

Ewe lamb- A female sheep that is less than one year old and has not had a lamb.

Family- Ancestry; line of breeding.

Farrowing- The birth process in swine.

Feeder Pigs- Weaned young pigs weighing approximately 30 to 60 pounds.

Feedstuff- Grain and other ingredients used in making swine rations.

Flock- A group of sheep.

Gilt- A young female that has not yet produced her first litter.

Goiter- An enlargement of the thyroid gland usually brought on by a deficiency of iodine.

Heifer- The young bovine female that has not calved yet.

Herd- A group of animals particularly cattle, horses, pigs or goats.

Hogs- Another word for swine.

Lamb- A sheep under one year of age.

Litter- The group of piglets born to a sow at one time. Ideally there will be 10-12 live piglets born in a litter.

Management- Selecting, feeding and caring for swine.

Market hogs- Swine weighing 220-290 pounds, sold for slaughter to manufacture pork products.

Nutrients- Building blocks of nutrition that must be eaten each day by pigs for good health and growth.

Offspring- Animals born to a parent, or later generations of the same family.

Paturation- Giving birth; farrowing

Pedigree- A list or chart showing the names of an animal's ancestors.

Pork- Meat from hogs.

Progeny- The offspring of an animal.

Ram- A male sheep, also known as a "buck".

Showmanship- An exhibition class at a fair or swine show. The exhibitor must show the hog in a clean, attractive condition and demonstrate the ability to control and show the hog to a judge properly.

Sire- The male parent of a specific pig.

Sow- A female breeding hog that has produced one or more litters.

Steer- Male castrated when a calf.

Supplement- A feed or feed additive given to animals to provide nutrients such as protein, mineral or vitamins that were deficient in the basic ration.

Swine Producer- Someone who earns his or her income from raising hogs.

Trait- A feature or characteristic of an animal.

Udder- The mammary glands, including the teats of farm animals.

Weaning- Removing pigs from the sow and switching them from sow's milk to a dry feed.

Wether- A male sheep that is castrated.

Yearling- An animal that is more than one year and less than two years old.

Pictures

Please include some pictures of you and your mentor working with an animal and on this booklet. This will help show everyone just what the two of you have been working. (You may include more pages of pictures if you wish)

What did you learn from this experience?

Please write a paragraph describing what you learned during this cloverbud mentor program. Please include things about taking care of an animal, showing, responsibility, team work, etc. be creative and descriptive.