4-H RABBIT PROJECT







In the rabbit project, youth can learn about selecting and raising a rabbit. Youth learn about the breeds, characteristics, and sound care and management practices.

- Learn the basic principles of animal science by owning, caring for, and keeping records on rabbits.
- Explore knowledge of sound breeding, feeding, and management practices.
- Investigate marketing, project expansion, and how you can start a career in the rabbit business. Learn how to market the animals and products for breeding, fur, meat or pets.

Starting Out Beginner

- Gather information and determine the best rabbit for your family.
- Determine the purpose of your rabbit projects.
- Develop a rabbit care management plan.
- Identify rabbit equipment and their uses.
- Locate and name parts of a rabbit.
- Learn proper feeding
- Learn proper grooming Discover proper rabbit showmanship steps.

Learning More Intermediate

- Learn the different types of breeds and their ideal weight.
- Learn and explain judging criteria for rabbit health.
- Learn the difference between class 4 and 6 rabbits.
- Explore the different rabbit body types and their functions
- Design a plan for preparing rabbits for show.
- Practice or learn how to tattoo rabbits.
- Learn about diseases and environment concerns.

Exploring Depth Advanced

- Learn about rabbit breeding programs and genetics.
- Design a rabbitry.
- Manage your rabbitry.
- Learn palpation techniques to determine pregnancy.
- Identify bones on a skeleton.
- Evaluate rabbit health.
- Complete rabbit pedigree and registration papers.
- Market your rabbits to others

4-H THRIVE

Help Youth:

Light Their Spark

A spark is something youth are passionate about; it really fires them up and gives them joy and energy. Help youth explore what they love about animals.

Flex Their Brain

The brain grows stronger when we try new things and master new skills. Encourage youth effort and persistence to help them reach higher levels of success.

Reach Their Goals

Help youth use the GPS system to achieve their goals.

- **G**oal Selection: Choose one meaningful, realistic and demanding goal.
- Pursue Strategies: Create a stepby-step plan to make daily choices that support your goal.
- Shift Gears: Change strategies if you're having difficulties reaching your goal. Seek help from others. What are youth going to do when things get in their way?

Reflect

Ask project members how taking care of an animal can make them more confident, competent and caring. Discuss ways they can use their skills to make a contribution in the community, improve their character, or establish connections.

The activities above are ideas to inspire further project development. This is not a complete list.

Light Your Spark

Flex Your Brain

Reach Your Goals

Light Your Spark

Flex Your Brain

Reach Your Goals

Expand Your Experiences!

Science, Engineering, and Technology

- Research the nutritional needs of rabbits and compare to nutritional needs of other animals.
- Explore the need for bio-security measures when handling animals. Create a list of recommendations for competitive rabbit events.
- Design and test various habitats to find the one that works best for your rabbit.

Healthy Living

- Discuss the necessity of washing your hands before and after handling your rabbit.
- Discuss your rabbit's life expectancy, what to look for when they get older.
- Create a display or skit on rules for rabbit safety.

Citizenship

- Use the confidence obtained through shows and expos in all aspects of life.
- Use your animal as therapy for sick and disadvantaged individuals.
- Create a presentation or book on the origin of the "lucky rabbit foot." Present to a group.

Leadership

- Become a role model for others by taking the position of junior/teen leader in your project.
- Recruit younger youth into a 4-H rabbit project.

Connections & Events

Presentation Days – Share what you've learned with others through a rabbit presentation.

Field Days – During these events, 4-H members may participate in a variety of contests related to their project area.

County & State Fair - Enter your rabbit(s) and show the judge what you have learned in showmanship! Contact your county 4-H office to determine additional opportunities available.

Curriculum

- What's Hoppening Level 1 (4H 663A)
- Making Tracks Level 2 (4H 663B)
- All Ears Level 3 (4H 663C)
- Rabbit Leader Guide (4H 663 LDR)

Available from http://www.4-hmall.org/Product/4-hcurriculum-rabbit/08084.aspx

- Rabbits, Rabbits, Rabbits (4H
- ARBA Standard of Perfection
- Learning Lab Kit: Rabbit

4-H Record Book

4-H Record Books give members an opportunity to record events and reflect on their experiences. For each project, members document their personal experiences, learning, and development.

4-H Record Books also teach members record management skills and encourage them to set goals and develop a plan to meet those goals.

To access the 4-H Record Book online, visit

www.ca4h.org/4hbook.

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Resources

- Iowa 4-H Pets <u>www.extension.iastate.edu/ 4h/</u> projects/livestock/pets.htm.
- Service Animal //en.wikipedia.org/wiki/ Service animal.
- Animal Assisted Therapy
 //en.wikipedia.org/wiki/ Animal assisted therapy.
- Healthy pets

 www.cdc.gov/healthypets
 //vetmed.illinois.edu/pet columns
 www.avma.org/firstaid/ procedures.asp
- American Red Cross Pet First Aid/ CPR

www.redcross.org/pets

- California State Fair www.bigfun.org
- American Rabbit Breeders Association <u>www.arba.net</u>

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