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.

- 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

- 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

- 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 rabbit body types and their functions.
- Design a plan for preparing rabbits for showing.

Learning More
Intermediate

- 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.

Exploring Depth
Advanced

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 find

Flex Their Brain
The brain grows stronger when we try new things and master new skills. Encourage youth effort and persistence to

Reach Their Goals
Help youth use the GPS system to achieve their goals.

Goal Selection: Choose one meaningful, realistic and demanding goal.

Pursue Strategies: Create a step-by-step plan to make daily choices that support your goal.

Shift Gears: Change strategies if you’re having difficulties reaching your goal.

Reflect
Ask project members how they can use their passion for this project to be more confident, competent and caring. Discuss ways they can use their skills to make a contribution in the community, improve their
Expand Your Experiences!

Science, Technology, Engineering, and Mathematics

- 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

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.

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

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.

Resources

- Iowa 4-H Pets
  [www.extension.iastate.edu/4h/projects/livestock/pets.htm](http://www.extension.iastate.edu/4h/projects/livestock/pets.htm)
- Service Animal
- Animal Assisted Therapy
  [en.wikipedia.org/wiki/Animal-assisted_therapy](https://en.wikipedia.org/wiki/Animal-assisted_therapy)
- Healthy pets
- American Rabbit Breeders Association
  [www.arba.org](http://www.arba.org)

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

Connections & Events | Curriculum | 4-H Record Book
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**Presentation Days** – Share what you’ve learned with others through a presentation.
- 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)

**Field Days** – At these events, 4-H members may participate in a variety of contests related to their project area.
- 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](http://www.4-hmall.org/Product/4-hcurriculum-rabbit/08084.aspx)
- Rabbits, Rabbits, Rabbits (4H 662)

**County & State Fair** - Enter your rabbit(s) and show the judge what you have learned in showmanship! Contact
- 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](http://www.4-hmall.org/Product/4-hcurriculum-rabbit/08084.aspx)
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