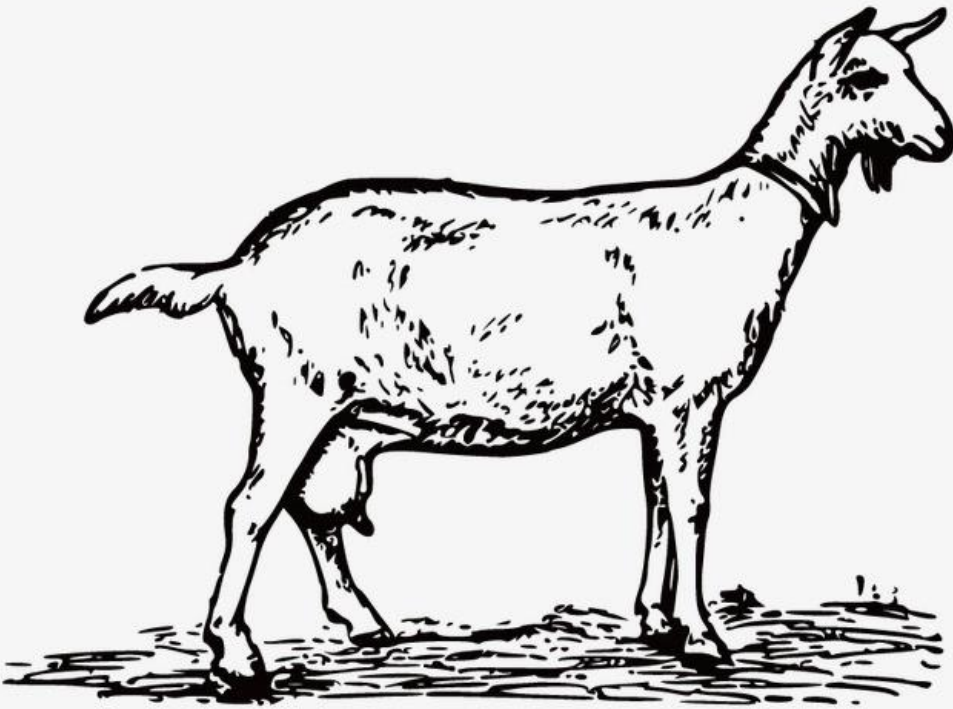




Goat Mentorship



Note to Project Mentor

As a project mentor, 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 in their project area.

Your role as a Mentor

- Review the showmanship and fitting guide, and project record book for your species. These books have technical information that may be difficult for a young 4-H member to understand without your help.
- You will be guiding and providing support for setting goals and helping the youth complete their project.
- You will serve as a resource person.
- Encourage the 4-H member to go above and beyond the scope of the 4-H mentorship program and to learn more about interesting topics.

This mentorship program guide will help provide ways for you to apply the skills and knowledge that you have learned throughout your 4-H career. Youth are required to complete "learning activities" as well as "learning experiences" that pertain specifically to their projects.

The program guide will help you teach your mentee about skills such as record-keeping, comparing and measuring, observing, questioning, evaluating, owning, and management skills.

Young mentees may find difficulty in grasping some of the concepts and activities in the guide. They will more than likely need your assistance. Be patient with them. Remind them that although an activity may not seem useful now, it is designed to help them learn something new and master important skills for the future. These skills, once mastered, will be transferable to other parts of the 4-H member's life in a way that goes above and beyond this project. As a mentor, you can support your mentee by encouraging effort on activities and records throughout the entire project. Every activity will help your mentee learn something new and master important life and science skills.

You are required to have at least 2 mentorship meetings. These meetings should cover each of the topics listed on chart on the next page. You can decide how many to cover at each meeting, but all topics must be covered.

MENTORSHIP MEETINGS

This form is to help mentors keep track of information covered during meetings with mentees. Mentors must meet with their mentees a minimum of 2 times to be given credit for participating in the program.

Information Covered	Plan to do	Date completed	Mentor's Initials
Record Keeping			
Breeds			
Animal Care and Management			
Inventory, Equipment and Supplies			
Feeding and Watering			
Health and First Aid			
Grooming			
Parts of the Goat			
Exercise and Training			
Income and Expenses			
Market and Dairy Goats			
Showmanship			
Preparing for Show			
What to do during the show			

For the Mentee: Getting Started

Are you ready to begin your project? The activities that you will cover with your mentor will challenge you to explore knowledge of all aspects of raising and caring for you project animals. Your job is to have fun and learn!

Your Mentor

The person selected as your mentor is someone who knows about your project animal. Your mentor is someone who can help you if you have difficulty understanding or completing an activity, and who can help you find more information about a topic in which you are interested. After you complete activities in your project and record book, review them with your mentor. Discuss what you did and what you learned.

Write the name and contact information of your project mentor here:

Name: _____

Phone: _____ Email: _____

Remember the following as you complete this project and record book:

- Do your best to answer the questions and complete activities.
- Think about how the things you learn apply to the way you care for and manage your project.
- Work with your mentor to complete the activities in this program.
- Look beyond the project books and explore areas of your project that interest you. Your mentor is a valuable source of information.

Your Project Level

This project and record book is designed for all 4-H members. There is a beginner, intermediate, and advanced project. You and your mentor can decide which level you would like to begin with.

Beginner – Members with no experience in a project area, or those who are 5-10 years old.

Intermediate – Members with some experience in a project area, or those who are 11-14 years old.

Advanced – Members with experience in a project area, or those who are 15 years or older.

Project Guidelines

Complete these requirements each year:

1. Obtain your project animal(s) by the required possession date for Washtenaw County. You can contact the extension office at (734)997-1678 for this date.

The required date for my county is _____

2. Identify your project goals and objectives.
3. Complete the Mentee project guide section of this book, including the following:
 - ◆ Choose a topic of interest. Topics can be simple or more complex depending on your age and skill level in the project. Write a summary of the topic you studied and what you learned.
 - ◆ Complete 2 or more learning activities.
 - ◆ Participate in 2 or more learning experiences.
4. Complete the animal record book with your mentor.
5. Take part in a project review at a club meeting with your species project leader or with your species superintendent. This project review should include your mentor. Have your species project leader or superintendent review this project and record book with you. This review helps you evaluate what you have learned and how you have grown as a 4-H member. Members who take part in an evaluation will a 4-H project achievement certificate. These certificates are awarded based on the member's level of involvement and whether the member has met the minimum completion requirements for the project.

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 working on your project. You should set goals for learning more about your project species. Goals and objectives provide guidelines for accomplishing new tasks and learning more.

A goal is a statement of what you want to learn or a task that you want to complete. Having a goal will help you focus on the task at hand. A goal should also be realistic and specific. You should be challenged by your goal, but you also want your goal to be attainable within your current project year.

Once you have chosen a goal, then you should decide on your objective. Your objectives are the individual steps you will need to take to help you achieve your goals. For every goal you write, you should have one or more objective statements. Each of these objective statements should describe one action you will need to complete while working toward your goal. They can be short with few details, and are best written with action verbs. Here is an example of writing goals and objectives.

Learn about market chickens:

Objective 1: Research the best breed for market chickens.

(Write up the information you learned in a short paragraph.)

Objective 2: Talk to someone who has raised market chickens.

(Keep track of the information you receive.)

You will want to keep track of all the information you receive from these objectives. These items are good evidence of your accomplishments.

You will want to write a rough draft of your goals and accomplishments. Have your mentor help review it with you. Talk to them about whether these goals and objectives are reasonable for your age and experience. It would be a good idea to adjust your final draft for your project book. You can always adjust or change your goals as you learn more about your project.

Decide on at least 2 goals you plan to accomplish this year in your project area. Write them in the spaces provided on the next page. At the end of the project, ask yourself and talk to your mentor, "Did I achieve my goals?" Write down your accomplishments in the space provided.

Goal 1: _____

Mentor's Initials: _____

Objective 1: _____

Objective 2: _____

Objective 3: _____

What I like or learned:

Mentor's Initials: _____

Goal 2: _____

Mentor's Initials: _____

Objective 1: _____

Objective 2: _____

Objective 3: _____

What I like or learned:

Mentor's Initials: _____

Goal 3: _____

Mentor's Initials: _____

Objective 1: _____

Objective 2: _____

Objective 3: _____

What I like or learned:

Mentor's Initials: _____

Introduction

A truly successful 4-H member learns and familiarizes themselves with the management and care of their project animal(s). As you complete activities in this mentorship program, remember that you can choose the ones that are the most interesting to you. What is it about your project that you really like? Keep your interests in mind as you plan your project. Choosing what you like to do means you will have fun while learning.

If you plan to participate in the youth show or other state activities, be sure to find out if there are any special project guidelines or additional requirements.

Learning Activities

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

Look through the list of activities to get ideas. Choose 2 or more activities you could complete to demonstrate the interesting things you are learning by managing and caring for your project animal(s).

Beginner Level. These activities are for members with no experience in a project area or for those who are 5 to 10 years old.

- ❖ Identify at least two breeds of your species and describe their main differences.
- ❖ Identify 10 body parts of your species.
- ❖ Define 5 terms related to your species.

Intermediate Level. These activities are for members with some experience in a project area or for those who are 11 to 14 years old.

- ❖ Using a picture or an actual animal, describe the ideal animal using judging terms.
- ❖ Identify 20 external parts of your species.
- ❖ Describe how you would care for a baby of your species.

Advanced Level. Advanced activities are for members with experience in a project area or for those who are 15 years or older.

- ❖ Calculate the amount of feed necessary to raise your animal(s) to market age.
- ❖ Identify 40 internal and external parts of your species.
- ❖ Describe the correct way to administer medication for your species.

Remember these activities are just suggestions. You can come up with your own activities or use the ones on the previous page. You and your mentor should decide on which activities to do together. Follow these guidelines when choosing your activities:

1. Select activities that you have not completed in previous years in your project area. You want to challenge yourself.
2. Make sure the activity is appropriate for your experience level.
3. Using the table at the bottom of this page as a guide, write down the activities you would like to try to accomplish. Remember that you are required to complete 2 learning activities this year, but you can complete as many activities as you'd like.
4. Ask your mentor to initial and date the activities as you complete them.

Learning Activities	Date Completed	Mentor's Initials
1.		
2.		
3.		
4.		
5.		
6.		
7.		
8.		

Learning Experiences

The learning experiences are meant to provide you with hands on learning to complement your leaning activities. The experiences will provide you with an opportunity to expand and apply your knowledge even more. You are required to participate in at least 2 learning experiences for each project year. These guidelines will help you.

1. Learning experiences should be different than learning activities, and they should be different from year to year. The whole idea of a learning experience is for you to expand your knowledge of your animal(s).
2. Make a plan for which experiences you'd like to complete this year. You may add or change your plan at any time.
3. You can repeat an experience if each instance is sufficiently different. For example, showing at the county fair is different than showing at the state fair.
4. Make sure to talk with your mentor to decide which experiences are right for you.
5. Ask your mentor to initial and date the learning experience once you have completed it.

Learning Experiences	Date Planned	Date Completed	Mentor's Initials
1.			
2.			
3.			
4.			
5.			
6.			

4-H Mentorship Program Mentor and Mentee Score Sheet

Mentor Name: _____

4-H Club: _____

Mentee Name: _____

4-H Club: _____

Page #	Requirements	Possible Points	Points Earned
2	Meeting #1	10	
2	Meeting #2	10	
2	All Meeting Information Covered	20	
6	Project Goals and Objectives <small>At least 2 Goals and Objectives filled out</small>	20	
8	Learning Activities <small>At least 2 Learning Activities Completed</small>	20	
9	Learning Experiences <small>At least 2 Learning Experiences Completed</small>	20	
	Total Points A: 100 – 85, B: 84 - 75, C: 74 – 65	100	