



Rabbit Skill:
Life Skill:
Success Indicator:

Learn words related to rabbits.
Communicating with others
Learns new rabbit words through verbal interaction.

Rapping on Rabbits

Every new area of discovery has its own unique vocabulary. The rabbit industry is no exception. The Rabbit Talk glossaries in each of the three youth activity guides offer many opportunities to learn rabbit-related terms. The activities described here are fun ways to make the words come alive as the youth practice their communication skills.

Getting Started

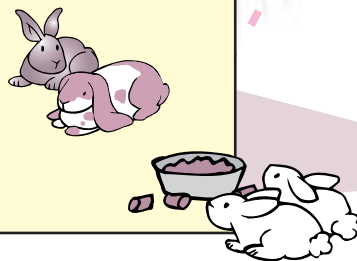
Each of the following games can be led and introduced by a youth. You and your group may have several other fun ways to learn the words. Anything goes. Several questions are included to help everyone talk about not only the words but how they learned them. You may find that each person is most successful in learning in his or her own style. Be sure to end the games when the enthusiasm is high. Have fun!

“Hop to it!”

Work with youth who will most benefit. Have them do the planning by selecting a word game and introducing it to the group. You may want to play more than one game a meeting to keep interest high. By beginning with the words in Rabbit Talk 1, everyone should be able to quickly be involved.



Photo:
of youth playing a word game?



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Rabbit Rap

Share What You Did

What new words did you learn?

Why is learning sometimes easier when playing games?

Process What's Important

Which game made learning new words easier?

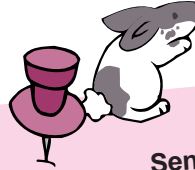
Generalize to Your Life

How do you normally learn new words?

What communications skills did you practice?

Apply What You Learned

How do you think playing these word games will help you learn new words in the future?



Bounding Ahead

1. Have the group conduct a series of games for another group or class.

Spelling Bee

Divide into teams of two to three youth. The game leader reads a word to the first team. That team attempts to spell the word correctly. If it is spelled incorrectly, the next team gets an opportunity. Alternate between teams until a team spells it correctly or the game leader gives the correct spelling. Allow a team three misses before being eliminated. Rotate leaders frequently.

Word Meaning Bee

Play the same as Spelling Bee, but require a definition rather than spelling of the word.

Definition/Spelling Bee

Play the same as Spelling Bee but give only the definition. The teams must identify the word and spell it correctly.

Charades

Select words from Rabbit Talk 1, 2 or 3 that can be acted out. The game leader hands out a word to each youth. Youth may consult with others to prepare a charade. After about five minutes of preparation time, the game leader asks for volunteers. This is a fun game with no losers. Allow great flexibility for challenging words.

Matching

Make a set of note cards. Put the word on one side of the card and the definition on the other side. Make a second set of cards with only the word on one side. Provide each team with the two sets of cards. Everyone can help make the cards. Lay the word only cards out on the table. The teams attempt to match the definition cards with the word cards one by one. When completed, two teams check each others' and talk about differences. Finally turn the definition card over and see if the words on the two are the same. Discuss any differences with the entire group.

Categorizing

Lay out note card with categories written on them, such as selection and judging terms, feed terms, diseases, careers, etc. See how many categories the youth can think of before volunteering any of yours. Then provide cards to teams or the entire group, if not too large. Have them place the term cards under the most appropriate categories. When completed, discuss each category.

Sentence to Story Game

The object of this game is for the group to make up a story by adding sentences using the words provided. Youth sit in a circle with partners. The game leader announces a general situation for everyone to use as a frame of reference and then hands out a different word from Rabbit Talk to each pair. For example, the group leader might ask the group to pretend they are visiting a rabbitry or going to a rabbit show. Partners are given two minutes to figure out what the word means and to make up a sentence using the word. Writing the sentence down is allowed. If someone has no idea what a word means, provide the definition.

The game is more fun if everyone makes up the first pair, gives their definition and their sentence. Questions may be asked in order to clarify how the word was used. The next pair repeats the first pair's sentence and adds its sentence in a way that moves the story along. The definition may be briefly discussed. Repeat until each pair has had an opportunity to add to the story. Follow up with general questions such as:

- Q. How did you figure out how to use the words in a sentence?
- Q. How did discussing and repeating the previous sentence help you remember the words?

Playing Rabbit Categories

Playing games is a fun way to learn. They're a great opportunity to develop planning and leadership skills. Your friends and family will enjoy playing Rabbit Categories.

Rabbit Skill:
Life Skill:



Learning rabbit facts
Planning and organizing
Plans and conducts Rabbit Categories
45 minutes
10–20
Questions

Success Indicator:

Time Involved:

Suggested Group Size:

Materials Needed:

Getting Started

With your rabbit group, organize a game of Rabbit Categories. This game is a great icebreaker to start a project experience. You'll need at least 15 questions related to rabbits or to animals in general. Form pairs for more fun and interaction. The goal of the game is to see if a pair can think of an answer that no other pair (or individual) can. Each pair with a unique answer awards themselves a point. If a pair has different answers for each of the questions, they would have 15 total points.

Rabbit Rap

Share What You Did

Was the game fun? Why?
How did it feel to organize the game?
How successful were you at organizing the game?

Process What's Important

What personal life skills did you feel the players practiced while playing the game?

Generalize to Your Life

What did you learn about getting others involved and having fun learning?

Apply What You Learned

How might having the leadership skills you learned organizing the game help you in school? On the job? In your family?

Photo:
of youth playing categories

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Hop to it!

Here are the 15 general questions about rabbits and 4-H. Use these as examples to get your own creative ideas flowing. After each round of the game, talk about what happened, and what the group learned about rabbits and about themselves.

Rabbit Category Starters

1. Name a color of rabbits.
2. Name an occupation related to the rabbit industry.
3. Name a body part of a rabbit.
4. Name an activity that you and a rabbit can participate.
5. Name a rabbit breed.
6. Name a way to cook rabbit.
7. Name a piece of equipment you might use with rabbits.
8. Name a product you might purchase for rabbits.
9. Name a part of the rabbit's digestive system.
10. Name something rabbits eat.
11. Name a rabbit by-product.
12. Name how a rabbit might be marketed.
13. Name a type of rabbit record.
14. Name a parasite rabbits might have.
15. Name a piece of rabbit equipment.
16. Name a rabbit type.
17. Name a rabbit dish.
18. Name a rabbit contest.
19. Name something you would do to prepare for a rabbit show.
20. Name an example of good sportsmanship at a rabbit show.
21. Name a class at a rabbit show.
22. Give a comment a rabbit judge might make.
23. Name a source of rabbit information.

Bounding Ahead

1. Create your own educational game and play it with a group.

Surfing the Rabbit Web

The Internet is a great place to find everything you and your rabbit group want to know about rabbits. A quick search will reveal literally thousands of possibilities. You'll find information on feed companies, rabbit equipment suppliers, breed associations, information from universities on diseases, nutrition, reproduction and genetics. It's all there! With youth's interest and enthusiasm about using the computer you'll be amazed at the information available.



Rabbit Skill:

Expanding rabbit knowledge

Life Skill:

Locating resources and communicating with others

Success Indicator:

Locates rabbit information on the World Wide Web.

Time Involved:

One hour

Suggested Group Size:

5 to 10

Materials Needed:

Computer

Getting Started

You'll need at least one computer. If you have access to several computers at a school or library more youth can be involved at one time.

Photo:

youth on computer

« Hop to it! »

Ask each youth to think of a question about rabbits they would like to search for the answer on the Internet. Then just stand back and see how quickly they can find their answers. As each youth searches, the others will learn shortcuts to accessing university publications and other sites that include links to other rabbit information. Bookmark key sites for further use. Download information that the group may want to use in hard copy. Finally, ask each youth to contribute one good URL and a brief explanation of what is included on that URL. A simple form like the one below will show everyone's contribution.

Our Favorite Rabbit Web Site		
URL	Type of Information Found Here	Youth's Name

« Rabbit Rap »

Share What You Did

How many web sites did you find?

Who sponsored the web sites? Breed associations, rabbit food companies, veterinary supply companies, schools and universities? What others?

Process What's Important

Will the information you printed help others in learning about rabbits?

How will you use the poster? Will it help you let others know about this resource and about rabbits?

Generalize to Your Life

If you need other information about rabbits, will you be able to look it up on the web?

Will you be able to help others find information on the web?

Apply What You Learned

What would you do if something you found on the web didn't seem to be in line with information you already knew to be correct?

Rabbit Facts

The Internet

The Internet has become a valuable and popular source for all kinds of information. Individuals, organizations, universities, clubs, companies and many other kinds of groups have their own web sites or make information available through some other means on the web. The "up side" of the web is the speed with which new information can be sent throughout the world, the availability of this information to anyone with a computer and Internet connection and the ability of people with similar interests to communicate with each other. The "down side" of the web includes the vast amount of information to wade through and the wide range of quality of the information on the web. The 4hccs website is provided to help you link to other rabbit sites.




www.nhccs.org

« Bounding » Ahead

1. Find a rabbit "pen-pal" through the net.
2. Look for an on-line rabbit show.
3. Make a group rabbit resource notebook.

Rabbit Pyramid Challenge

Your rabbit group (and parents) will have fun playing Rabbit Pyramid. You'll be surprised how much they already know, what they will learn and the communication skills they will develop as they play this game.



Rabbit Skill:
Life Skill:
Success Indicator:

Identifying rabbit terms
Communicating with others
Accurately describes terms to a partner.

Time Involved:

15 minutes

Suggested Group Size:

Two to twenty youth

Materials Needed:

Pencils and paper, sets of 3" x 5" note cards for each team of two to four players

Getting Started

The objective of Rabbit Pyramid is to guess the words in each category being described by the one word clues given by teammates. For example, if the category is "feed ingredients" and the word is "corn", the person holding the card could give one-word clues like yellow, energy, cob, until the person's partner guide guesses correctly.

Have members of your group help make a set of cards for each team of two to four players. List the categories on one side of the card and the words pertaining to that category on the other side of the card. You'll need a separate card for each category and a set of cards for each team. The list of examples can also be copied and cut apart.

« Hop to it! »

1. Select a game show host. Form teams of two to four with half of each team facing the other half across a table or playing space.
2. Give directions and hand out one category card with the words related to that category on the reverse side of the half of the team that will give the clues.
3. Start the game. The team clue giver says the category, turns the card over and begins giving clues for the first word. Stop the round after a certain length of time or after most teams have raised their hands indicating they have identified all the words in that category.
4. Have the teams discuss words not easily understood.
5. The show hosts then give the second set of cards to the other half of the team, and the game is repeated.
6. So that everyone has the opportunity to learn to communicate with others, have one half of each team pair up with a different team after each of two categories are completed.
7. Continue the game until all categories are used or until time expires. Talk over the experience.

Photo:

actual photo of kids playing word games

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Rabbit Rap

Share What You Did

How did you feel about this game?
 What did you learn about giving clues?
 What new words did you learn?

Process What's Important

What did you learn about communicating with others?
 What types of communications worked best?
 How did nonverbal clues help you figure out some words?

Generalize to Your Life

What did you learn about your skills in communicating with others?
 Why is it easier to communicate with someone you already know?

Apply What You Learned

What did you learn about communicating that will help you in the future?



Examples of Rabbit Categories

At the Fair - Compact Breeds of Rabbits

Lop
 Dutch
 Havana
 Woolly
 Mini Rex
 Netherland Dwarf
 Dwarf Hotot
 Florida White
 Holland Lop
 Mini Lop
 Polish

Body Works - Parts of the rabbit's body

Hock
 Leg
 Flank
 Dewlap
 Cheek
 Tail
 Eye
 Rump
 Shoulder
 Mouth
 Ear
 Saddle

Use it All - Rabbit By-products

Manure
 Wool
 Key Chain
 Charm
 Compost Pile
 Pharmaceuticals
 Cosmetics
 Fur
 Rabbit's Feet
 Worms
 Thromboplastin
 Rabbit Plasma
 Protein Feed Supplement

TV Dinners - Ingredients in rabbit feed

Corn
 Wheat
 Beet Pulp
 Oats
 Peas
 Soybean Meal
 Barley
 Alfalfa Hay
 Grass Hay
 Sunflower Seeds

Pumping Iron - Names of minerals rabbits require

Iodine
 Calcium
 Phosphorus
 Selenium
 Copper
 Magnesium
 Iron
 Zinc
 Sodium
 Chloride

9-5 - Careers related to rabbits

Veterinarian
 Rabbit Judge
 Teacher
 Geneticist
 Feed Salesperson
 Rabbit Registrar
 Researcher
 Extension Educator
 Nutritionist

Don't Bug Me! - Rabbit parasites

Ringworm
 Ear Mites
 Mange Mite
 Tape Worm
 Pin Worm
 Whip Worm
 Fur Mite

Gearing Up - Rabbit equipment

Cage
 Waterer
 Feeder
 Tattooer
 Nest Box
 Hutch
 Carrier

Down the Hatch - Rabbit digestive System parts

Mouth
 Esophagus
 Stomach
 Small Intestine
 Cecum
 Large Intestine
 Rectum
 Anus

Rx Time - Rabbit bacterial diseases

Mastitis
 Weepy Eyed
 Snuffles
 Enterotoxemia
 Abscesses
 Pneumonia
 Metritis

You're Out! - Rabbit Disqualifications

Smut
 Blindness
 Tumor
 Moon Eye
 Screw Tail
 Buck Teeth
 Cold
 Bowed Legs
 Snuffles
 Wry Tail
 Missing Toenail

Your Overcoat Please - Rabbit Coat Terms

Fly Back
 Density
 Loose Coat
 Molt
 Open Coat
 Fleece
 Broken Coat
 Guard Hair
 Luster
 Felting
 Slipping Coat
 Sheen

From Genes to Genotype - Rabbit Breeding Terms

Inbreeding
 Linebreeding
 Genotype
 Mating
 Outbreeding
 Crossbreeding
 Gestation

Show Time - Rabbit Classes

Senior
 Intermediate
 Meat Pen
 Roaster
 Fur
 Junior
 Pre-Junior
 Single Fryer
 Stewers
 Wool

Rabbit Fun - Rabbit Related Activities

Quiz Bowl
 Judging Contest
 Royalty Contest
 Poster Exhibit
 Rabbit Show
 Showmanship Contest
 Presentations
 Barbecue Contest
 Skillathon
 Breed Identification

Multi-talented - Uses of Rabbits

Fur
 Pets
 Wool
 Animal Feed
 Meat
 Showing
 Laboratory

Bounding Ahead

- Reverse the game and play "Here's the Answer—What's the Category?" Give the clue givers a category and have them think of word clues that will allow the receiving team to guess the category.
- Develop new categories for rabbits or in other topics that interest you such as history, baseball or aerospace. Organize the categories and terms and play a game show for another group of youth and/or adults.

Rabbit Bingo

Rabbit Bingo is a fun and educational game which can be played by any number of participants of all ages. It's played with words, descriptions and definitions rather than only numbers.

Rabbit Skill:

Life Skill:

Success Indicator:

Time Involved:

Suggested Group Size:

Materials Needed:

Learning rabbit terms

Learning to learn

Knows meaning of five new words.

30 minutes

Teams of four

Blank sheets of paper for each youth, rabbit resource materials, Rabbit Talk 1, 2 and 3, rulers, pencils, bowl for words/descriptions, buttons, beans or rabbit pellets.

Getting Started

The first task is for the youth to make up their own Bingo cards. Begin by providing the youth with a sheet of paper, ruler, pencil and a variety of resource pieces that deal with rabbits. Youth may want to help each other make up Bingo cards. Ask each person to make five vertical columns and six horizontal rows on their paper, just like a regular Bingo card. To make it a rabbit bingo game use a five letter word related to rabbits such as L-A-P-I-N or H-U-T-C-H in each of the top squares.

Next, ask the group to select five headings for the cards based on what the group has been studying. Examples might include breeds, equipment, careers, diseases, feed ingredients, minerals, parts of rabbits, rabbit products, etc. After five headings have been selected and one assigned to each letter, ask each youth to fill in the squares under each category with appropriate words. For example under N-diseases, one youth might fill in (snuffles, vent disease, mastitis, ring neck and ear mites) while another might fill in five other diseases.

“Hop to it!”

When each person has filled in their 25 words (24 if there is a free space), several variations for playing are possible. One way to keep everyone involved and keep the learning active is to ask the first person to say a word from any column and tell something about it. All players who have the same word put a bean or button on it. The next player then selects a second word under the same or different column and repeats the process. This procedure continues until one person has Bingo or five words in a row. Examples of questions that will help the youth discuss the life skill being practiced are included in the “Rabbit Rap” section. See the Rabbit Facts and Tips section for other variations.

L Breeds	A Equipment	P Rabbit Parts	I Ingredients in Feed	N Diseases
		FREE		

Rabbit Rap

Share What You Did

What did you learn from playing Rabbit Bingo?

What kind of decisions did you have to make putting together and playing Rabbit Bingo?

Process What's Important

What new words did you learn?

Generalize to Your Life

What game was most fun?

Why is learning easier when you are having fun doing it?

What way do you most like to learn new things?

Apply What You Learned

What is another game you could play to learn the meaning of words in a fun way?

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Photo:

Actual photo of youth playing Rabbit Bingo

Rabbit Facts More Fun Bingo Variations

Advanced Rabbit Bingo

Youth put their terms with the appropriate category on individual pieces of paper. For example, one member might write cholera if "L" was selected to be rabbit diseases. The pieces of paper are all collected (24 from each person) and put in a bowl. The caller then calls the letter and terms as a bingo caller would call numbers. The first time through, the caller should discard any duplicates. The first person to have five in a row would win if they could give a definition or description of each of their five items.

Pre-made Rabbit Bingo

With this version, the cards and terms are all made up ahead of time. This is an excellent project for a group of youth. They could use the terms generated from the first version as a starting point. Or you could assign certain letters of the alphabet to teams of two and ask them to list 25-50 terms and brief descriptions of each. For example, A-E, F-J, K-O, P-T and U-Z, so each LAPIN letter is assigned. The lists could be set up as follows:

Letter	Description	Answer
L	Largest Rabbit Breed	Giant

From these lists L-A-P-I-N cards can be made. A card can be made for each description and answer, or all can be compiled for the caller to use.

In this variation, the caller selects and reads a letter and a description (not the term itself). All who know and have the term which fits the description cover it on their cards. Play continues until a player gets LAPIN. Giving the description back, rather than only the term, makes the game even more challenging.

Bounding Ahead

1. Play Rabbit Bingo with your family.