

2

Knowledge and Skills Checklist



Market Steer Project Requirements

Your market steer project has three major parts:

1. Caring for one or more market steers each year.

2. Completing activities and learning skills needed to complete the market steer project. You should complete three knowledge skill and three life skill activities each year. A total of 12 activities are required. For the first two years of the project, do six of the required activities each year. A list of the required activities for the first two years is found on page 4. After the first two years, choose six activities from either the lists of additional activities in this book or the “4-H Skills for Life” series. You may do more than the required activities if you want to.

3. Keeping records. The records you should keep are:

- for the first two or three years, a 4-H Animal Project Record for Beginning Members. Start a new one each year. If you have completed two years of another meat animal species (swine or sheep), fill out a 4-H Livestock Record for Intermediate and Advanced Projects.

- the Knowledge and Skills Checklist found in your reference guide.

- a record of your entire 4-H career. Your leader may ask you for this information if you want to be considered for some 4-H awards.

Do these things each year:

1. Plan with your parents and leaders what you will do for your project. Decide which skills

you would like to learn and which activities you would like to do. Write these goals in your 4-H project record book.

2. Prepare a budget for your 4-H market steer project. (See Section 5.)

2. Select and care for one or more market steers.

3. Keep records of your goals, numbers of steers, things you do to feed and care for them, money you spend and receive, and your 4-H experiences. Write them in your 4-H project record.

4. Participate in 4-H meetings and activities.

5. Do at least six activities each year. Select six activities from the required list each of the first two years. After the first two years, choose six activities from either the lists of additional activities in this book or the “4-H Skills for Life” series. Have your leader or parent sign the checklist as you finish each activity. You may substitute other activities with your leader’s permission.

6. Turn in this reference guide and your project record to your leader by the due date for your club or county.

Required Market Steer Activities, years 1 and 2

Choose three the first year and three the second year.

<i>Things to do</i>	<i>Date done</i>	<i>Signature</i>
Explain the meaning of these gender-related terms for beef cattle: cow, bull, steer, and heifer.		
Name and locate at least 10 of these body parts on a live steer or diagram of a steer: quarter, twist, loin, shoulder, belly, tail, feet, knees, hocks, pasterns, brisket, ears, muzzle, cod (or udder), vulva, testes, and sheath.		
Show and tell the proper way to lead and handle steers.		
Lead your parent or project leader on a tour of the place you keep your steer, and point out the things you are doing to take care of it.		
Name the three main things that cause cattle to get sick and at least four signs to look for to recognize sick cattle.		
Tell what the normal body temperature of cattle is and show or tell the proper way to use a veterinary thermometer.		

Required Life Skills Activities, years 1 and 2

Choose three the first year and three the second year.

<i>Things to do</i>	<i>Date done</i>	<i>Signature</i>
Know and recite the 4-H Pledge, the 4-H Club Motto, and colors.		
Plan what you will do for your project with your parents or leaders each year.		
Select a project steer using your knowledge of parts and desirable types.		
Keep records of your goals, numbers of steers, things you did and accomplished with them, money spent and earned, and your 4-H activities in your 4-H project record book.		
Give a presentation on something you learned about cattle at a club meeting or your county presentation contest.		
Prepare an exhibit of your animal or something you made for this project at your county roundup.		

Additional Market Steer Activities, years 3 and beyond

Choose three of these activities each year after the first two years.

<i>Things to do</i>	<i>Date done</i>	<i>Signature</i>
Tell what to look for when choosing animals for market steer projects.		
Name at least six breeds of beef cattle raised in Pennsylvania.		
Identify at least six breeds of cattle from their photos or from seeing live animals.		
Describe the important characteristics of your breed of steer.		
Visit a fair or show and listen to the beef judge give reasons for placing the steers the way he or she did.		
Attend a fitting and showing clinic.		
Train and fit a steer for show.		
Show a steer at a fair or roundup.		
Visit a feeder steer auction to learn how steers are bought and sold or to look for steers that might make suitable project animals.		
Visit a large beef feedlot and learn about the feeding and watering system. Also observe how the owner keeps cattle comfortable.		
Find out what veterinary examinations and documents are needed to show a steer at a state show, such as the Pennsylvania Farm Show.		
Describe the normal sounds and behaviors of steers.		
Keep a journal or chart about the health of your steer.		
Label the wholesale or primal cuts of beef on a diagram of a beef carcass.		
Name four or more nutrients people get from eating beef and tell a use for each in the human body.		
Name examples of three or more beef by-products.		
Start your own library of books, leaflets, and magazines about beef cattle.		
Make a kit filled with first-aid supplies and equipment needed to care for your steer and keep it healthy.		
Visit a cattle breeder to look for steers and learn about the operation.		
Graph futures prices for a feed grain (such as corn) over an eight-week period.		
Graph futures prices for market and feeder steers over an eight-week period.		
Find ten Web sites about selecting, feeding, or showing steers.		
Do a market steer skill activity not named on this list. (Add extra pages, if necessary.)		

Additional Life Skills Activities, years 3 and beyond

Choose three of these activities each year after the first two years.

<i>Things to do</i>	<i>Date done</i>	<i>Signature</i>
Lead the Pledge of Allegiance at a 4-H meeting.		
Lead the 4-H Pledge at a 4-H meeting.		
Lead a song or game at a 4-H meeting.		
Serve as a committee member.		
Serve as chairman of a committee.		
Serve as an officer of your club.		
Help plan your club's yearly program.		
Help with a fundraiser for 4-H.		
Help with a parents' night or club achievement program.		
Help with a 4-H event or activity.		
Help with a community service project.		
Give a committee or officer's report to your club.		
Give a talk to your club about something you learned or did with your market steer project.		
Give a presentation or talk to a group other than your club.		
Act out a skit or pretend you are making a radio or television commercial about 4-H or beef.		
Make a poster to tell people about 4-H or something you have learned in this project.		
Help prepare a booth or window display to tell about beef or 4-H.		
Help prepare a parade float to tell about beef or 4-H.		
Help educate the public about the benefits of raising cattle or using beef, leather, or other by-products.		
Write a letter to someone you want to buy your market steer. Tell why he or she should buy your steer.		
Write a thank-you letter to a buyer of your steer or someone who helped you or your 4-H club.		
Write a news story about your club or your project for a local paper or a 4-H newsletter.		
Bring a friend who is not a 4-H member to a 4-H meeting or activity to interest him or her in 4-H.		
Attend a 4-H camp or overnighter.		
Attend a livestock or meats judging practice session, workshop, or clinic.		

<i>Things to do</i>	<i>Date done</i>	<i>Signature</i>
Participate in a skill-a-thon contest.		
Participate in a stock grower's contest.		
Help another 4-H'er with his or her project.		
Teach a beef skill to another 4-H member.		
Start a scrapbook of photos, newspaper clippings, ribbons, and other materials related to your 4-H experiences.		
Develop your own activity with your leader's approval.		