

Printing and Assembling the Horse Diagram Activity

Print the files using a color printer:

1. Print the diagram and place it in a sheet protector. This is the diagram that you will pin to the cork board or carpet square so that students can attach the labels using map tacks.
2. Print the answersheet and place it in a sheet protector. This is the first part of your "control" or "answer key."
3. Print 2 copies of the definitions and labels on colored paper.
4. Place 1 copy in a sheet protector. This is the second part of your "answer key."
5. The second sheet will be the labels and items that will become the game pieces. If they are the same color as the answer sheet, it will be easier to keep track of the pieces.

Assembling the activity:

1. Laminate the second definitions sheet.
2. Cut the pieces apart and put them in snack size zip-lock bags.
 - Bag 1 - Names of the parts of the horse.
 - Bag 2 - Descriptions of the parts of the horse.
 - Bag 3 - Numbers of the parts of the horse (These match the numbers on the diagram, thus giving the location of the part.)
 - Bag 4 - Labels for the horse parts (small rectangles with names)
3. Store the entire activity, 3 sheets in sheet protectors and 4 zip-lock bags, in a pocket file folder, preferably the same color as the paper you used for printing the definitions.

Using the Horse Diagram Activity

In this activity, some of the parts and definitions may not be familiar to you. This is an activity that you can have fun learning with your students.

The game may be played with 1 - 4 players as indicated below. If there are fewer than four students, simply skip some of the parts, or have a student perform more than one function.

Player 1 - Teacher - Control diagram and definition sheets.

Player 2 - Labels for parts, diagram pinned onto a cork message board; map pins (optional)

Player 3 - Descriptions for the parts

Player 4 - Numbers for location of the parts and the names of the parts.

Presentation:

1. Teacher reads the first description, and asks someone to name it.
2. If no one can name it, then s/he does. Player 2 and Player 4 find the correct labels.
3. Player 2 finds the correct place on the diagram and places it there, pinning it if desired.
4. Player 4 matches the number and the name and places them in order in front of him.
5. Player 3 finds the description and places it beside the number and name that Player 4 has laid out.

Parts of the Horse

Definitions and Labels

1	tail	The horse uses this for balance.
2	nostrils	These wide, flaring openings are used for breathing.
3	withers	This is the highest part of the horse's back between its shoulder blades.
4	muzzle	This part of the horse includes its mouth, nose and jaw.
5	mane	This is the long hair on the back of the horse's neck.
6	hocks	These joints in the horse's hind legs are like the ones in the human ankle.
7	hooves	These are like thick toenails.
8	knees	These joints in the horse's front legs are like the wrist joints of a human.
9	hind legs	The two back legs of the horse.
10	head	The eyes, ears, nose and mouth are located in this long body part.
11	forelock	This is the tuft of long hair between the horse's ears, and down onto his forehead.
12	ears	These sensory organs are pointed. Hearing is well developed in the horse.
13	forelegs	The two front legs of the horse

Parts of the Horse

Definitions and Labels

14	eyes	These give the horse long-range vision in daylight, at night, backward and forward.
15	forehead	This is small even though it is part of a long face.
16	neck	With this, the horse moves its head up, down, and sideways, without moving its body.

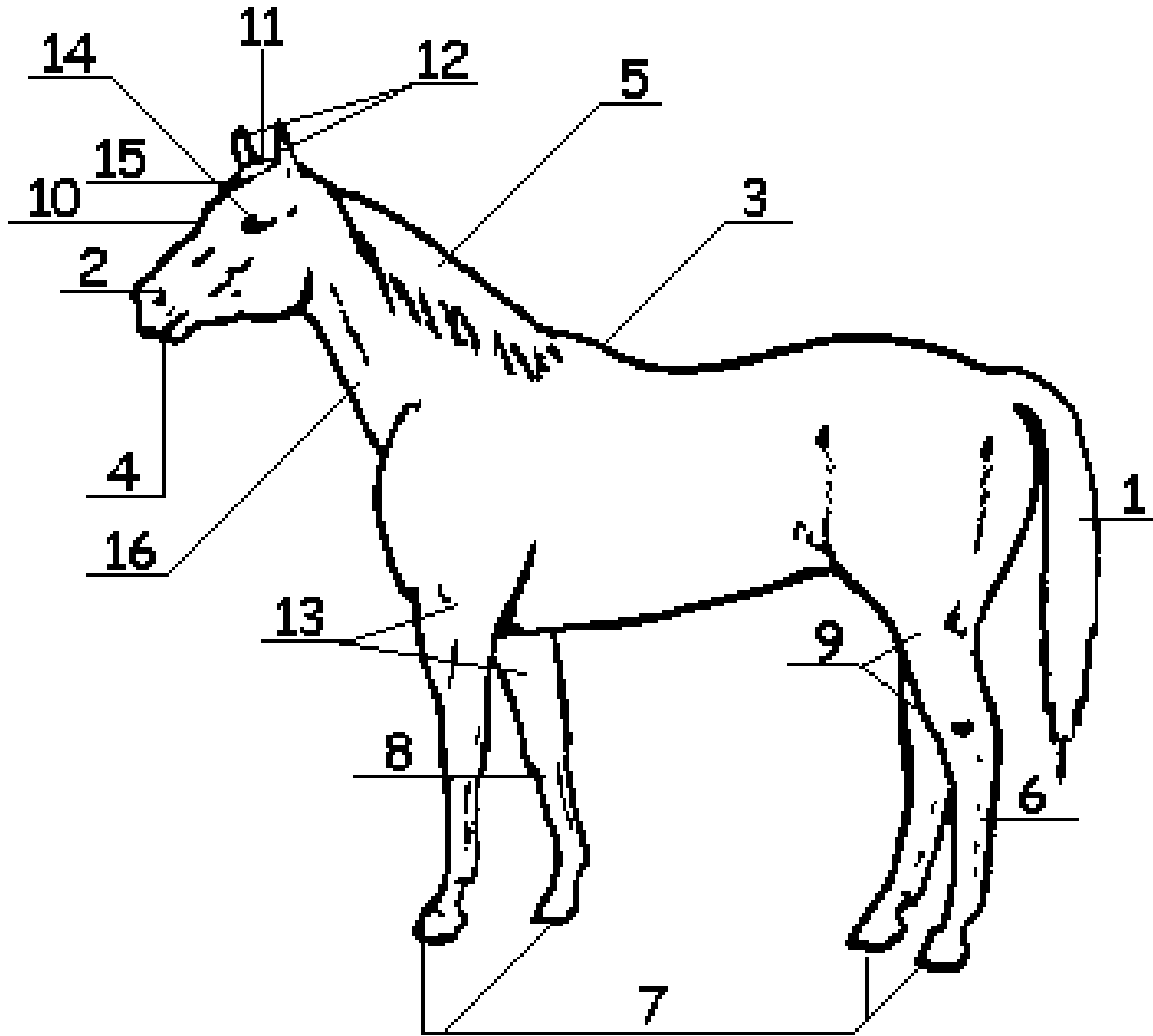
tail	nostril	withers	muzzle	mane	hocks	hooves	knees
head	hindlegs	forelock	forehead	ears	eyes	forelegs	neck

tail	nostril	withers	muzzle	mane	hocks	hooves	knees
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tail	nostril	withers	muzzle	mane	hocks	hooves	knees
head	hindlegs	forelock	forehead	ears	eyes	forelegs	neck

The Horse Diagram



The Horse Answer Key

