Activity: "Making a Movable Horse" (10 - 15 minutes)

Grade Level: K - 2

Materials: Numerous horse templates (Copy and cut out horses from Horseless Horse Book)
            Scissors, Pencils, Crayons or markers, Paper fasteners

Provide a demonstration on tracing cutting, coloring, and assembling the horse. Have children create their own movable horse. Once all children have finished, sit in a circle and have each show and talk about their horse.

Application:
~ Have the children practice gaits on their own movable horses.

III. LOOKING WITHIN...

Activity: "Recognizing the Horse's Gaits" (5 - 7 minutes)

Grade Level: K - 2

Materials: A horse and rider

Have a horse and rider demonstrate the walk, trot, and canter. Explain that a gait is a way of moving, and that people have gaits too; the walk, jog, skip, gallop, and run to name a few. Explain what each gait of the horse is called. While the rider is demonstrating, ask the children to describe the characteristics of each gait.

While the rider is exhibiting a canter, explain what is meant by the term lead when referring to the canter.

Have the children as a group observe the lead at the canter.

Application:
~ Have a rider exhibit different gaits and ask the children to describe and name the gaits and leads.

Activity: "Talk About It" (3 - 5 minutes)

Grade Level: K - 2

Materials: None

Have the children sit in a circle. Ask the children to review the different gaits and why leads are important. "Which of the horse's gaits is the slowest?" "Which gait is the fastest?" "Which gait has two beats?" "Which gait has three beats?" "How can you tell which lead the horse is on?"

IV. BRINGING CLOSURE...

Activity: "Stick Horse Activity" (5 - 7 minutes)

Grade Level: K - 2

Materials: One stick horse or broom per child.

Have the children form a large circle with their stick horses. Ask the children to stand with both arms extended out. They should not be able to touch one another. Ask the children to walk, trot, and canter/gallop with their
horses. Be sure to request correct leads. After each gait has been exhibited, have the children reverse direction and exhibit their gaits. Once all gaits have been exhibited in both directions, have the children line up and back their horses. Be sure to provide positive guidance to each participant.

VIII. GOING BEYOND...

Play Simon Says. In this game all of the actions are gaits and movement characteristics. Try some of these: walk like a draft horse, run like a race horse, trot like a park horse. (Remember that young children do not like to lose, so leave out the part of the game that eliminates poor listeners.)

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