



# ACTIVITY 4

## *Training Colts*



***RANCH LIFE SERIES / BOOK 2 / COWBOYS AND HORSES***

Chapter 4B

**Content Area**

Science

**Topic**

Life Cycles, Inherited Traits and Learned Behaviors

**Objective**

Students will explore the life cycle and behaviors of horses.

**Texas Essential Knowledge and Skills (TEKS):**

3.13B, 4.13B, 5.13AB





## Training Colts

**CONTENT AREA:** Science

**TOPICS:** Life Cycles, Inherited Traits, and Learned Behaviors

### GAME MATERIALS:

- SECURITY BRIEFING (page A4-2): 1 per student or student group
- TRAINING COLTS - HORSE LIFE CYCLE REFERENCE (page A4-3): 1 per student or student group
- TRAINING COLTS - SORTING MAT (page A4-4): 1 per student or student group
- TRAINING COLTS - SORTING/PLAYING CARDS & CARD BACK (pages A4-5 to A4-8): 1 per student or student group
- TRAINING COLTS - SORTING/PLAYING CARDS TEACHER KEYS (pages A4-9 to A4-11)
- TRAINING COLTS - GAME BOARD (included): 1 per student or student group
- Found objects for game pieces (e.g., different colored math manipulative cubes)
- THE BOTTOM LINE (page A4-12): 1 per student or student group

### READING STRATEGY:

N/A

### GAME INSTRUCTIONS:

1. Give each student or student group a TRAINING COLTS - HORSE LIFE CYCLE REFERENCE. Students will read over it and refer back to it as they complete the activity.
2. Have students read Chapter 4B. As they read, they will organize the TRAINING COLTS - SORTING/PLAYING CARDS into three categories (foal, mare, and stallion) on the TRAINING COLTS - SORTING MAT. Consult teacher keys for answers.
3. Once students are familiar with the stages of the horse life cycle and behaviors, they can place their game pieces on "START" and take turns drawing cards to play the TRAINING COLTS BOARD GAME.
4. To play the game, students will use the SORTING/PLAYING CARDS. Place SORTING/PLAYING CARDS face down on the TRAINING COLTS - GAME BOARD "Draw Pile" box. As students take turns drawing a card, they will advance their game piece to life cycle that corresponds to the characteristic listed on the card. For example, if they draw a card that says "A Female Animal," they will advance to the next open "mare" position on the game board. If a student draws a card that contains a characteristic that corresponds to more than one stage of the life cycle, they may choose which space they would like to advance to.
5. The first player to reach the FINISH space wins.

### STUDENT SKILLS ASSESSMENT:

Have students (or student groups) complete THE BOTTOM LINE worksheet at the end of the game.

# Training Colts



## SECURITY BRIEFING –

### WORDS OF WISDOM FROM HANK THE COWDOG:

As the head of ranch security, I must pay close attention to the animals on the ranch and keep them safe from **predators**. Horses are more likely to be attacked when they are young. A mare must protect her colt from danger, but I also do my part paying close attention to the **life cycle** of the horse. When a mare gives birth to a colt, my job becomes very important. I have a lot to remember and I need your help to sort out all the **characteristics** of a horse life cycle and the **behaviors** during each of the stages.

### GAME INSTRUCTIONS:

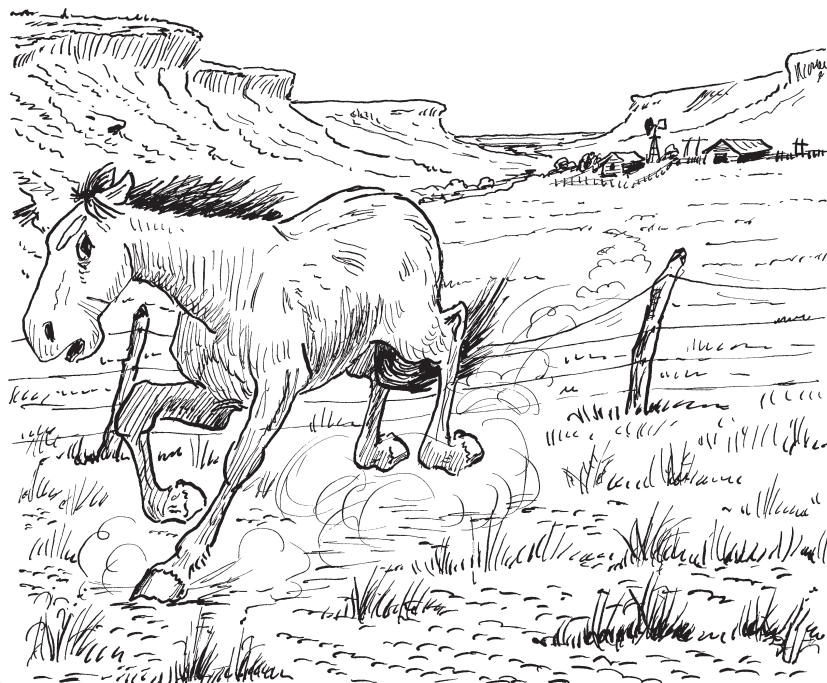
1. Look at the TRAINING COLTS - HORSE LIFE CYCLE REFERENCE. Discuss information with your group.
2. Read Chapter 4B. As you read, organize the TRAINING COLTS - SORTING/PLAYING CARDS into three categories—foal, mare, and stallion—on the TRAINING COLTS - SORTING MAT. (Some cards may fall in multiple columns.)
3. Place game pieces on "START" and the SORTING CARDS face down on the "Draw Pile" spot on the TRAINING COLTS - GAME BOARD. Players will take turns drawing 1 card. Read each card and advance to the answer on the GAME BOARD. For example, if you draw a SORTING/PLAYING CARD that says, "A Female Animal," advance to the next open "mare" position on the GAME BOARD.

If you draw a SORTING CARD that contains a characteristic that corresponds to more than one stage of the life cycle, you may choose which space you would like to advance to.

4. The first player to reach the FINISH space wins.

### WRAP UP:

Fill out THE BOTTOM LINE worksheet after you have completed the game.





# Life Cycle of a Horse



## STAGE 1 Mating

A mare mates with a stallion at 3 years.



## STAGE 2 Gestation

A foal grows inside its mother for about 1 year.



## STAGE 3 Foal

*Male Foal: Colt  
Female Foal: Filly*

The foal drinks its mother's milk for 6 months to 1 year.



## STAGE 4 Adult

*Male Adult: Stallion  
Female Adult: Mare*

A horse lives 25 to 30 years.

# Life Cycle of a Horse



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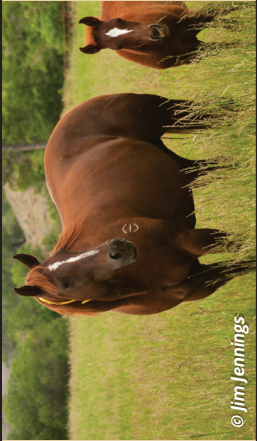

The foal drinks its mother's milk for 6 months to 1 year.



## STAGE 4 Adult

*Male Adult: Stallion  
Female Adult: Mare*

A horse lives 25 to 30 years.

STALLION		
MARE		
FOAL		

<b>A male horse</b>	<b>Carries out work on the ranch</b>	<b>Weaned from mother at 6 months</b>
<b>Learns to wear a saddle</b>	<b>May be aggressive toward stallions during mating season</b>	<b>HALTER BROKE Wears a halter and learns to be led</b>
<b>A female horse</b>	<b>Trains for 3 to 4 years</b>	<b>Reproduces</b>
<b>Must undergo a long period of training aimed at building trust in humans</b>	<b>May be very aggressive toward other horses when protecting a foal</b>	<b>First reaction to danger is to flee</b>



<p><b>If threatened by a predator, will stand its ground to protect a colt</b></p>	<p><b>Can be aggressive toward herd and handlers if not trained</b></p>	<p><b>Fights against pressure of a halter and rope</b></p>
<p><b>Less than 1 year old</b></p>	<p><b>Breeds with a mare</b></p>	<p><b>Use ears and tail as main communication</b></p>
<p><b>Provides milk for foals</b></p>	<p><b>Learns to respond to commands</b></p>	<p><b>Herd animal</b></p>
<p><b>Can live 25 to 30 years</b></p>	<p><b>Is taught to allow a person to ride on its back</b></p>	<p><b>Wears a saddle</b></p>





<b>What a colt (male) and a filly (female) both are</b>	<b>Requires food and water every day</b>	<b>Can carry a rider to any spot on the ranch</b>
<b>Social animal</b>	<b>Carry its young for about 1 year</b>	<b>Nurses its young for 6 months</b>
<b>Breeds with a stallion</b>	<b>Defends the herd from predators</b>	<b>Has very little understanding of the work it will be expected to do</b>
<b>Can walk and run after just a few hours of being born</b>	<b>Can be frightened by a saddle being put on its back</b>	<b>Eyes are set on the side of its head</b>



<p><b>A male horse</b></p> <p>STALLION</p>	<p><b>Carries out work on the ranch</b></p> <p>FOAL, MARE, STALLION</p>	<p><b>Weaned from mother at 6 months</b></p> <p>FOAL</p>
<p><b>Learns to wear a saddle</b></p> <p>FOAL</p>	<p><b>May be aggressive toward stallions during mating season</b></p> <p>STALLION</p>	<p><b>HALTER BROKE</b></p> <p><b>Wears a halter and learns to be led</b></p> <p>FOAL</p>
<p><b>A female horse</b></p> <p>MARE</p>	<p><b>Trains for 3 to 4 years</b></p> <p>FOAL</p>	<p><b>Reproduces</b></p> <p>MARE, STALLION</p>
<p><b>Must undergo a long period of training aimed at building trust in humans</b></p> <p>FOAL</p>	<p><b>May be very aggressive toward other horses when protecting a foal</b></p> <p>MARE</p>	<p><b>First reaction to danger is to flee</b></p> <p>FOAL, MARE, STALLION</p>

<p><b>If threatened by a predator, will stand its ground to protect a colt</b></p> <p>MARE</p>	<p><b>Can be aggressive toward herd and handlers if not trained</b></p> <p>STALLION</p>	<p><b>Fights against pressure of a halter and rope</b></p> <p>FOAL</p>
<p><b>Less than 1 year old</b></p> <p>FOAL</p>	<p><b>Breeds with a mare</b></p> <p>STALLION</p>	<p><b>Use ears and tail as main communication</b></p> <p>FOAL, MARE, STALLION</p>
<p><b>Provides milk for foals</b></p> <p>MARE</p>	<p><b>Learns to respond to commands</b></p> <p>FOAL</p>	<p><b>Herd animal</b></p> <p>FOAL, MARE, STALLION</p>
<p><b>Can live 25 to 30 years</b></p> <p>FOAL, MARE, STALLION</p>	<p><b>Is taught to allow a person to ride on its back</b></p> <p>FOAL</p>	<p><b>Wears a saddle</b></p> <p>FOAL, MARE, STALLION</p>



<b>What a colt (male) and a filly (female) both are</b>  <i>FOAL</i>	<b>Requires food and water every day</b>  <i>FOAL, MARE, STALLION</i>	<b>Can carry a rider to any spot on the ranch</b>  <i>MARE, STALLION</i>
<b>Social animal</b>  <i>FOAL, MARE, STALLION</i>	<b>Carry its young for about 1 year</b>  <i>MARE</i>	<b>Nurses its young for 6 months</b>  <i>MARE</i>
<b>Breeds with a stallion</b>  <i>MARE</i>	<b>Defends the herd from predators</b>  <i>STALLION</i>	<b>Has very little understanding of the work it will be expected to do</b>  <i>FOAL</i>
<b>Can walk and run after just a few hours of being born</b>  <i>FOAL</i>	<b>Can be frightened by a saddle being put on its back</b>  <i>FOAL</i>	<b>Eyes are set on the side of its head</b>  <i>FOAL, MARE, STALLION</i>



NAME: \_\_\_\_\_ DATE: \_\_\_\_\_

## THE BOTTOM LINE

When playing the TRAINING COLTS BOARD GAME you noticed characteristics that were the same and different between foals, mares and stallions.

*Answer the questions below:*

1. What characteristics did you notice to be different between foals, mares and stallions?
2. Write down a life cycle of another animal that you know.
3. What is the same between your animal and a horse life cycle?
4. What is different between your animal and a horse life cycle?
5. Would Hank need to spend more time protecting a foal, mare or stallion on his ranch?  
Explain your answer.

