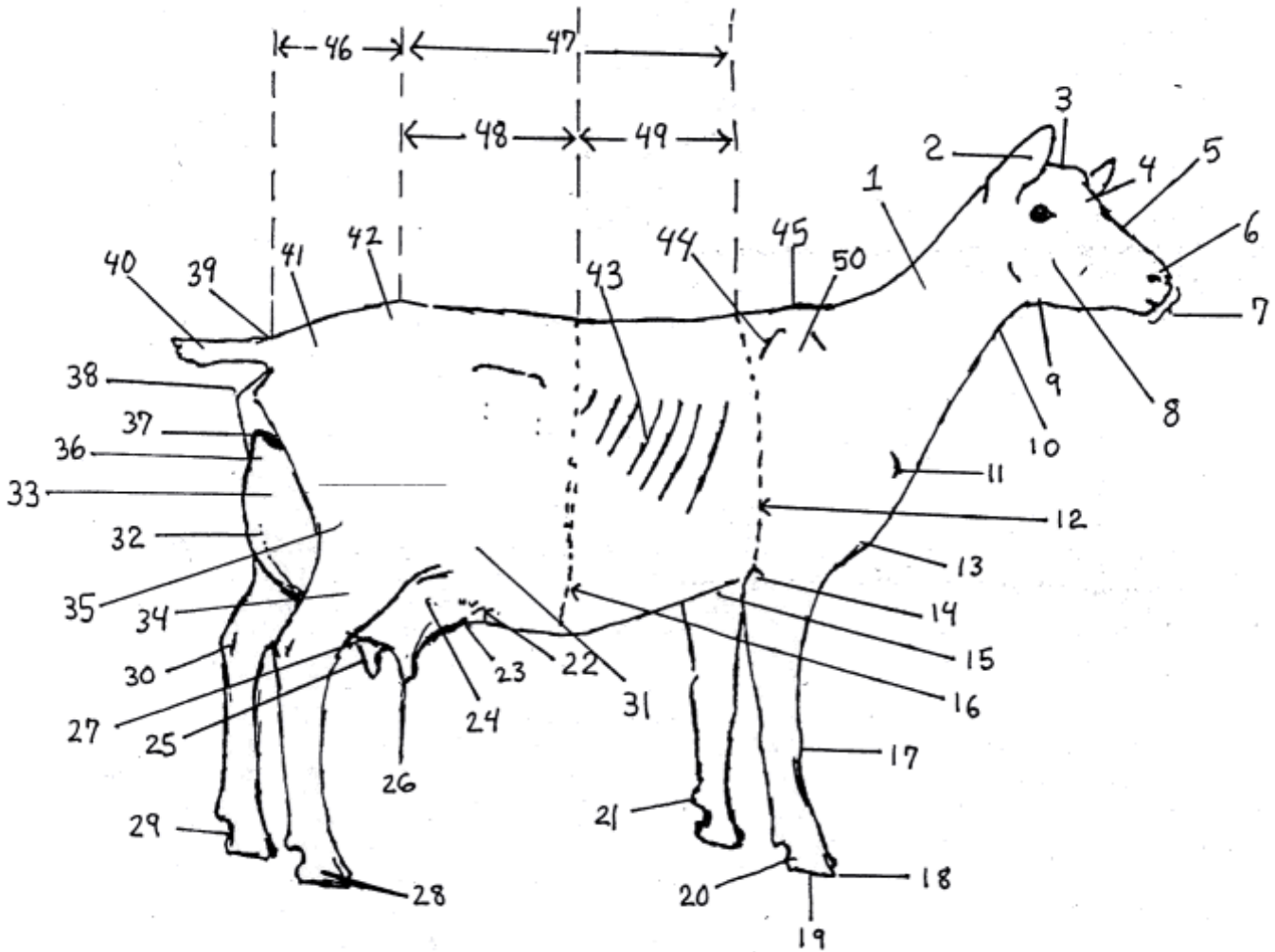


# NEW YORK STATE 4-H DAIRY GOAT PROJECT FACT SHEET #4

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PARTS OF THE DAIRY GOAT



## NAMES FOR EACH PART

- |                           |                                |
|---------------------------|--------------------------------|
| 1) neck                   | 26) orifice                    |
| 2) ear                    | 27) floor of udder             |
| 3) poll                   | 28) hoof                       |
| 4) forehead               | 29) pastern                    |
| 5) bridge of nose         | 30) hock                       |
| 6) nostril                | 31) flank                      |
| 7) muzzle                 | 32) median suspensory ligament |
| 8) jaw                    | 33) rear udder                 |
| 9) throat                 | 34) stifle                     |
| 10) dewlap                | 35) thigh                      |
| 11) point of shoulder     | 36) rear udder attachment      |
| 12) heart girth           | 37) escutcheon                 |
| 13) brisket               | 38) pinbone                    |
| 14) elbow                 | 39) tail head                  |
| 15) chest floor           | 40) tail                       |
| 16) barrel                | 41) thurl                      |
| 17) knee                  | 42) hip                        |
| 18) toe                   | 43) rib                        |
| 19) sole                  | 44) crop                       |
| 20) heel                  | 45) withers                    |
| 21) dewclaw               | 46) rump                       |
| 22) milk vein             | 47) back                       |
| 23) fore udder attachment | 48) loin                       |
| 24) fore udder            | 49) chine                      |
| 25) teat                  | 50) shoulder blade             |

### Questions

Test yourselves! See how many of the parts you can name without looking at the answers on this page.

### Suggested Activities

1) Draw the outline of the goat on a large board. Put Velcro where the names should go. Make name cards for each part with Velcro on the back. Shuffle the cards, and divide your club into teams. Members take turns drawing a card and placing it on the board. The team scores a point for each correct positioning of a card. When a team member places a card wrong, the other team has a chance to replace it correctly for ½ a point. Teams can alternate turns until all the cards have been used. Then points are tallied up.

2) Make this same activity suitable for cloverbuds by simplifying the terms they are expected to know, holding up the cards and saying the name of the part on the card out loud, and then have them show you where to stick the card with masking tape onto a real live, gentle goat (while an adult tries to keep the goat from eating the card and tape!!!).