



Swine

Georgia 4-H Project Achievement empowers young people with skills for a lifetime. Through a competitive process, students explore their interests, unleash their creativity, share their work, and celebrate their achievements! This guide provides 9th—12th graders with examples for getting started with their project exploration.

Description of Project:

4-H'ers may explore the pork production industry including establishing and managing pork production enterprises, by-products, and end-products.

Through this project 4-H'ers may:

- learn about and acquire skills for animal selection, breeding, feeding, care, production, management, ownership, exhibition, marketing, by-products, and end-products of swine
- discover the industry's current and historic roles, scope, contributions of science, environmental and societal impacts, and economic significance
- explore equipment and safety protocols of animal care and production
- identify the degree of quality, the wholesale and retail cuts of pork and pork products, and understand their importance in human nutrition
- demonstrate sound breeding, feeding, and management practices on the home farm and in the community
- study bio-security of the pork industry and food supply
- understand the role of veterinary care of swine
- explore career opportunities related to the pork production industry

Overview:

- ⇒ Choose project
- ⇒ Develop skills in:
 - Project
 - Leadership
 - Service
- ⇒ Prepare portfolio for work completed from January 1—December 31
- ⇒ Prepare presentation
- ⇒ Practice
- ⇒ Compete
- ⇒ Reflect

Examples of Project Development Experiences:

- Attend swine classes, animal specialty camps, livestock auctions, field days, livestock shows, pig sales, swine showdowns, etc.
- Tour supermarket meat departments, veterinary clinics, farms, feed stores, and/or animal barns
- Acquire and read books, trade magazines, pamphlets, and online media about the industry
- Raise and show a Market Hog or Breeding Gilt
- Participate in 4-H Livestock Judging, fitting contest team, and/or Market Hog Record Books
- Interview a pork producer and discuss industry matters
- Shadow a veterinarian, swine producer, and/or animal scientist and learn of job responsibilities

Project Sharing and Helping Examples:

- Volunteer as a teen leader and assist with coaching a livestock judging team
- Hold a fitting demonstration for community members, schools, civic groups, etc.
- Host a show preparation seminar for interested youth
- Mentor a younger 4-H'er in showing an animal
- Hold a show pig feeding and management demonstration
- Start a livestock project club and lead meetings to share your knowledge with others
- Arrange for industry speakers to discuss agricultural issues for community members
- Demonstrate your work through presentations and exhibits at schools, civic clubs, senior homes, chambers of commerce, etc.
- Write news articles, blogs, or social media posts about your project and your accomplishments
- Set up pork product exhibits at fairs, libraries, or festivals
- Organize an agricultural tour or farm day for youth
- Hold a mock livestock auction with your club
- Mentor a younger 4-H'er in the Pork Production project

Recommended Resources:

- georgia4h.org/ProjectAchievement
- georgia4h.org/livestock
- georgia4h.org/livestock/resources.htm
- extension.uga.edu/agriculture/animals
- agr.georgia.gov/livestock-market-news.aspx
- agr.georgia.gov
- usda.gov/topics/animals

Special Considerations:

- Actual animal exhibiting is not a requirement of this project.
- This project can address any issue related to the production of pork. Members may gain experience in a number of ways, such as assisting with the management of swine, raising animals, or studying processing and marketing.
- Youth should practice internet safety. A best practice is to include a friend or parent in all communications and interactions.
- Be sure to gain land owner permission prior to entering someone else's property.
- Exercise safety when handling tools, animals, and equipment.
- Live animals and weapons are not permitted in the presentation.

At Competition:

Swine 4-H projects may use posters, artifacts, biofacts, and/or technology to support their presentation. The time limit for presentations is 12 minutes. Computers, projectors, screens, and other technological devices may be used.

Prepared by: Jason Estep, Keri Hobbs, and Gabrielle Buono
Reviewed by: Heather Shultz and Claire Woodard

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Sources: Silcox, Ronnie and David Bishop. 1998. *Junior/Senior Project Notebook*. "Swine Project."

The University of Georgia CAES. 2016. Project Achievement. <http://www.georgia4h.org/projectachievement/>

