Pattern for Realistic Kid or Lamb

The lamb or kid model made from this pattern provides project helpers, extension educators, vocational instructors and classroom teachers with an excellent learning aid to involve youth in learn-by-doing experiences. When the lamb or kid is used in a learn-by-discovery manner compared to a lecture or demonstration, the youth are provided an opportunity to develop both project skills and life skills. Youth also enjoy using the realistic lamb or kid to demonstrate their project skills.

Management Skills
The model can be used with many of the activities in the National 4-H Curriculum Animal Science “Skills for Life” Series. Some of the management practices that youth have learned or demonstrated using a model made from this pattern include the following:

- Delivering a lamb or kid
- Caring for the newborn lamb or kid
- Saving a weak lamb or kid
- Docking a lamb
- Castrating a lamb or kid
- Administering medication
- Treating for internal and external parasites
- Identifying parts of the body
- Judging
- Recognizing jaw abnormalities
- Removing extra kid teats
- Dehorning a kid
- Identifying sheep or goat breeds

Life Skills
In addition to project skills youth practice and develop these important life skills when the experience is carefully designed:

- Working together
- Questioning
- Expressing themselves
- Discovering the excitement of learning
- Using knowledge
- Taking risks
- Solving problems
- Making decisions
- Experimenting

Acknowledgements

Lamb Pattern
Thomas D. Zurcher, Extension Educator, University of Minnesota; Mary Jean Craig, Extension Educator

Kid Pattern
Developed by Thomas D. Zurcher, Extension Educator, University of Minnesota and Mary Jean Craig, University of Idaho, Extension Educator. Special thanks to Margaret Lonnquist, former Minnesota Program Assistant, 4-H Youth Development, for assisting with the development of the pattern.
Conducting a Lamb or Kid Skillathon

One activity that makes extensive use of the experiential learning approach as well as the model animals is called a 4-H skillathon. This is popular at club meetings, workshops and fairs. A skillathon is a series of learning stations where teams are presented with a situation and task plus any necessary equipment and training aids. Facilitators at the stations allow the teams to solve the tasks the best way they know how before discussing what they did and answering facilitators’ questions. Usually a team has five to ten minutes at a station before moving to the next one. Again the value of the model animal is evident. Even after 15-20 teams have handled the model it is ready for the next skillathon, workshop, activity or presentation.

In this model the learners are given an opportunity to discover their own solutions. Questions and open discussion help them broaden and clarify their understanding. At no time does the teacher or group facilitator impose his/her answers directly on the group or as some would say, “steal the ball from the learners.”
Examples of Skillathon Situation Statements and Tasks

Providing realistic situations and tasks is very important to help the learner assume ownership of the activity and begin to move toward the learning outcome desired. A situation statement need only be one or two sentences. From this statement one or more specific tasks can be outlined so that participants can build on their previous experiences. Here are some examples that relate to the sheep and/or goat projects.

**Delivering a Lamb**

**Situation:** It is your turn to go to the barn on a cold winter night to check if any ewes are giving birth to lambs. You find a ewe that is in labor. You patiently wait for 45 minutes, but still no lamb. You decide to find out if something is wrong.

**Task 1:** Demonstrate how you prepare the ewe and yourself before checking inside the ewe.

**Task 2:** Demonstrate how you can tell what position the lamb(s) is in.

**Task 3:** Demonstrate what a normal presentation is for a lamb.

**Task 4:** Demonstrate how to deliver a lamb that is backward or only has its head out.

**Caring for a Newborn Lamb**

**Situation:** With a little assistance on your part, your favorite ewe gives birth to a strong, beautiful lamb. The temperature is 10° F.

**Task 1:** Demonstrate what you do in the first 30 minutes following birth.

(You may want to have each team go step by step and ask them to demonstrate how, why, and when they would accomplish such items as: drying, treating the navel, unplugging teats, seeing that the lamb nurses, giving appropriate shots, identifying and providing warm water to the ewe.)

**Saving a Weak, Cold Lamb**

**Situation:** On the way to the barn, you find a ewe that has recently given birth to twins. One lamb is up and nursing, but the second lamb is lying in the snow.

**Task 1:** Demonstrate how to tell if the lamb in the snow is alive.

**Task 2:** Demonstrate how to tell if the lamb is cold.

**Task 3:** Demonstrate how to tell if the lamb has a sucking response.

**Task 4:** Demonstrate how to melt frozen colostrum.

**Task 5:** Demonstrate how to warm the lamb both internally and externally.

**Task 6:** Demonstrate how to tell if the stomach tube enters the lamb’s stomach rather than its lungs.

**Task 7:** Demonstrate what and where inoculations should be given.

**Task 8:** Demonstrate the steps you would take to save this weak, cold lamb.

**Telling a Goat’s Age**

**Situation:** Your neighbor asks you to help him determine the age of several new goats that she purchased.

**Task:** Demonstrate how to tell the different ages.

**Taking a Goat’s Temperature**

**Situation:** One of your goats is sick. You call the veterinarian who asks what the goat’s temperature is.

**Task:** Demonstrate how to take the goat’s temperature.

**Tattooing a Kid Goat**

**Situation:** You are given the opportunity to tattoo a new kid.

**Task:** Demonstrate how you would tattoo it.
The Model Lamb or Kid

Description
The model lamb or kid is approximately the size of a large newborn. When it is stuffed with Styrofoam pellets it has the limp characteristics of a newborn lamb or kid.

Optional Pattern Features
- Plastic tube attached to the back of the mouth and extending into the stomach to be used for inserting a catheter tube
- Removable umbilical cord
- Removable scrotum with a zipper opening and simulated testicles for castrating
- Removable tail for docking (lamb)
- Plastic tubing attached below the tail for inserting a thermometer
- Teeth to insert in mouth for age determination
- Three teats: two permanent and one removable extra teat (kid).

Cost and Time
The approximate cost of a sewn model is $15. It takes about 8 to 10 hours to make.

Materials Needed
- 2/3 yard of fleece or fake fur fabric 58 to 60" wide
- Scraps of felt for the mouth and the inside of the ears
- Small scraps of lightweight fabric for patches to hold the hoofs and kneecaps in place
- One pound of polyester fiber batting or Styrofoam pellets
- 2 shank-type buttons or plastic eyes
- Sewing thread
- 2 Velcro squares for attaching the tail and scrotum
- 4" zipper or a larger one that can be cut shorter for opening the scrotum
- 2 small almonds or beads for simulating testicles
- 16 and 4" lengths of plastic tubing that are 1/4" in diameter or wider. The tubing is used for inserting the catheter tube and the thermometer.
- Small pieces of heavy cardboard or plastic for the hoofs and kneecaps
- 1 yard of pink yarn or cord for the umbilical cord
- Embroidery thread
- One snap for attaching the umbilical cord
- White plastic lid or equivalent for teeth
- Two 9" x 12" craft squares of black felt for feet and a small piece of colored felt for teats and scrotum to match fabric

For Model Kid Only
- One snap for attaching extra teat
- One yard of strong cord for turning teats inside out
- Two 3/4" Velcro circles for attaching the horn buds
Marking Directions
Mark dots with tailor’s chalk or tailor’s tacks.

On right side of fabric, baste along solid bold lines marked on pattern pieces #1, #4 and #6.

Cutting Directions
1. Copy, trace or cut out the paper pattern pieces of the lamb or kid. If you plan to make both models copying or tracing is suggested.

2. Fold the fleece or fur in half with the right sides together. Stroke the fleece or fake fur to determine the grain. The correct direction will feel smoother. Put the body pattern on the fold and fit the other pieces around it as shown and cut out. Mark dots with tailor’s chalk or tailor’s tacks. Follow cutting layout.

3. Cut two kneecaps from plastic or heavy cardboard. This step is optional.

4. Cut teeth from plastic.

5. Cut teats (kid only), feet, mouth and two ear linings from felt.

Sewing Instructions
Use a 3/8” seam allowance except where indicated.
**Step 1. Head**

1. Pattern piece #1. Fold along fold line/center front with right side in. Stitch along seam line A. (1A)

2. Match small dots to medium dots and stitch a 1/2 inch line across the center front. This makes the line of the nose. (1B)

3. **Mouth**
   a. Pattern piece #1. Match small dots of the dart and pin. Stitch the dart to the large dot. Do not clip away excess fabric between the folded edge and the dart seam. Hold it up toward the nose and attach it to the seam allowance with hand stitching. This creates an extra thickness that is visible from the outside as an upper lip overhang. (1C)
   b. Pattern pieces #1, #2, and #3. Cut along the center darts to both large dots. Trim the seam on the upper mouth opening to 1/4". To make the pocket for teeth, sew a tooth pocket (#3) to lower mouth section at fold line. Leave other end open. Fold mouthpieces together and stitch mouth (#2) from fold to dot. (1D and 1E)
   c. Open mouth and pin to mouth opening in face with right sides together. Stitch seam. Be careful not to catch the back part of the mouth in the seam. Turn the face right side out. (1F)

**Step 2. Neck and Top of Head**

1. Pattern piece #4. With right side together, stitch along the seam line A and B.

2. With right sides together, stitch along the seam line for the center top of the head. (2A)

3. With right sides together, pin along seam line C between the large dots and attach the top of the head to the face at the forehead. Machine stitch and trim the corners diagonally. (2B)

4. With right sides together, pin the neck to the face at seam line D so seam matches large dot. Machine stitch. Turn the piece right side out. (2C)

5. Attach the eyes.

6. This step is optional for a small to medium sized hand puppet head. Bind the bottom of the neck edge E with bias tape.
Step 3. Tail

Kid's Tail
1. Pattern piece #5. Fold tail in half and stitch. Turn it right side out. (3A)
2. Stuff tail firmly only to seam allowance using cotton balls.

Lamb's Tail
1. Long or short tail. Fold the tail in half and stitch. Turn it right side out. Stuff the tail slightly if desired. (3A)
2. Detachable tail for docking. Cut the tail on the cutting line for docking. Fold each section in half and stitch the seam in each. Turn both sections. Stuff the long section slightly if desired. Stitch a Velcro patch by hand to the top of the long section. Also stitch a Velcro patch by hand to the bottom of the short section. Attach the Velcro sections together. (3B, 3C)

Step 4. Body
1. Pattern piece #6. Using a contrasting color of thread, baste along the lines marking the leg spaces. Also mark the small dots as indicated under Marking Directions. (4A)
2. Fold the body right side in. Stitch along the seam line. Start at the small dot on the folded edge and continue past two openings to where it stops at the large dot. (4B)
3. Pin seam line F. Stitch 1" on each side of seam line F.
4. Insert the finished tail from the inside so that the raw edge of the tail matches the raw edge of seam F then pin into place. Stitch tail into place by hand. (4D)
5. Pin seam line G and stitch. (4E)
6. Stitch along seam line in front of body to where it stops at the large dot. (4F)

7. Pin seam line H and stitch. (4G)

8. Insert the finished, unstuffed head from inside the body and out through the neck opening with right sides together and raw edges exposed. Match the notches and be sure that the under chin seam line meets the seam line of the body. Pin the neck to the body and machine stitch seam line. (4H)

9. Turn the body right side out. (4I)

**Step 5. Legs and Kneecaps**

1. **Hind legs only. Pattern pieces #7 and #8.** With right sides together, stitch the upper hind leg sections (#7) together along seam I. (5A)

2. Pin the upper hind leg (#7) to the lower hind leg (#8) with right sides together and match seam I to the large dot on the lower hind leg. Stitch seam J. (5B)

3. Fold leg right side in. Pin and stitch seam line K and small dart on seam L. (5C)

4. **Front legs only. Pattern piece #9.** Fold on fold line the right sides together. Stitch seam line M and small dart at seam line N. (5D)

5. Kneecaps. Pattern Piece #9A. Place the plastic kneecap shape on the wrong side of the fabric in the center of the front leg as indicated on the pattern. Cut a square of fabric and place it over the plastic. Sew around the edges by hand to hold the kneecap in place. (5E)
Step 6. Hoof

1. Pattern piece #10. Match small dots. Stitch seam line O. Clip seam at dot. (6A)

2. Clip pattern piece #11 (hoof pad) to large dot. Spread and match large dot on piece #11 to seam O. Pin together with seams open. Stitch 1/4" seam.

3. Match notches and pin. Match seams, pin and stitch. Be sure to stitch to the very edge of the felt and backstitch. (6C)

4. Carefully trim points of hoof. Do not cut thread. (6D)

5. On the sole of the foot (#11), stitch a shallow curve from the end of the slash to notch. Turn right side out. (6E)

6. Make several small stitches in the pads of the foot, binding the toes together to within 1/4" of the tip. (6F)

Step 7. Assembly of Hoofs and Legs

1. Insert the finished hoof into the bottom of the leg with right sides together and new edges exposed. Match large notch on pattern piece (#10) to leg seam. Stitch by hand. (7A)

2. Stuff hoofs with cotton balls.

3. Turn the legs right side out and stuff. Use a small amount of stuffing for limp legs. For firm legs, pack the stuffing hard.
4. Attach the legs to the body at basted lines. The legs may be sewn by hand. For a stronger seam, sew one side of the seam by machine.

**Hind legs.** With right sides together, match hind leg seam line to the dot on the body. Stitch between the dots. Fold under the remaining leg seam. Pin it to the body and stitch by hand.

**Front legs.** Match the dots of the front legs to the dots on the basting lines. Stitch between the dots. Fold under the remaining leg seam. Pin it to the body and stitch by hand.

---

**Step 8. Tubing and Stuffing**

1. a. Tubing. Cut a 16" length of tubing. Seal the stomach end of the tube with tape. Cut a hole in the mouth just large enough to insert the tubing. Cut a hole in the back of the mouth at the X. With a heavy needle and double thread, stitch the tubing to the fabric. (8A)

   b. Taking Temperature. Cut a 4-inch length of tubing. Seal the end with tape. Cut a hole in the rear of the lamb below the tail, which is large enough to insert the tubing. (8B)

2. Stuff the head. If you are using Styrofoam pellets, it will be necessary to sew a patch across the neck opening to prevent the pellets from sliding into the body.

3. Stuff the body slightly for limp newborn appearance. For a firm body, pack the stuffing hard.

4. Close the body with overcast stitches by hand along stomach seam.
Step 9. Ears

Kid's Ears
1. Pattern pieces #12 and #13. Place right sides together. Stitch seam P. With needle down, pivot on small dot. Trim seam to 1/4”. Turn ear right side out. (9A)
2. Stitch lining to upper ear by hand. (9B)
3. Match large dot on ear to large dot on pattern piece #4. Pin ear to solid curved marking on pattern piece (#4). Ears for breeds should be shaped and set to best represent the breed. Hand stitch ears to head.

Lamb's Ears
1. Pin the ear back to the ear front with right sides together. Stitch the seam and leave the bottom open for turning. Turn the ear right side out. (9C) Pin it to the outside of the face between the small dots with the ear pointing in. (9D)
2. Repeat this step for the second ear and stitch.

Step 10. Horn Buds (kid only)
1. Sew a flat piece of body fabric to upper half of Velcro circle.
2. Attach bottom of Velcro circle to kid at circle marks on pattern piece #1.

Step 11. Teats (kid only)
1. Pattern piece #14. Place cord on pattern piece. Fold pattern and match edges. (11A)
2. Stitch on seam line directly over end of cord. Trim seam to 1/8”. Pull cord turning teat right side out. Clip extra cord. (11B, 11C)
3. Attach one-half of snap to open end of one teat. Attach the other half of snap to pattern piece #6 at marking Y for completely removable teat. (11D)
4. Attach other two teats by hand to large dots on pattern piece #6.
Step 12. Scrotum (optional) (12A)

1. Pattern piece #15. Fold scrotum on fold line with right sides together matching small dots. Stitch between small dots. Use 1/4” seam allowance. Turn right side out.

2. Cut a strip of Velcro 1 inch long. Cut Velcro length-wise into two 1” x 1/2” pieces. Attach one-half of Velcro to opening. Attach other half to opposite side of opening as indicated on pattern piece.

3. Sew half of a Velcro patch by hand to the top of the scrotum. Sew the other half of the Velcro patch to the body between the hind legs and for the kid behind the two teats.

4. Insert two small beads inside the scrotum to simulate testicles. Attach the scrotum to the Velcro on the body.

---

Step 13. Umbilical Cord (optional)

1. Using a chain stitch, crochet a 6" cord out of pink yarn or heavy crochet thread. You may also use a 6" piece of purchased cord. (13A)

2. Sew one end of the cord to the small fabric patch.

3. Sew the snap to the patch and to the underside of the body then attach. (13B)

---

Step 14. Teeth (14A)


2. Gently bend teeth up to give a natural look.

3. Place teeth into tooth pocket in mouth.
Working with the Model Lamb

Working with the Model Kid
Lamb Pattern

Must be printed on 11” x 17” paper.

10 Lamb’s Upper Hoof (Cut 4)

11 Lamb’s Hoof (Cut 4)

8 Lamb’s Lower Hind Leg (Cut 2)

2 Lamb’s Mouth (Cut 1 out of left)

3 Lamb’s Teeth Pocket (Cut 1 out of left)

15 Lamb’s Scrotum (Cut 1)
Kid Pattern

Must be printed on 11”x 17” paper.
Lamb Pattern

Must be printed on
11” x 17” paper.
Kid Pattern

Kid’s Ear
(Cut 2)

Kid’s Teat
(Cut 3 out of felt)

Kneecap
(Cut 2 out of plastic)

Scrotum
(Cut 1)

Kid’s Head/Face
(Cut 1)

Kid’s Teeth

1-Year Old Teeth

2-Year Old Teeth

3-Year Old Teeth

4-Year Old Teeth

Must be printed on
11" x 17" paper.
Lamb Pattern

Must be printed on 11" x 17" paper.
Lamb Pattern

Must be printed on 11” x 17” paper.
Kid Pattern

Must be printed on 11"x17" paper.