

Natural Science

WILDLIFE II

Small Game of New Mexico



Project Overview

This project is designed to educate youth about the management of small game such as quail, pheasant, grouse, pigeons, rabbits, squirrels, prairie dogs, marmot and porcupine.

Key Learning Topics

- Habitat improvement
- Small game stocking
- Hunting small game
- Ring-necked pheasant
- The quail family
- The grouse family
- Pigeons and doves
- Rabbits and hares
- The squirrel
- Prairie dog
- Marmot
- Porcupine

Exhibit Guidelines

- Wildlife Exhibit
 - Poster (14" x 22")
 - 3-D Display (24" x 24" x 24")
- Self-Determined advanced Wildlife Exhibit including SD Project Record Sheet 300.SD.1

Targeting Life Skills

- Concern for others
- Use of resources
- Self-discipline
- Personal safety

Expanding the Project

- Wildlife Contest (county, district, state, and national)
- Hunter Education training

Resources

- Discovering Wildlife in New Mexico Project Book 100.J-12 (digital)
- National WHEP (Wildlife Habitat Education Program) Guide - online <https://www.whep.org/study-here/>
- New Mexico Department of Game & Fish (NMDGF.gov)
- General Project Record Sheet
- Self-determined Record Sheet

