

WILDLIFE HABITAT

Premium Code: STATIC ITEMS

Dept D Division 342

Classes

- 1 Houses-** Scoresheet SF165- Make a house for wildlife. Examples: bird house (bluebird, purple martin, wood duck, kestrel, barn owl, etc.) or bat house; no insect houses. Make the house functional so that dimensions, hole size etc. are appropriate to fit the intended species' needs. Include the following information: 1) the kinds of animal(s) for which the house is intended, 2) where and how the house should be located for best use, 3) any seasonal maintenance needed, and 4) any evidence of your personal observation of experiences. Tips: check NebGuide on bird houses and shelves.
- 2 Feeders/Waters-** Scoresheet SF166- Make a bird bath or feeder. Examples: seed, suet, or nectar feeders. Squirrel feeder okay; no insect feeders. Indicate the following information: 1) the kinds of animal(s) for which the water/feeder is intended, 2) where or how the water/feeder should be located for best use, 3) any seasonal maintenance needed, and 4) any evidence of your personal observations or experiences. Tips: check NebGuide on feeding birds.
- 3 Wildlife Habitat Design Board or Poster Exhibit-** Scoresheet SF167- Choose a backyard, acreage, or farm, and design a habitat plan to meet the food, water, shelter, and space needs of at least three kinds of animals you would like to attract. Draw an outline of the area and show what plants or another habitat will be provided. Indicate how the various parts of your plan provide the desired habitat needs. You might include an aerial photo of the area if you have one.