

Veterinary Science Content Standards
Level 2: All Systems Go!
Grades 6-8

Project Area Skill refers to the subject matter based skill which youth demonstrate in relation to the correlating content standard.

Objective:

Career Readiness-

- 1. Students will identify their career interests and aptitudes to develop an educational plan which supports personal career goals.**

Benchmarks: 5-8: A,C,D

Project Area Skill: The youth will learn about the various activities a veterinarian performs on the job. They will then connect a content area to each of the activities such as connecting math to converting how much medicine an animal would need. Moreover the youth will identify the content they would need to concentrate on in school if they chose to pursue a career in veterinary science.

- 2. Students will utilize and manage resources effectively to produce quality services and products.**

Benchmarks: 5-8: A,B

Project Area Skill: The youth will manage resources to conduct experiments for exploring the scientific aspects of animal science. They will also utilize time management as they schedule a mentoring appointment with a local veterinarian.

3. Students will demonstrate the technological knowledge and skills required for future careers.

Benchmarks: 5-8: A,B,C

Project Area Skills: Veterinarians use a variety of technologies every day while working with animals and the youth will explore certain aspects of that as they work through the activities. They will use basic computer skills as they look up information on a variety of diseases. They will also explore the information and activities listed for veterinary science on the 4-H website listed in the activity book. Moreover the youth will explore the communication skills needed by the veterinary field as they role play difficult situations vets may face as they work with their clients.

4. Students will develop and demonstrate responsible and ethical workplace behaviors.

Benchmarks: 5-8: A,B,C,D

Project Area Skill: Veterinarians face situations on the job which may conflict with their ethics. The youth will explore issues pertaining to animal welfare and animal rights. They will decide what they think of as right and wrong as themselves and as a veterinarian.

5. Students will develop effective leadership, interpersonal, and team skills.

Benchmarks: 5-8: C,D

Project Area Skill: While working in a group the youth will act out situations a vet may face, discuss the outcomes of experiments and brainstorm ideas pertaining to the field of veterinary science. They will also learn the importance of interpersonal communication as it applies to working with others and as a veterinary professional.

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Objective:

Health-

- 1. Students will comprehend concepts related to health promotion and disease prevention.**

Benchmarks: 5-8: A,B,E,H

Project Area Skill: The youth will focus on the relationship between animal health and the interaction with the environment and body systems. They will analyze everything from blood count to how grain is stored to determine the best way to keep animals healthy.

- 7. Students will demonstrate the ability to advocate for personal, family, peer and community health.**

Benchmarks: 5-8: A,B,C

Project Area Skill: The youth will demonstrate how to use effective communication skills while discussing health issues. The youth will also explore the ethics of working with animals in various situations. Moreover they will learn the importance of these skills as they pertain to communicating with clients in the field of animal science.

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Objective:

Language Arts-

- 1. Reading and Listening for Comprehension: students will apply strategies and skills to comprehend information that is read, heard, and viewed.**

Benchmarks: 5-8: A,B,C,D

Project Area Skill: Strategies such as pre-questioning, hands-on learning and group discussion are used to comprehend what is read and heard during the activities in this book. The youth are also encouraged to further explore what they have learned by looking on the internet to read further into the topics.

- 2. Writing and Speaking for Expression: students will communicate effectively through speaking and writing.**

Benchmarks: 5-8: A,C

Project Area Skill: After completing the activity the youth will communicate what they learned by answering questions listed at the end of each activity using persuasive writing. They will also practice effective verbal communication by acting out situations that a vet may encounter while on the job. Moreover the youth will understand the importance of effective communication in the career field of veterinary science.

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Objective:

Math-

- 1. Number and Operations: students will understand numerical concepts and mathematical operations.**

Benchmarks: 5-8: C

Project Area Skill: The youth will use addition and division to find percentages. They will count the number of candy pieces for each different color within a given portion. This activity is used for practicing counting different types of cells in an immune system. After finding the number for each color of candy they will then divide that number into the whole number of candies to find the percentage of “cells”.

- 2. Algebra: students will understand algebraic concepts and applications.**

Benchmarks: 5-8: C,D

Project Area Skill: Using tables provided by the activity the youth will record observed data and calculations. They will also use charts to record experiments that require a long period of time. The youth will then use their observations to answer questions relating to the activity.

- 3. Data Analysis and Probability: students will understand how to formulate questions, analyze data, and determine probabilities.**

Benchmarks: 5-8: A,B,C

Project Area Skill: The youth will record observations from experiments and activities assigned by the workbook. They will draw diagrams, formulate questions to ask veterinarians, analyze data they recorded in tables and answer questions that are listed at the end of each activity.

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Objective:

Science-

Strand I: Scientific Thinking and Practice

Standard I: Understand the processes of scientific investigations and use inquiry and scientific ways of observing, experimenting, predicting, and validating to think critically.

5-8 Benchmarks: I, III

Project Area Skill: The youth will explore the scientific aspect of veterinary careers. They will perform experiments, collect data and record observations in the tables. They will then use critical thinking while answering questions listed at the end of the activity.

Strand II: Content of Science

Standard II: Life Science: understand the properties, structures, and processes of living things, and the interdependence of living things and their environments.

5-8 Benchmarks: I,III

Project Area Skill: The youth will look at the interaction of animals and their environments as they explore the pro's and con's of livestock animals living situations. They will also learn about disease and animals immune systems and how the veterinarians go about diagnosing their patients. Moreover the youth will understand the importance of science education in the field of veterinary science.