

Veterinary Science Content Standards

Level 1: From Airedales to Zebras Grades 3-5

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

Objectives:

Career Readiness-

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

Benchmarks: K-4: A,C; 5-8: A,C,D

Project Area Skill: The youth will explore the many jobs that a veterinarian must do. They will learn how many years of school it takes to pursue a career as a vet. Moreover, the youth will be encouraged to pursue their own interests in the area of animal care and husbandry.

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

Benchmarks: K-4: A,B,C; 5-8: A,B

Project Area Skill: The youth will use a variety of resources to complete the veterinary science activities such as books, and liquid and gel that glows under a black light. They will have to make appointments and manage their time efficiently for activities such as conducting an interview with their local veterinarian.

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

Benchmarks: K-4: A,B; 5-8: A,B

Project Area Skill: The youth will learn about the tools veterinarians use for their practice. The youth will also read about the importance of giving an animal the proper amount of medicine and participate in a proportional activity where they will determine how many cc's they would need of a "medicine" for their body weight. Basic computer skills are also utilized as the youth go on the internet to view information on the 4-H website.

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

Benchmarks: K-4: B,C,E; 5-8: A,B,C

Project Area Skill: The youth will look at safety in regards to pet care. They will look at a variety of scenarios, and determine the pet safety concerns in their own home. Moreover, the youth will demonstrate appropriate behavior as they work to accomplish the tasks set forth by the activity.

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

Benchmarks: K-4: B,C; 5-8: C

Project Area Skill: The youth will work with others in certain activities such as using a gel and shaking hands with a buddy to see how easily germs can be transferred. The youth are also encouraged to participate in a discussion after completion of each activity with their peers or group helper.

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Health Education-

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

Benchmarks: K-4: A,G; 5-8: A,D,F,I

Project Area Skill: Using a special gel, the youth will explore how easily germs can be spread, even through a simple handshake. They will learn the importance of washing their hands and how some environments may contain more germs than others.

3. Students will demonstrate the ability to practice health enhancing behaviors and reduce health risks.

Benchmarks: K-4: A,C,F; 5-8: F

Project Area Skill: The youth will look at safe relationships as they relate to having pets in their home. They will look at a variety of pictorial scenarios and determine which situations are dangerous for pets. They will then write down some potentially dangerous areas for pets in their own homes.

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Language Arts-

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

Benchmarks: K-4: A,B,C,D; 5-8: A,B,C,D

Project Area Skill: The youth will read information and apply it while participating in activities in veterinary science. They will learn and utilize new vocabulary as it pertains to the vet industry and monitor their comprehension of each activity by answering questions listed at the end of each activity.

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

Benchmarks: K-4: A; 5-8: C

Project Area Skill: The youth will communicate their findings in the activity by writing down answers to comprehensive questions listed at the end of each activity. The youth will utilize communication skills by interviewing a local veterinarian using questions they formulated from the text in the workbook.

- 3. Literature and Media: students will use literature and media to develop an understanding of people, societies and self.**

Benchmarks: K-4: A; 5-8: A

Project Area Skill: The youth will read a book or watch a movie about a veterinarian. They will write down the key points of the book or movie they have observed, identify the main animal and person and determine the relationship between them.

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Math-

- 1. Measurement: students will understand measurement systems and applications.**

Benchmarks: K-4: A,B; 5-8: A,B

Project Area Skill: The youth will learn the importance of measurement for the field of animal science. They will participate in an activity which they will determine how much medicine the youth would receive depending on their body weight. To perform this task they must measure weight and volume.

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

Benchmarks: K-4: A,B,C; 5-8: A

Project Area Skill: The youth will record data in charts provided by the activity book. They will fill in the charts with information gained from asking veterinarians questions, identifying breeds and habits of animals and the nutrition of certain animal feeds. They will analyze the data to answer comprehensive questions listed at the end of the activity and participate in discussions with their peers and group leaders.

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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.

K-4 Benchmarks: I,II

Project Area Skill: The youth will record data in charts provided for them by the veterinary science activity book. They will analyze the data to form conclusions and record their findings by answering questions listed at the end of each activity. Moreover the youth will understand the importance of the scientific method as it applies to veterinary science.

Strand III: Science and Society

Standard I: Understand how scientific discoveries, inventions, practices, and knowledge influences, and are influenced by, individuals and societies.

K-4 Benchmarks: I

Project Area Skill: The youth will learn how germs can be transmitted through human interaction such as shaking hands. They will learn how easily germs can be spread and the importance of keeping clean. Moreover the youth will learn how washing their hands can be one way of helping to stop the spread of disease.