Veterinary Science Project Brief

Learning Objectives
- Learn definition of words and names
- Understand details about the different systems in an animal's body
- Learn advanced information regarding animal disease
- Develop and understand the subject matter related to prevention and control of disease
- Understand diseases' relationship to environmental and public health and consumer protection.

Fair Projects
- First aid kit for pets
- Display of feed labels
  - Identification of tools used in a veterinary clinic
- Design a sample of a health record
- Recommended schedule for veterinary visits
- Display of syringes

Heart worm cycle display
- Chart of the different needles and their uses
- Display of appropriate injection sites
- Animal Care Poster
- Best Practice Poster

Demonstration Ideas
- How to properly administer medications to pets/livestock
  - Preparing an animal for a trip to the veterinary clinic
- How to train a pet
- Different supplies to administer medications
  - Explain the difference between intramuscular and subcutaneous injections
- Collecting vital signs
- Dental & nail care
- Animal Care

Field Trips
- Local veterinarian clinic
- Tour the University of Missouri veterinary school
- Tour the local animal shelter

Ideas for Speech Topics
- Responsibilities of a pet owner
- Career opportunities
- Keeping proper health records
- Bioterrorism
- Spay & neutering pet
- Importance of production practices (docking tails, clipping needle teeth, dehorning)
- Animal Care

Critical Thinking
- How has being in Vet Science helped you learn responsibility?
- What are some careers that you are interested in exploring in Vet Science?
- How can you turn your project into a money maker?

Community Service
- Volunteer at a local animal shelter
- Collect food for a local animal shelter
- Volunteer at a veterinary clinic
- Raise money for Heifer International

Science & Technology
How have you used the science and technology process in this project area?
Examples:
- Observe the behavior of animals and learn natural instincts.
- Develop solutions for administering vaccines to a pet that is scared.
- Evaluate the seriousness of the animal's illness or injury.
- Collaborate with other members to set up a community service activity.
Show Me Character

Trustworthiness - includes honesty, promise keeping and loyalty.
  • Show your animal that they can trust you to do what's in their best interest
  • Be on time to your project meeting so everyone can start on time

Respect - includes courtesy and proper treatment of people and things.
  • Take care of other’s animals too; remember each animal is a pet to someone
  • Show appreciation to those who help you complete your projects

Responsibility - includes the pursuit of excellence, accountability and perseverance.
  • Do your part in caring for your animals
  • Make sure you have all of your supplies ready for your project meeting
  • Try to pay for your own supplies to prove that you can care for an animal

Fairness - involves consistently applying rules and standards appropriately for different age groups and ability levels.
  • Make sure you care for your animal with help from mom and dad only when you need it
  • Do your share of the chores to help your animals stay healthy and happy

Caring - promoting the well being of people and things in a young person's world. It denotes action and not just feelings.
  • Reward your animals with praise and treats
  • Seek medical help for your animal when needed
  • Help younger members in the project

Citizenship - includes making the home community and county a better place to live for themselves and others.
  • Find ways to use your animal for good in your community
  • Follow the rules
  • Teach others what you know
  • Be open to learning from others

Show Me Standards
Missouri 4-H members will acquire the knowledge and skills to gather, analyze and apply information and ideas, communicate effectively, recognize and solve problems, make decisions and act as responsible members of society.

4-H members will acquire a solid foundation which includes knowledge of:
  • Health/Physical Education - consumer health issues (such as the effects of mass media and technologies on safety and health)
  • Communication Arts - participating in formal and informal presentation and discussions of issues and ideas
  • Mathematics - addition, subtraction, multiplication and division; other number sense, including numeration and estimation; and the application of these operations and concepts in the workplace and other situations.
  • Science - characteristics and interactions of living organisms; impact of science, technology and human activity on resources and the environment
  • Social Studies - economic concepts (including productivity and the market system) and principles (including the laws of supply and demand)

Resources

191 Veterinary Science Unit 1: The Normal Animal
Y620  4-H Project Record
Y1910 From Airedale to Zebras
LG1900 Veterinary Science Leader's Guide

192 Veterinary Science Unit 2: Animal Disease
Y620  4-H Project Record
Y1920 All Systems Go
LG1900 Veterinary Science Leader's Guide

193 Veterinary Science Unit 3: Animal Health
Y620  4-H Project Record
Y1930 On the Cutting Edge
LG1900 Veterinary Science Leader's Guide

Missouri Veterinary Medical Association resources downloadable at http://www.mvma.us/

To Order
Extension Publications online at http://extension.missouri.edu/explore/shop/or by phone 1-800-292-0969
For additional resources check with your local University of Missouri Extension Center or the 4-H Source Book at http://www.4-hmall.org/