



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

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

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)

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 mvma.us

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