# **4-H PETS & SMALL ANIMAL PROJECT**



















"Lions, Tigers, and Bears, oh my!" do not make good pets, but many other animals do. The 4-H Pets and Small Animal projects helps youth explore the wide variety of pets available. Youth will also learn about the types of pets that fit best into their family.

- Identify breeds and animal species and their characteristics.
- Learn about the selection, care, needs of pets and basic principles of pet behavior.
- Demonstrate care and management in feeding, handling, grooming, and fitting/showing.
- Explore health regulations, first aid, and simple treatments for ailments.
- Learn and practice animal ownership responsibilities.

# Starting Out Beginner

### Gather information and determine the best pet for the member's family.

- Learn about proper care, grooming, and feeding.
- Create a plan to prevent your pet from getting lost or finding it if it gets lost.
- Purchase and use the appropriate grooming equipment and techniques.
- Shop comparatively for setting up a vivarium (habitat) appropriate for your pet.

#### Learning More Intermediate

- Plan a training and exercise program for your pet.
- Prepare for participation in a cat or pet show.
- Compare labels on pet food to make an informed decision on content and price.
- Keep a diary of your pet's health and eating habits.
- Take a Pet First Aid Class.
- Practice appropriate training for a pet.

#### Exploring Depth Advanced

- Develop a business plan for a pet care or sitting business.
- Assess careers related to pets and pet business.
- Research diseases in pet mammals, birds, and fish.
- Identify symptoms and a course of action for a disease in your pet.
- Do a presentation on how pets affect the environment.
- Learn to appreciate the contribution of scientific research to the welfare of pets and their use in research.

### **4-H THRIVE**

#### Help Youth:

### **Light Their Spark**

A spark is something youth are passionate about; it really fires them up and gives them joy and energy. Help youth explore what they love about animals.

#### Flex Their Brain

The brain grows stronger when we try new things and master new skills. Encourage youth effort and persistence to help them reach higher levels of success.

#### **Reach Their Goals**

Help youth use the GPS system to achieve their goals.

- **G**oal Selection: Choose one meaningful, realistic and demanding goal.
- Pursue Strategies: Create a stepby-step plan to make daily choices that support your goal.
- Shift Gears: Change strategies if you're having difficulties reaching your goal. Seek help from others. What are youth going to do when things get in their way?

#### Reflect

Ask project members how taking care of an animal can make them more confident, competent and caring. Discuss ways they can use their skills to make a contribution in the community, improve their character, or establish connections.

The activities above are ideas to inspire further project development. This is not a complete list.

Light Your Spark

Flex Your Brain

Reach Your Goals

Light Your Spark

Flex Your Brain

Reach Your Goals

# **Expand Your Experiences!**

# Science, Engineering, and Technology

- Research the nutritional needs of your animal(s) and compare to nutritional needs of humans and other animals.
- Create a poster on the anatomy of your animal, and/or the difference between hot & cold blooded animals.

## **Healthy Living**

- Discuss the necessity of washing your hands before and after handling your pet.
- Discuss your pet's life expectancy, what to look for when they get older.
- Create a display or skit on safety rules concerning pets.

## Citizenship

- Use your animal as therapy for sick and disadvantaged individuals.
- Show/raise your animal(s) as a cultural exchange with other nations.
- Volunteer at an ASPCA Adoption Day at local pet stores.

## Leadership

- Become a role model for others by taking the position of junior/teen leader in your project.
- Help younger members learn about taking care of animals.
- Create a movement in your community for the adoption of rescue animals.

#### **Connections & Events**

**Presentation Days** – Share what

Field Days - During these events,

County & State Fair - Enter your

animal(s) or Poster about your

animal(s) and show the judge what you have learned! Contact

your county 4-H office to deter-

mine additional opportunities

4-H members may participate in a variety of contests related to

you've learned through a pet

animal related presentation.

their project area.

## • The Ve

• The Veterinarian's Way of Selecting a Proper Pet (4H 560A)

Curriculum

- Pet Pals Level 1 (4H 563A)
- Scurrying Ahead Level 2 (4H 563B)
- Scaling the Heights Level 3 (4H 563C)
- Pet Leader Guide (4H 563 LDR)
- Check out the ANR site for free downloadable curriculum -//anrcatalog.ucdavis.edu.

#### 4-H Record Book

4-H Record Books give members an opportunity to record events and reflect on their experiences. For each project, members document their personal experiences, learning and development.

4-H Record Books also teach members record management skills and encourage them to set goals and develop a plan to meet those goals.

To access the 4-H Record Book online, visit www.ca4h.org/4hbook.

#### Resources

- Iowa 4-H Pets <u>www.extension.iastate.edu/4h/</u> projects/livestock/pets.htm.
- Service Animal //en.wikipedia.org/wiki/ Service animal.
- Animal Assisted Therapy
  //en.wikipedia.org/wiki/ Animalassisted therapy.
- Healthy pets

   www.cdc.gov/healthypets
   //vetmed.illinois.edu/pet columns
   www.avma.org/firstaid/ procedures.asp
- For Cat Fanciers //kids.cfa.org/
- Cats and Wildlife: a Conservation Dilemma //wildlife.wisc.edu/extension/ catflv3.htm
- American Red Cross Pet First Aid/ CPR

www.redcross.org/pets

 California State Fair www.bigfun.org

The UC 4-H Youth Development Program does not endorse, warrant, or otherwise take responsibility for the contents of unofficial sites.













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