



Iowa 4-H After School Program
Dogs, Lesson Plan
Eight, 60 minutes sessions

Grades: K-3 grades

Optimum Group Size: 20-25

Supplies Needed: See Lesson Plans

Reference Resources (include citation and ISBN#):

Wiggles 'N' Wags, Level 1 4H 403 A
Bounding Ahead, Level 2 4H 403 B
Pointing the Way, Level 3 4H 403 C
Dog Group Activity Guide, 4H 403 LDR

Physical Setting: Classroom

Life Skills Addressed:

Organizing information to make decisions
Building Connections with others
Making decisions through group discussion
Communicating through demonstrating
Appreciating the human-animal bond
Communicating with others using posters
Communicating with others
Communicating through packaging

Indicator (What is the one thing the child should get out of each lesson?):

D1: to identify several choices (301)
D2: to handle tools and materials more skillfully (602)
D3: to listen while others are talking (504)
D4: to observe more closely what is happening (202)
D5: to share with/help others in the group (508)
D6: to participate in group discussions (506)
D7: to work and play cooperatively (501)
D8: to work and play cooperatively (501)

Content Objective:

D1: Responsibility of good dog ownership
D2: Grooming needs for my dog
D3: Occupations that dogs have
D4: Finding my lost dog
D5: Creating a commercial
D6: Creating a marketable product image
D7: Working together toward a common goal
D8: Use their new knowledge to play the game

Related School Standards and Benchmarks (1-2; refer to National Standards and Benchmarks):

Evaluation (indicate if Targeted Life Skill evaluation is attached at end of lesson plan):

Time Allotment	Activity	Supplies
Day One 15 Minutes	The Canine Connection, pg 6 Wiggles N' Wags.	Paper, crayons, pencils
30 minutes	What makes a good pet?, pg 18 Wiggles N' Wags	Paper, crayons, glue, magazines, pencils
15 minutes	Rules for a Dog, pg 16 Wiggles N' Wags	Pencils, paper
Day Two 15 minutes	Grooming a Dog, pg 32 Wiggles N' Wags	Pencils, paper, grooming tools
45 minutes	Invite a groomer to show simple grooming techniques, tools, and necessities.	None
Day Three 15 minutes	Dogs: They're Important, pg 12 Wiggles N' Wags	Pencils
45 minutes	Invite someone with a working dog to present to the groups on what their dog does for them or the community.	
Day Four 30 minutes	Help! The Dog is Lost, pg 30 Bounding Ahead	Pencils, paper, crayons
30 minutes	Have the youth draw their own dog. Encourage them to be as descriptive as possible.	same
Day Five 60 minutes	Time for a Commercial, pg 30 Pointing the Way	Video Camera, poster board or paper, markers
Day Six 60 minutes	Design your own, pg 22 Dog Group Activity Guide	Large paper, markers, many different dog food packages, newspapers
Day Seven 60 minutes	Divide children into groups and have them create a dog game around a particular "doggy" theme.	Pencil and paper, construction paper, glue, stickers, ruler, tape, markers, dice
Day Eight 60 minutes	Each group presents their game and rules to the class. Each group takes turns playing the games.	none