



Iowa 4-H After School Program
Pets, Lesson Plan
Eight, 60-minute sessions

Grades: K-3

Optimum Group Size: 20

Supplies Needed: See lesson plan

Reference Resources (include citation and ISBN#):

Clover Kids (Ohio, 1995) 4H-900

Exploring Farm Animals, 4-H 500

Wiggles and Wags, 4-H 403A

Pet Group Activity Guide 4H 563 LDR

Fish as a 4-H Pet Project, 4H 560D

Physical Setting: Classroom

Life Skills Addressed:

Communication

Making decisions

Getting Along with Others

Decision-making

Being responsible

Planning and organizing

Learning to learn

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

From Mid continent Research for Education and Learning

Standard 3: Thinking and Reasoning Standards Effectively uses mental processes that are based on identifying similarities and differences.

1. Classifies objects by size, color, or other significant characteristics.
2. Identifies the similarities and differences between persons, places, things and events using concrete criteria.
3. Describes and compares things in terms of numbers, shape, texture, size weight, color, motion, sounds, and behaviors.
4. Recognizes simple patterns in the surrounding events and objects.

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

Time Allotment	Activity	Supplies
List in minutes	(list reference materials and pages. If need to add processing questions, list them here.)	List separately for each part of the lesson
Day #1	Content Objective: Learning about different kinds of pets	
10 minutes	Get acquainted activity - Have youth stand in a circle. Go around the circle and have each member share their name and their pets name. If they don't have a pet have them share a pet they'd like and what they'd name it.	
10 minutes	What's in the bag?	If you have helpers, then break your group into smaller groups - you will have to have a separate bag for each small group.
10 minutes	Bunny race. Break group into teams of 4-5 youth. Provide each team with a rubber ball. Each member, in turn, places the ball between their knees and hops (like a bunny) to a given point and back. If the ball falls to the floor, they must start over.	Rubber balls
10 minutes	"Pet Survey" in the Plants & Animal section of Clover Kids	Large piece of paper marker
10 minutes	"You're Acting like an Animal", Clover Kids, Pets Unit in Plants and Animals section. Adaptation: Print the actions on pieces of paper and have the youth act them out in front of the group.	Pieces of paper with the actions on them
10 minutes	"Pet Riddles" Clover Kids Pets unit in Plants and Animal section	
DAY #2	Content objective: Caring for your pet	
10 minutes	Introductions: Sit in a circle. Start with one member and have them share one thing they do to take care of their pet. Child tosses ball to next person to talk until everyone has talked.	Koosh balls or beanie babies
5 minutes	Finger play "There was a Little Turtle" Clover Kids, Pets unit Plants and Animal section	
10 minutes	Animal Relay, Clover Kids, Pets unit Plants and Animals section	
20 minutes	Lead a discussion on what a pet needs to live: food, water, shelter, things to play with-companionship, grooming needs, exercise. Have children make a chart with animal care needs down the side and days of the week across the top. (see attached). Youth will take chart home	Paper, markers, rulers

Time Allotment	Activity	Supplies
15 minutes	Play Pet bingo	See website for instructions and to print out Bingo cards: www.dltk-cards.com/bingo
DAY #3	Content objective: Pet Care and needs	
10 minutes	Review: Ask youth what they learned about what a pet needs to live - remind them of the chart they made at the last meeting. Use koosh balls or beanie babies and have youth take turns talking	
10 minutes	Have youth sit in a circle. Go around the circle and ask each member to share one thing a pet might eat	Koosh balls or beanie babies
15 minutes	"Create a Pet" Clover Kids, Pets unit in Plants and Animal section	newspaper, shoe boxes, small boxes, milk cartons, yarn, tape, glue, scissors, construction paper, etc.
10 minutes	Over and Under. Break group into teams of 4-5 members. Give each team an animal toy. On the word "go" the first person in line hands the toy over his head to the person in back of him. Second person passes to third, etc. When last person receives the toy, he runs to the front of the team and passes the toy back over his head. Game continues until first person is back at the front.	Variety of safe pet toys or Beanie babies
15 minutes	Have everyone bring his or her favorite stuffed animal. Have youth sit in a circle. Pet show with Stuffed animals: Youth will take turns telling about their stuffed animal: What is animal's name and how did it get its' name? What makes this animal special to you? How do you care for your stuffed animal? Processing Questions: How is stuffed animal different from your pet? What are some things you have to do to care for your pet?	
DAY #4	Content objective: Caring for pets, pet careers	
5 minutes	Ask youth to share some items needed to take care of their pet.	
10 minutes	Read book about pets	<u>Pets</u> by Angela Royston.

Time Allotment	Activity	Supplies
		Help youth think of some questions to ask the presenter about caring for pets. Record on newsprint
45 minutes	Contact a local pet store and ask them to bring some animals from the store and share about their care: feed, water, play , grooming, exercise	
	If you don't have a pet store ask a couple of older 4H members in the community if they will come and share their pets. You could also ask a veterinarian to present.	
DAY #5	Content objective: Learn about birds as a pet	
10 minutes	As youth arrive have them put puzzles together. What do you like about the birds in the puzzles? What do you think you need to take care of a pet bird?	Find pictures of birds from calendars. Laminate them and cut them into puzzle pieces.
20 minutes	Clover Kids Notebook, Our Feathered Friends unit in the Plant and Animal section. Invite a 4-H member to bring a pet bird to share. Have the children observe it. Encourage the owner to talk about having a bird for a pet and what care need to be given to it. I.e. water, home, food, cleaning, grooming. etc. What does it eat? What does it like to do? Where did it come from?	
10 minutes	Create a bird. Clover Kids Use the pattern found on the back page of the "Our Feathered Friends" unit. What did you learn from the 4H member about caring for a bird?	Bird pattern, glue, sequins, feathers, paper scraps, beads, etc. Have youth create their own colorful bird.
20 minutes?	"Pet Riddles" Clover Kids Pets unit in Plants and Animal section and other games.	
DAY #6	Content objective: Discovering how dogs help others	
10 minutes	Introduction activity: Read a book OR Have youth create invitations to the Pet Parade and Sow that will be held on the last session. Be sure to include time, location, date, what to bring, etc.	Book on Pets. Paper, markers, crayons, colored pencil, etc.
15 minutes	Collage: Have youth go through magazines and find pictures of how dogs and people relate to each other.	Magazines, construction paper, scissors, glue, etc.
15 minutes	"Dogs: They're Important pg. 12-13 in Wiggle	Copy of matching

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	and Wags Adaptation: Have youth work in pairs. If group can't read too well read the descriptions to them.	game on pg. 12 for each pair. pencil
20 minutes	Contact a local dog trainer, pet groomer, dog handler, guide dog user, vet, etc. and have them come and do a presentation on Safety around dogs and/or other pets.	
20 minutes This is an alternate activity if you don't have a resource person come and present.	Really Ridiculous Rock Crafts	From: www.enchantedlearning.com/crafts/oc/ks/animals Supplies: clean rocks, hot glue guns, tempera paint, brushes, googly eyes, pipe cleaners, ribbon, etc.
DAY #7	Content Objective: Care of Fish, Creativity	
10 minutes	Play Pet Bingo	See website for instructions and to print out Bingo cards: www.dltk-cards.com/bingo
10 Minutes	Talk about fish and their care. Talk about housing, fish selection, feeding and health care. Use Fish as a 4H Pet Project as a guide or have an older youth who has fish come and talk.	List of fish needs on newsprint.
20 minutes	Each youth will create their own Pet fish aquarium. Try to have them include fish, their habitat, food, etc. Ask What did you learn about fish? What do you have to think about if you want fish for a pet? Who could help you with this project?	Water colors or tempera paint, brushes, paper, wallpaper samples, old silk flowers, etc. They can create their habitat on a piece of construction paper or use a shoebox.
10 minutes Or	Let's Make an Animal/Pet Mask	Website: www.avma.org/care/foranimals/kidscorner/wrksht.asp
10 minutes	Fish Printing	
Day #8	Content Objective: Sharing your pet with others	
10 minutes	Sharing time: Have youth share one thing they have learned about pets. Have youth write a sentence or two or draw a picture.	Record responses on newsprint or have pencils, paper, and crayons available for youth to write or draw showing something

Time Allotment	Activity	Supplies
30 minutes	"Pet Parade", Show and Award Ceremony in the Clover Kids Pet Unit in the Plants and Animal section. Also use Pet Group Activity Guide, pg. 10-11 as a guide. Use age appropriate questions on pg. 11.	they learned. Each child needs their pet, their favorite stuffed animal or the pet they designed, tape or CD player and music with an animal theme. Award ribbons made from construction paper - one for each youth
20 minutes	Serve refreshments, play Pet Bingo or other games.	

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