



# VET SCIENCE I

## The Normal Animal



### Project Overview

As your work through this unit, you will discover that close observation is necessary to know the "normal" animal. This knowledge will help you recognize the "abnormal" or sick animal. Although you don't need your own animal for this project, it would be best to have one close by that you can watch.

### Key Learning Topics:

- Anatomy
- Career exploration
- Disease management
- Complete health records
- Learn about breeding and genetics

### Expanding the Project

- Visit a veterinary clinic or hospital.
- Talk to a veterinarian about the health and care of animals.
- Visit friends with different types of animals to learn about different housing styles for animals.
- Do a veterinary science related project in a school science fair.
- Visit a doctor and talk about genetics and heredity.

### Resources

- 4-H The Normal Animal 100.B-16
- 4-H Animal Diseases 100.B-17
- 4-H Animal Health & Our World 100.R-42
- Record Form 300.A-7



### Exhibit Guidelines

1. The Normal Animal Exhibit
2. Self-Determined advanced Veterinary Science Exhibit including Self-Determined Project Record Sheet 300.SD.1

- Posters may be no larger than 14 X 22 inches. Posters are defined as any flat paper, foam board, cardboard, or other backing appropriate for hanging on the wall.
- Display Boards may be no larger than 18 x 48 inches. Display boards are defined as scored, freestanding science boards.
- Exhibits: Exhibit bases for three dimensional vertical displays may be no larger than 24 x 24 inches

### Targeting Life Skills:

- Record Keeping
- Cooperation
- Problem Solving
- Empathy
- Resilience
- Critical Thinking
- Decision making
- Disease Prevention
- Self-discipline
- Character

