



# VET SCIENCE III

## Animal Health



### Project Overview

The 4-H veterinary Science Program Unit III is designed to broaden your knowledge of veterinary medicine and animal health and their relationship in our world. This project allows you to select, plan and work on a project of your own design related to vet medicine.

### Key Learning Topics:

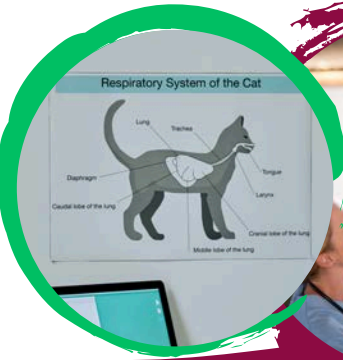
- Designing a Self Study Project
- Developing a Project Plan
- Selecting Topics
- Carrying out the Plan
- Evaluation
- Once completed you should be more aware of the broad scope of veterinary medicine.

### 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. Animal Health and Our World 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

