

# **Vet Science**

Learning Diseases

#### Levels

Intermediates, Seniors

### Lesson Objective

The objective of this lesson is to familiarize 4Hers with the different diseases and illnesses of horses, cattle, sheep, swine, goats, dogs, cats, and poultry.

#### Time

I hour.

#### **Materials**

Flashcards with pictures of infected animals and list of symptoms on one side, and disease name on the other.

#### Space Required

Room with table space.

### Before the Meeting

Set up tables with flashcards, picture and symptom side up, or disease name side up.

# **Background**

Diseases of animals can be heartbreaking for pet owners, and devastating for livestock producers. All animals get sick, but over time, humans have found and invented ways to keep animals healthy and thriving. There are all kinds of diseases infecting all kinds of animals, and it is important to know the causes, symptoms, preventative measures, vaccinations for, and treatments of diseases to ensure animals the best care and life possible.

## **Activity Instructions**

- 1. 4H members will take turns at their group's table.
- 2. There will be players and a checker at each table.
- 3. A player will point to a card and say the name of the disease described, or the symptoms of the disease named.
- 4. The checker looks at the hidden side of the card to confirm or deny if the player is correct.
- 5. If the player is correct, they get to choose another card to try their hand at.
- 6. If the player is incorrect, this player's turn is over, and the next player at the table gets to name a card of their choice.
- 7. The game is over when all the cards have been correctly called.
- 8. This game can be turned competitive by allowing players to hold the cards they name correctly, and the player with the most cards at the end of the game wins.
- 9. This game can also be played for time, giving players a set amount of seconds to name as many cards as they can.
- 10. The game can be restarted by shuffling and spreading the cards, picture side up, across the table top again, or moving to the next table with new cards.
- 11. Increase the difficulty of the game by adding the prevention and or treatment of the disease to the symptoms side of the card.

## Reflect and Apply Questions

- 1. Did you expect there to be so many different diseases?
- 2. Have you seen some of these diseases before? Where?
- 3. Why is it important to know the symptoms of a disease?

  It is important to know symptoms of a disease because, in order to keep our animals alive and healthy, we must know how a disease presents itself so we can correctly diagnose and treat the animal.

### References:

https://www.daf.qld.gov.au/animal-industries/animal-health-and-diseases/a-z-list http://www.cfsph.iastate.edu/DiseaseInfo/

