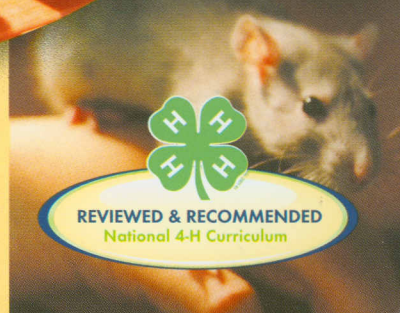


Pet Helper's Guide



Name _____

County _____



Talk it Over

2. Share (What happened?)

- Q. What did you think of this activity?
- Q. What did you learn about how others relate to you and your pet?
- Q. How did the role-playing residents feel about the pets?
- Q. How did the pets relate to the role-playing residents?

3. Process (What's important?)

- Q. What pet behavior is necessary in order to visit others?
- Q. How does having a pet make it easier to get acquainted with someone new?
- Q. How does visiting with a pet help people feel?

Extra! Extra!

Contact your local humane society or national humane societies about pet therapy programs conducted for the elderly, institutionalized children and adults, prisoners and emotionally disturbed individuals.

I really enjoy sharing my pet with others.



More

Challenges

1. Invite someone who is familiar with pet therapy to visit the group and assist with the planning.
2. Adopt a nursing home or other place and visit at least six times during a one-year period.

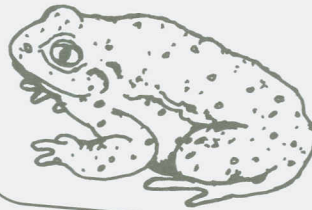
4. Generalize (So what?)

- Q. What did you learn about planning and practicing before you do the real thing?

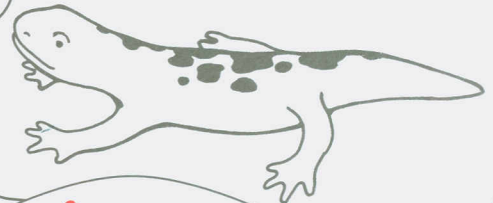
5. Apply (Now what?)

- Q. What needs to be changed if the group should decide to make a real pet therapy visit?

Toad



Salamander



Frog



Know Your Pets

Salamanders

Salamanders look a lot like lizards but their development is different. They prefer to be on land but in a rather damp environment. They breathe through their skin and are more active at night than during the daytime.

Frogs

Frogs require a combination of water and land. In general they like a moist environment but spend more of their time on land than in the water. Frogs are quite shy creatures and appreciate a place to hide where they can blend into their surroundings. The chief items of food for frogs are insects but they will eat small pieces of meat. Tiny water plants such as algae are eaten by tadpoles.

Toads

Toads appear as a sort of fat version of a frog. They have of bumpy skin. They prefer to live on land. They often sit in a depression in moist earth under a ledge of rock or the overhanging leaves of plants. Their diet is mainly insects. The toad's tongue is attached at the front. It is able to project it forward quickly to catch an insect as it flies by. They also eat slugs, snails, worms and sometimes baby mice. Toads, like frogs, start life in the water as tadpoles and become land dwellers only after they grow legs and lose their tails. In the wild, toads hibernate during the winter, usually in mud or moist ground along a stream bank. They can live many years.

Pets A to Z

Playing games is a fun way to learn. Your group will enjoy Pets A to Z as they explore their own and other's pets. This game is a great ice breaker to start a project experience.

Getting Started

The game begins with the moderator reading a general statement such as one of those listed. Teams of two then work together to think of a word or phrase that matches the statement. If no other team has written the same response the team receives two points. If a response matches another team's one point is earned. No response, no points. After the teams understand the game select one letter of the alphabet and repeat the round of statements. The difference is that the responses must all begin with the letter selected.

A pet color starting with the letter B?

Life Skill:	Relating to others
Pet Project Skill:	Exploring pets
What Youth Will Do:	Organize and play the game.
Time Involved:	30 minutes
Suggested Group Size:	3-15
Materials Needed:	List of categories, pencils, paper

1. Experience (Doing)

Play the game. After the teams share their responses encourage learning by having the group discuss their answers and ask questions about responses they don't understand.

Talk it Over

2. Share (What happened?)

- Q. How did you like the game?
- Q. What did you learn?
- Q. How did it feel to work together as a team?

3. Process (What's important?)

- Q. How did this game help you learn?
- Q. How did you and your partner decide on one answer each time?

4. Generalize (So what?)

- Q. What did you learn about being a team member?

5. Apply (Now what?)

- Q. What are other ways you can work together to arrive at an answer or solution?

Pets A to Z Starters

1. The color of a pet
2. An occupation related to pets
3. A state that has pets
4. A part of the body of a pet
5. An organ or other inside part of a pet
6. An activity that you and your pet can do
7. A disease that a pet might have
8. Something a pet might eat
9. A topic about pets to explore at a project meeting
10. A skill you might gain through 4-H
11. A country that has pets
12. A type or species of pets
13. A product you might purchase for a pet
14. A name for a pet
15. A type of home a pet might have

More

Challenges

1. Play "My Favorite Pet Story" with the group. Ask all members to tell a story about something interesting that happened to their pet or something their pet did.