

Pocket Pet Project



Monthly Lesson Plan

April 2022



Upcoming Deadlines



June 1st: Pocket pets owned and ID in 4HOnline Deadline



Project Progress

Suggest the following as things your members should work on or accomplish with their project this month. Follow up to see which they achieved:



- 1. E Record Books: Update their "Equipment/Supplies Inventory" (p. 3)& "Animal Inventory" pages (p. 4)
- 2. **Hands On:** Members should do a deep clean of their pocket pet's habitat and equipment this month and inspect it for damages.
- 3. **Knowledge:** Members should research how to tell the difference between a male and female of their species.
- 4. **Other:** Brainstorm a topic for their Pocket Pet educational poster and/or demonstration.
- 5. Other: Update your calendar with 2022 Animal Project Dates



Opportunities

See 4-H Calendars for full details & more recently added events

- April 12 Record Book Workshop (virtual)
- April 30th ADCO Speech & Demonstration Contest







Pocket Pet Project





April 2022

Attached Activities

Use these suggested activities at club project meetings to increase member knowledge and keep members engaged in their project.

Group: Pet Pyramid

• This fun word association game teaches pet related terms as well as develops communication skills!

Individual: Pet Palaces

• This worksheet can be completed by members at home and help them evaluate their animal's housing needs.

for more Pocket Pet project activities, order the National 4-H Curriculum "Pet Helpers Guide" through the 4-H Office



Resources



- The following & more can be found on the ADCO 4-H Cat Project Webpage: http://adams4h.org/4-h-cat-pocket-pet-projects/
 - 2022 Animal Project Save the Dates
 - Pocket Pet Project Activity Books (National 4-H)
 - E Record Books
 - Fourcast Newsletter Signup

Project Tipsheets



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Pet Pyramid

aving fun while learning is a winning combination for any educational experience. You'll find that all ages will enjoy playing Pet Pyramid. If you are looking for a game that gets people involved and lets them develop their communication skills this is the one.

Getting Started

The purpose of the game is for one-half of the team to guess as many words or phrases being described by the other half of the team in the shortest time possible for each category.

Prepare for the game by having those who will lead the activity make cards for each team. On one side of each card a category is written and on the other side the words that relate to that category. Some ideas for categories and related words are included on the next page.

1. Experience (Doing)

- Select a game show host. Form teams of two to four players, with half the team facing the other half. Hand out one category card to the half of the team that will be giving the clues. When the show host announces the category and says "Go!" the half of the team holding the category card will turn the card over and begin giving one-word clues for the first word on the card to the other half of the team. Clues are given until the word being described is guessed or the word is passed. The team then tries the second word. Play continues until at least half of the teams have raised their hands, indicating they have guessed all the words in that category.
- Confused? If the category is: Types of Pets and the word is *guinea pig*, the clue giver might say rodent, agouti, American, tailless.
- After each round have the teams discuss words. not easily understood.



Communicating with others

Pet Project Skill:

Exploring pets

What Youth Will Do:

Play Pet Pyramid.

Time Involved:

30 to 45 minutes

Suggested Group Size:

2 to 30

Materials Needed:

Pens or pencils, index cards, labels with categories and words or phrases related to each

category

Items in a pet store.

Water

Tail

Fins



- The game show host then gives another category card to the other half of each team and the process is repeated.
- So that everyone has the opportunity to communicate with a number of players, have one-half of each team pair with a different half of another team after each round of two categories.

Talk it Over

2. Share (What happened?)

- Q. How did you feel about playing this game?
- Q. What did you learn about giving clues?
- Q. What was it like to communicate by just giving one-word clues?
- What part of the game was most difficult for you? Why?

3. Process (What's important?)

- Q. What did you learn about communicating with others?
- Q. In what ways did you communicate besides talking?

- **Q.** What types of communicating helped the other half of your team the most?
- Q. How did nonverbal clues help you guess some words?
- Q. Why is it hard to communicate when you don't have much information?

4. Generalize (So what?)

• What did you learn about your own skills in communicating with others?

5. Apply (Now what?)

• What did you learn about communicating that will help you in the future?

Examples of Categories

Companion Time - Types of pets: Gerbils, guinea pigs (cavies), mice, rats, snakes, hamsters, tropical fish, lizards, budgies, hedgehogs, rabbits

Land and Water - Types of amphibians: Frogs, lizards, salamanders, newts, toads, chameleons, geckos, iguanas

Polly Want a Cracker? - Types of caged birds: Parakeets, budgies, canaries, finches, cockateals, parrots

Under the Shell - Types of reptiles: Turtle, snake, tortoise, alligator, terrapin

Different Kinds of Pigs - Breeds of cavies: American, Abyssinian, Peruvian, Silkie, Teddy, White Crested, Satin

Specialized Equipment - Pet body parts: Fin, paw, tail, ear, eye, nose, wing, shell

Who's Talking? - Pet sounds: Hiss, chatter, squeal, whistle, cheep, squeak, purr, chirp

A Career for Me - Pet careers or businesses: Pet shop owner, pet groomer, pet food producer, veterinarian, nutritionist, pet shelter operator, pet-sitter Let's Go Shopping - Items in a pet store: Pet food, pet toys, waterers, snakes, bedding, puppies, fish, birds, kittens, resource books

The Right Equipment - Tools of a veterinarian: Stethoscope, syringe, needles, medications, resource books, x-ray machine, examination table

Get the Group Together - Pet group activities: Quiz bowls, skillathons, tours, judging, shows, demonstrations

Front Page News - Pet-related issues: Pet factories, pets used for research, pet over-population, animal welfare, animal rights, therapy

Pet Time Fun - Pet toys: Wooden blocks, balls, wheels, mirrors, tunnels, swings

Fins and Gills - Kinds of fish: Guppy, swordtail, mollie, black tuxedo, tiger barb, cheekier barb, zebra danio, neon tetra, catfish, minnow, angelfish

Call the Vet - Pet diseases:
Constipation, diarrhea,
malocclusion, muscular
dystrophy, wasting
disease, scurvy

Itching and Scratching - Pet parasites: Ringworm, mites, fleas, lice, round worms, tics

Ready to Eat - Pet foods: Seeds, mice, alfalfa pellets, vegetables, water, worms

A Balanced Diet - Nutrients in pet foods: Protein, carbohydrates (energy), minerals, vitamins, water

Those That Gnaw - Name of rodents: Rats, mice, gerbils, gophers, chinchillas, guinea pigs, hamsters

Pets on the Screen - Cartoon pet characters: Fievel, Tweetie, Tom and Jerry, Woodstock, Roadrunner, Tazmanian Devil, Mickey Mouse, Minnie Mouse, Speedy Gonzalas, Wren and Stimpy

Underwater Home - Fish aquarium equipment: Cover, hood, light, heater, aerator, filter, gravel, decorations, plants





- **1.** Use the Pet Talk sections in *Pets 1, 2* and *3* to provide words for Pet Pyramid, Pet Quiz Bowl and other pet word games.
- **2.** Reverse the Pet Pyramid game and play "Here's the answer What's the category?"

Pet Palaces

very living thing has a home. A home can be a house, a tree, a hole, etc. Your home is different than your pet's home in size, looks and location. But your home makes you feel secure and comfortable, and that's how your pet's home should make it feel.

What is it about your home that makes it right for you? Does your home give you space for sleeping, eating and playing? Does it protect you from bad weather and rain? Your pet's home should provide the same types of things. This activity will help you identify your pet's housing needs as you practice your planning skills.

Life Skill: Pet Project Skill:

Planning and organizing Designing your pet's

space

Show of Success: Designs a space that

meets your pet's needs.

I'll need to lock you in your home so you'll be safe.

Do the Activity

First think about what your pet's home should include. Use the Pet Shelter Checklist to help. Then design a home for your pet and label what you include.

My Pet's Home



Pet Shelter Checklist

- light source safety features (lid, lock, etc.)
- ventilation
- proper temperature bedding area
 - location of pet's home in your house
 - food/water containers
- exercise space
 - other needs (perch, chewstring, tunnels, etc.)





Talk it Over

Share with your helper

- · What did you include in your pet's space?
- What was the most difficult part of designing your pet's living space?
- · Why is it important to plan your pet's home?

Tell what's important

Pet Raps: Flies like a

How did designing your pet's home help you use your planning and organizing skills?

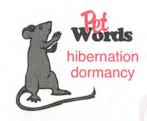
Explore what you learned

What are the differences between your space and your pet's living space?

Imagine what's next

How can planning ahead for an event help you be more prepared?





- **1.** Design the "perfect space" for yourself. On paper, draw a picture of your "perfect space". Include items like the location of windows or doors, entertainment center, decorations, furniture, etc.
- 2. Make a Toad House. A friendly toad will gobble up many harmful bugs that come into your garden. You can try to get toads to move in by making toad houses. Use a scissors and two plastic cottage cheese containers. Carefully cut a half-circle doorway out of the top edge of one cottage cheese container. The opening should be big enough for a toad to fit through. Turn this container upside down, near the edge of your garden. This is the toad's house. Next to the toad house, dig a hole big enough for the other container to fit in, right side up. Fill this container with water and it becomes the toad's swimming pool. Now the house is ready. Put a sign outside the house "Toad House for Rent," and hope a toad moves in.

Facts

Hibernation

Many animal species hibernate.
This means they enter a period called dormancy. They sleep through this period and do not eat. Hibernation is brought on by changes in weather and less available food and water.
Hedgehogs, hamsters and frogs will hibernate if their home environment temperatures drop below certain temperatures.
Animals that hibernate will survive as long as they store up fat before they hibernate.