

Veterinary Science Content Standards
Helpers Guide
Grades 3-12

Project Area Skill refers to the subject matter based skill which youth demonstrate in relation to the correlating content standard.

Objectives:

Career Readiness-

- 1. Students will identify their career interests and aptitudes to develop an educational plan which supports personal career goals.**

Benchmarks: K-4: A,B,C; 5-8: A,C,D; 9-12: A,B,D,E

Project Area Skill: The youth will examine the various content areas that a veterinarian must utilize to be a successful practitioner. They will also learn the vast array of career opportunities in the field of animal care. Moreover the youth will complete a resume, and identify their personal interests and marketable skills they have attained so far.

- 2. Students will utilize and manage resources effectively to produce quality services and products.**

Benchmarks: K-4: A,B,C; 5-8: A,B; 9-12: A,B

Project Area Skill: The youth will manage their time and resources as they work in groups, go on field trips and perform skits about running a vet office. They will also learn how to give a demonstration presentation on a topic that interests them. By doing this they will learn valuable public speaking skills and the guidelines behind a successful presentation.

- 3. Students will demonstrate the technological knowledge and skills required for future careers.**

Benchmarks: K-4: A,B,C; 5-8: B; 9-12: A

Project Area Skill: The youth will use the computer to produce their resume. They will learn how resumes can be used as a tool for getting a job and identifying skills. Moreover the youth will utilize the internet to get more information on veterinary science for their presentation project.

4. Students will develop and demonstrate responsible and ethical workplace behaviors.

Benchmarks: K-4: B,C; 5-8: A,B; 9-12: B,C

Project Area Skill: The youth will work together to create a skit, plan a skillathon and put together a field trip. During these events the youth will demonstrate appropriate work habits with their peers to accomplish their goals.

5. Students will develop effective leadership, interpersonal, and team skills.

Benchmarks: K-4: B,C; 5-8: C; 9-12: C

Project Area Skill: The youth will work together to accomplish tasks such as planning a skit and helping to put on a skillathon. Moreover, they will demonstrate positive interaction while working with their peers to accomplish the goals set forth by the activity.

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Objectives:

Language Arts-

- 1. Reading and Listening for Comprehension: students will apply strategies and skills to comprehend information that is read, heard, and viewed.**

Benchmarks: K-4: A,B,C,D; 5-8: A,B,C,D 9-12: A,B,C,D

Project Area Skill: The youth will practice comprehension strategies for their reading by asking questions, reading related material and learning new vocabulary. Moreover, they will discuss many of the topics brought up by the veterinary activities such as determining fact from fiction about animals and having a guest speaker.

- 2. Writing and Speaking for Expression: students will communicate effectively through speaking and writing.**

Benchmarks: K-4: A, 5-8: A,B,C 9-12: A,C

Project Area Skill: The youth will use persuasive communication to convey a topic of their choice to their peers. They will also demonstrate effective speaking skills while participating in the animal science skillathon. They will also use persuasive writing skills as they defend their findings by answering questions listed at the end of each activity.

- 3. Literature and Media: students will use literature and media to develop an understanding of people, societies and self.**

Benchmarks: K-4: A

Project Area Skill: The youth will create a skit based on the literature they read about the roles a veterinarian must play. They must designate actors, their main theme and write a summary of what happened in their play. Moreover they will gain further understanding of what they learned from the activity by discussing the questions listed at the end of the activity with their peers.

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Objectives:

Math-

- 1. Data Analysis and Probability: students will understand how to formulate questions, analyze data, and determine probabilities.**

Benchmarks: K-4: A,C

Project Area Skill: The youth will record observed data in charts created for the specified activity. They will observe the recorded data to form conclusions and participate in discussions from their findings with their group leader and peers.

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Objectives:

Science-

Strand I: Scientific Thinking and Practice

Standard I: Understand the processes of scientific investigations and use inquiry and scientific ways of observing, experimenting, predicting, and validating to think critically.

K-4 Benchmarks: I,II

5-8 Benchmarks: I

Project Area Skill: The youth will record observed data into charts provided by the activity. They will then assess the data and discuss their findings with other members of their group and project leader. Moreover, the youth will understand the importance of the scientific method as it applies to documenting information and asking questions which may encourage further study.

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Objectives:

Social Studies-

- 1. History: students are able to identify important people and events in order to analyze significant patterns, relationships, themes, ideas, beliefs, and turning points in New Mexico, United States and world history in order to understand the complexity of the human experience.**

Benchmarks: 5-8: D

Project Area Skill: The youth will use the internet to find information on volunteer opportunities which vets pursue to do “pro bono” work. The youth will randomly select a country and research volunteer opportunities in that area. They will then share their findings with their group members, thereby learning about vet opportunities around the world.