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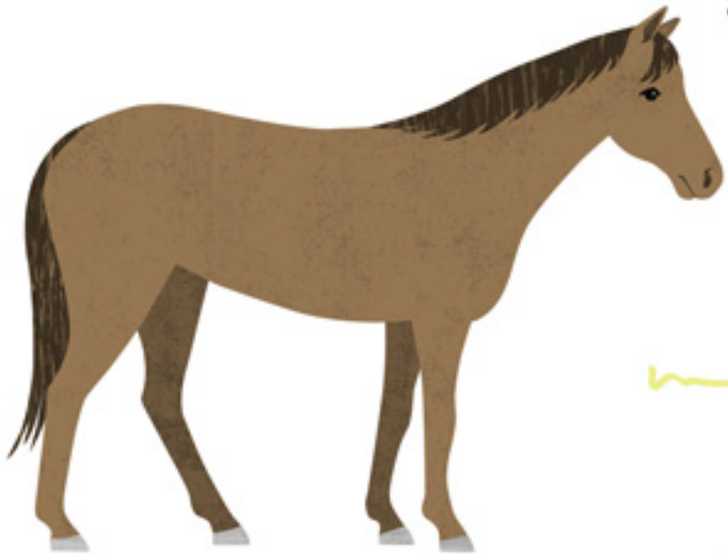
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THE VET'S BAG

Snakes and Giraffes Game Instructions
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WELCOME TO VET ACADEMY!

Congratulations! You have now joined Vet Academy, where you will learn about one of the most important jobs anyone can do.

Animals live all over the world and in all kinds of places. They live in the wild, in homes, in zoos and wildlife parks, or on farms. They can be small enough to hold in the palm of your hand or as large as an African elephant. They may have bodies designed for swimming, for flying, or for life in a tropical jungle.

A vet has to understand how all these animals stay fit and healthy and what needs to be done if they are injured or become ill. This is why vets spend many years training.

As you work through this book you will learn about what a vet needs to be able to do. This includes:

- Caring for animals so they stay healthy.
- Finding out what is wrong with them when they are ill.
- Keeping newborn animals safe and well.
- Giving injections to prevent diseases and keep animals well.
- Dealing with emergencies.







Your first task is to fill in the Trainee Vet Card.





You will also learn about some of the skills and qualities a vet needs, such as the ability to carefully observe animals and the patience and kindness to treat them.

As you go through the course, you will graduate as a Pet Vet, a Zoo Vet and a Farm Vet.



WARNING!
Remember that only an adult, fully qualified vet can treat animals. Never practice any treatments on a real animal.

PET VET

CAT CHAT

You've learned how dogs communicate their feelings, but did you know that cats use body language too? By noticing how they use different parts of their body, a vet is able to work out how a cat is feeling.

CAT CHAT DICTIONARY



TAIL	**STRAIGHT UP**	In a good mood
	FLUFFED UP	Very angry
	SWISHING QUICKLY	Angry
EARS	**UP**	Alert
	FORWARD	Friendly
	BACK AND FLAT	Scared or angry
	TWITCHING	Nervous
EYES	**STARING**	Challenging
	SLOW BLINKING	Comfortable and trusting
	HALF-CLOSED	Relaxed
	WIDE	Alarmed and worried
WHISKERS	**BACK**	Frightened
	FORWARD	Interested
HEAD AND BODY	**BUTTING**	If a cat butts you with its head or rubs its body against you, it is being friendly.











GUESS THE MESSAGE

How good are you at 'cat chat'? Write your answers in the spaces:

Which cat is 'friendly', which is 'angry' and which is 'very angry'?







1 2 3

Which cat is 'nervous', which is 'alert' and which is 'scared'?







4 5 6

REMEMBER!
Not all cats like to be petted. When you approach a cat, do so slowly. If it stiffens its body, swishes its tail or hisses, back away!

When you have worked out the messages, check your answers at the bottom of the page and then place your Task Complete sticker here.

PLACE STICKER HERE

TASK COMPLETE

ANSWERS: 1. Angry 2. Very angry 3. In a good mood 4. Alert 5. Nervous 6. Scared

PET VET

HOW OLD?

Knowing the age of an animal helps a vet understand how best to look after them. How long an animal lives for depends on lots of things, such as its health, the breed and where it lives. Converting animal years to human years is a good way to understand pet health – for example, a dog will age much faster than you will!

DOG YEARS	HUMAN YEARS
6 months	7.5
1	15
3	26
5	36
7	46
9	56
11	66
13	76
15	86
17	96
18	100

AGE TEST

Use the information on the chart to help you answer the quiz:

1. If a dog is 3 years old, is it an adult?
2. Is a 9-year-old dog the same age as a 70-year-old person?
3. How long must a dog live to be as old as a 100-year-old person?
4. Is a 1-year-old dog a 'teenager'?

When you have completed the quiz, check your answers at the bottom of the page and then place your Task Complete sticker here.

PLACE STICKER HERE

TASK COMPLETE



ANSWERS 1. Yes 2. No 3. 18 years 4. Yes

Congratulations! You are now a...

PET VET GRADUATE

NAME: _____

The above-named trainee has now completed the PET VET course.

Vet Academy would like to thank you for your hard work.

WELL DONE!

GRADUATION DATE: _____

FARM VET

ON THE FARM

Farm vets are busy people! Farmers rely on them to help keep their animals healthy, so the vet needs to be able to carry out a lot of different jobs. Here are some of them:

GIVING MEDICINES: Vets need to know all about the different **medicines** that can help animals to recover.

ADVICE: Vets **support** and advise farmers on how to care for their animals.



DISEASE CONTROL: If there is a **contagious** disease (one that can spread), such as tuberculosis, the vet tests the animals on all the farms in the area and helps farmers to manage the **outbreak**.

VACCINATIONS: Vets give injections to animals to stop them catching **diseases** like bird flu or ringworm. These are called vaccinations.

MATERNITY CARE: Vets play an important role in helping animals **give birth** and in looking after the **babies**.

TREATING INJURIES: Farm animals can hurt themselves in all sorts of ways, including falling, fighting or **eating the wrong thing**.

TESTING: Vets regularly test animals for diseases such as sheep scab. They also check to see if any are **pregnant**.

SURGERY: The vet might need to **operate** on an animal.

Farm vets have to look after a wide range of animals, including horses, pigs, buffalo, chickens, turkeys, donkeys, geese, goats, sheep, ostriches and camels.

A farm vet needs to know all about the animals he or she treats. On the cover flaps of this book, there is a model of a horse skeleton. A vet would need to know about all the bones in a horse's skeleton. Look at the picture on the right to help you make your model.



VET INFO

FARM VET

BABY CARE

All baby animals are small and weak and they need a lot of care. Giving newborn farm animals the best start in life is a big part of a vet's work. After lambs are born, farmers and vets work together to make sure they thrive.

After the ewe gives birth, she is moved to a **lambing pen** with her baby. This is a dry, clean and warm area for the lamb and it also helps the mother to bond with her **newborn**.



The vet checks that the ewe is making milk for the lamb and that the lamb is getting enough food. The first milk the mother produces is called **colostrum**. This is very important for the lamb, because it is a special type of milk that helps it to stay **healthy** and fight **infections**.

Newborn animals can pick up infections easily. The vet checks to make sure they are not suffering from illnesses such as **pneumonia**.

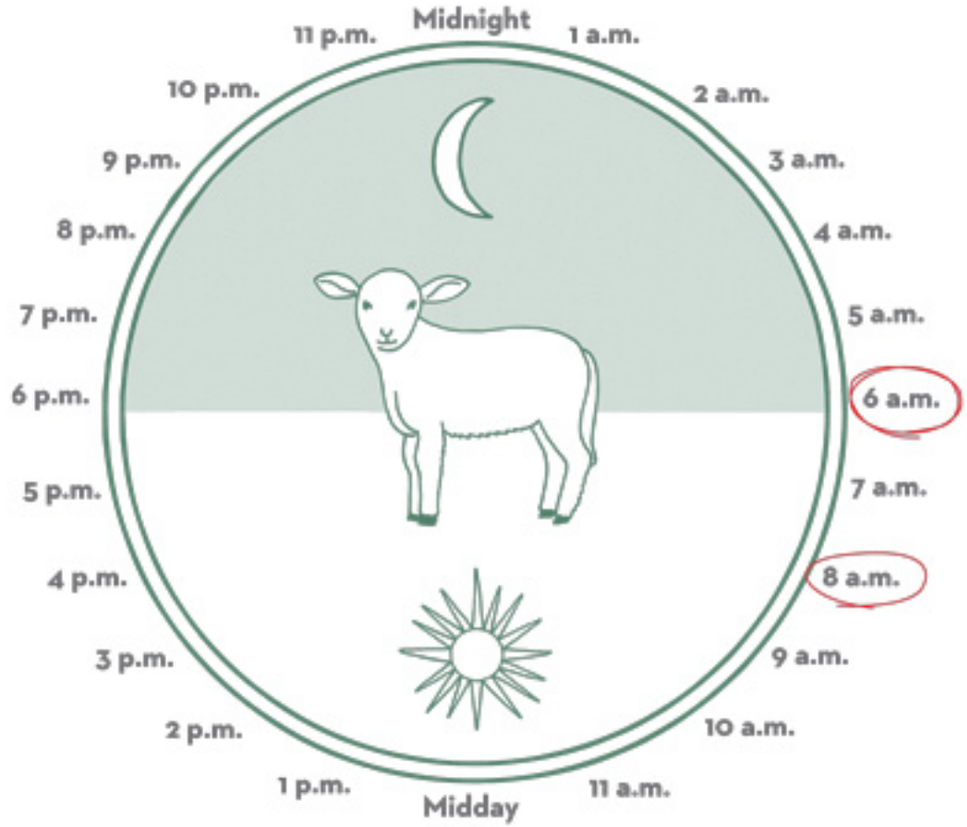


Sometimes a ewe may not be able to feed her lamb, so it has to be **bottle-fed**.

To **feed** the lamb, a vet has to hold it in one arm and use their hand to gently open its mouth so they can put the **bottle** in. After a few days, the lamb will know what to do and will happily stand on the floor and drink milk from the bottle.

FEEDING TIME

In the first 24 hours, a newborn lamb is fed every two hours during the day (from 6 a.m. until 6 p.m.) and every three hours at night (from 6 p.m. until 6 a.m.). Circle the times to plan the feeding for the first 24 hours. The first two have been done for you.



When you have circled the feeding times, check the answers at the bottom of the page and then place your Task Complete sticker here.

PLACE STICKER HERE

TASK COMPLETE

ANSWERS: Feeding times are: Midnight, 2 a.m., 6 a.m., 8 a.m., 10 a.m., Midday, 2 p.m., 4 p.m., 6 p.m., 9 p.m.

THE VET'S BAG

- Pull-out animal classification poster and Snakes and Giraffes board game
- Horse skeleton model (on the flaps of the book)
- Vet Stats card game

Shuffle and deal the cards. The player to the dealer's left starts by reading out a category value from the top card (e.g. Size = 5). The other player then reads out the same category value from his or her cards. The one with the best or highest value wins, and takes the cards. The person with all the cards at the end is the winner.





SNAKES AND GIRAFFES GAME INSTRUCTIONS

You'll find this game board on the reverse side of the pull-out poster. Push out the die, then fold and glue it. Push out the counters and the counter stands, then slot together. Each player needs one counter.

- **The object of the game is to reach the '100' square. The first person to do this is the winner.**
- **Each player rolls a die and moves across the board, following the numbers.**
- **If a player lands on a giraffe's feet, he or she can move his or her counter up the giraffe's neck to the top of its head.**
- **If a player lands on a snake's head, he or she must move his or her counter down the length of the snake to the tip of its tail.**

ANSWER The Daily Round!

