Georgia 4-H Project Achievement empowers young people with skills for a lifetime. Through a competitive process, students explore their interests, unleash their creativity, share their work, and celebrate their achievements! This guide provides 9th—12th graders with examples for getting started with their project exploration.

**Description of Project:**
4-H'ers may explore the prevention, control, diagnosis, and treatment of diseases affecting domestic and wild animals, as well as how to prevent the transmission of animal disease to people. Through this project 4-H'ers may:

- acquire knowledge to prevent the spread of disease among animals and people
- develop an understanding of the prevention and control of diseases affecting domestic and wild animals
- develop an understanding of and appreciation for the importance of good management and sanitation practices in maintaining healthy birds and animals
- develop an understanding of the symptoms, diagnosis, and treatment of diseases affecting domestic and wild animals
- explore careers related to veterinary science

**Examples of Project Development Experiences:**
- Attend UGA’s VetCAMP, beef/dairy/horse school, veterinary workshops/clinics, animal specialty camps, livestock auctions, field days, etc.
- Tour veterinary clinics, farms, animal shelters, stockyards, and/or animal barns
- Acquire and read books, magazines, pamphlets, and online media about veterinary science
- Raise and care for animals; consider showing your animals
- Participate in 4-H animal judging contests, quiz bowls, and/or complete a Record Book
- Interview a beef cattle producer and discuss industry matters
- Shadow a veterinarian and/or animal scientist and learn of job responsibilities
- Learn to control parasites on your pet
- Work on science projects related to Veterinary Science

**Overview:**
- Choose project
- Develop skills in:
  - Project
  - Leadership
  - Service
- Prepare portfolio for work completed from January 1—December 31
- Prepare presentation
- Practice
- Compete
- Reflect

Georgia4h.org/programs/project-achievement
### Project Sharing and Helping Examples:

- Hold a pet/livestock care demonstration for friends and family
- Organize a group to tour a local farm, veterinary clinic, kennel, animal shelter, and/or UGA’s veterinary school and hospital
- Organize a group to volunteer at a veterinarian’s office
- Volunteer at a local animal shelter and/or rabies clinic
- Set up a pet care or livestock care display at your county fair, library, civic club, festivals, pet stores, etc.
- Start a Veterinary Science project club at school
- Coordinate an informational interview with a veterinarian for a group
- Raise awareness for local animal shelters and the medical needs of the pets there
- Coordinate a volunteer day at a local wildlife rehabilitation center and learn about wildlife veterinary medicine
- Create animal enrichment items for animals at your local animal shelter
- Assist a livestock producer with herd health activities
- Contact your local veterinarian clinics and animal shelters to determine priority needs. Lead a collection drive to gather needed items
- Mentor a younger 4-H’er in the Veterinary Science project

### Recommended Resources:

- [Georgia4h.org/ProjectAchievement](http://www.georgia4h.org/projectachievement)
- [omicsonline.org/veterinary-science-technology.php](http://omicsonline.org/veterinary-science-technology.php)
- [vet.uga.edu](http://vet.uga.edu)
- [vet.uga.edu/academic/vetcamp](http://vet.uga.edu/academic/vetcamp)

### Special Considerations:

- Ask permission before photographing, taping, or quoting someone.
- Live animals and weapons are not permitted.
- Remember that safety for you, other staff, and animals is of the utmost importance. Be respectful when shadowing professionals and always follow instructions.
- Always ask permission from owners before working with animals, and be sure proper release forms are signed.

### At Competition:

*Veterinary Science Projects may use posters, artifacts, biofacts, and/or technology to support their presentation. The time limit for these presentations is 12 minutes. Computers, projectors, screens, and other technological devices may be used.*