



Grade 2: Dog Buddies

In-Class Lesson Plan

Introduction

Humane education examines the relationship between animals and humans, recognizing that we share many of the same physical and emotional needs. Concepts learned through humane education promote and encourage further development of important character and life-building skills including empathy, sensitivity, responsibility, respect, compassion and kindness to all living beings. Knowledge of humane education concepts also provide individuals with the capacity for responsible and humane decision making, ultimately making our communities more enjoyable for all.

Learning Objectives

The purpose of this three-part lesson plan is to help students learn how they can stay safe around dogs in the community. By the end of the lesson:

- Students will understand the basics of dog behaviour and body language;
- Students will learn how to keep themselves safe if they encounter a stray dog;
- Students will learn how to safely approach and pet a friendly dog (with the owner present).

Curriculum Link

All OHS humane education topics are available by grade level and are linked directly with the Ontario Curriculum. The *Dog Buddies* lesson aligns with the **Health and Physical Education; Healthy Living: Safety** component of the Grade 2 curriculum. According to the overall expectations identified in the curriculum, by the end of Grade 2, students should be able to:

- Demonstrate an understanding of practices that enhance personal safety in the home and outdoors (e.g., being cautious when approaching animals).

Lesson Plan Summary

Day One: *Dog Buddies* Lesson (Appendix 1)

- Begin teaching the lesson by facilitating the Dog Buddies presentation. Teachers can book an OHS humane educator to facilitate the presentation at <https://ottawahumane.ca/youth-programs/teacher-resources/classroom-presentations/>.
- The presentation script and printable visuals are also available for distribution if teachers would like to facilitate the presentation independently. We update our content regularly to ensure that it is always up-to-date and accurate. To ensure teachers have access to the updated content, the script is available electronically, by emailing humaneeducation@ottawahumane.ca.
- Leave time for a question and answer period at the end of the lesson. Students love to share their own stories about pets and animals – if time permits, allow them to share stories and help them draw conclusions about these experiences that relate to the lesson.

Day Two: *Dog Safety Drill* Activity (Appendix 2)

- Follow the instructions provided on the *Dog Safety Drill* instruction sheet.

Day Three: *Bite Free Game* Activity (Appendix 3)

- Follow the instructions provided on the *Bite Free Game* instruction sheet.
- This game will help reinforce lessons learned throughout Day One and Two.

Appendix 1: *Dog Buddies* Presentation Lesson

This presentation is one-hour in length and links directly to the Grade 2 curriculum within the subject of **Health and Physical Education; Healthy Living: Safety**. Throughout the lesson, students will learn dog-safety and bite-prevention information. The presentation explores the following topics:

- *An introduction to the OHS;*
- *Dog behaviour and body language;*
- *When not to approach or touch a dog (personal safety emphasized);*
- *What to do if approached by an unknown stray dog;*
- *How to properly meet a dog with its owner present.*

REMINDER– Teachers can book an OHS humane educator to facilitate the presentation at <https://ottawahumane.ca/youth-programs/teacher-resources/classroom-presentations/>. Alternatively, the script is available electronically by emailing humaneeducation@ottawahumane.ca.

Appendix 2: *Dog Safety Drill Activity*

Overview

Through participating in this activity, students will be challenged to quickly remember how to keep themselves safe when dogs are around. This activity is similar to the group game “Knights, Horses, & Cavaliers.”

Objective	Students will be prompted to remember how to respond safely in various situations with dogs.
Time Needed	20 minutes.
Materials Needed	<ul style="list-style-type: none">• Printed copy of the <i>Dog Safety Drill Situations/Actions</i> (next page)• Large open space for the students to stand and participate

Procedure

1. Bring the class together to explain the rules of the activity. When the teacher calls out each situation (next page), all students must quickly respond with the appropriate matching action.
2. When explaining each of the situations below, be sure to explain the action's meaning (e.g. crossing your arms in an “X,” represents staying away from that situation).
3. It may be helpful to have a few practice rounds to help students remember the correct actions for each situation.
4. Once the students are familiar with the matching situations and actions, you can make this activity competitive by eliminating students for doing the wrong position, or doing it last.
5. To play the game, call out the situations in random order and repeat them as desired until there is one student remaining.

Dog Safety Drill – Situations & Actions

- | | | |
|--------------------------------------|---|--|
| A Dog Eating Food | ↔ | Students cross their arms to make an X to indicate that they would stay away from the dog. |
| A Dog Chewing a Bone | ↔ | Students take three steps backwards to indicate that they would keep a safe distance between themselves and the dog. |
| Stray Dog in the Distance | ↔ | Students make a telephone shape with their hand and hold it to their ear, indicating that they would have an adult call 311. |
| Stray Dog Approaches You | ↔ | Students assume the tree pose, indicating that they would stand still and not move. |
| Aggressive Dog Approaches You | ↔ | Students assume the log pose, indicating that they would protect their head and neck to avoid being bit by the dog. |
| Step One: Greeting a Dog | ↔ | Students raise a hand in the air, indicating that they would start by asking for permission to pet. |
| Step Two: Greeting a Dog | ↔ | Students put out a hand in front of them in a fist or with their palm up, indicating that they would let the dog sniff them. |
| Step Three: Greeting a Dog | ↔ | Students scratch under their own chin, indicating that they would first pet here on the dog. |
| A Happy Dog | ↔ | Students pretend to wag their tails, indicating that the dog is happy. |
| A Scared Dog | ↔ | Students hide their face behind their arm, indicating that the dog is nervous or scared. |
| An Angry Dog | ↔ | Students show their teeth and growl, indicating that the dog is angry and upset. |

Appendix 3: *Bite Free Game* Activity

Overview

Students will colour-in and play the *Bite Free Game*.

Objective	Students will understand the appropriate actions to take to ensure that they are safe around dogs when walking outside alone (e.g. on the way home from school).
Time Needed	60 minutes.
Materials Needed	<ul style="list-style-type: none">• Printed copies of the <i>Bite Free Game</i>• One dice for each team (2-4 students per team)• Playing pieces for each student (e.g. pebbles, erasers, pennies)• Markers, crayons or pencil crayons

Procedure

1. Break the class into groups of two to four students.
2. Distribute a copy of the *Bite Free Game* to each group. Explain that the purpose of the game is for the students to walk safely from their school to their home, despite the dog-related obstacles they may face on the way.
3. Give the students 20-30 minutes to colour the *Bite Free Game* board game together.
4. Distribute one dice for each group and a playing piece for each player.
5. Go over the rules of the game with the class:
 - Everyone begins at the school, where it says START on the playing board.
 - Roll the dice to see who goes first (the highest number rolled goes first).
 - Each player will take turns rolling the dice and moving along the playing board.
 - As each player's piece moves along the playing board, they will meet dogs in different situations. These squares on the playing board will indicate whether the player moves forward or backward at the end of their turn.
 - To win, once a player is close to the FINISH line, they must roll the exact number required to reach home, or they will have to wait and roll again.

Bite Free Game

Colour the Game

START

1 A strange dog comes toward you and you remember to Be a Tree! Move ahead 4 spaces

3 You reach to pet a mother dog and her puppies and she growls at you. Go back 3 spaces

5

6 You try to pet a dog in a car and the dog nearly bites you! Go back 2 spaces

8 You know that all dogs need a licence and their name and address on their collar! Go ahead 3 spaces

10 Hospital

12 Someone forgot to clean up after their dog and you stepped in it! Ugh! Go back 3 spaces

14 You remind a friend to always use a leash when walking a dog. Move ahead 4 spaces!

16 By reaching to pet a dog guarding a bone you are bitten! Ouch! Go to the Hospital!

19 You see a guide dog and you know not to pet it because it is working! Go ahead 3 spaces

21 You reach to pet a strange dog through a fence and you are bitten. Yikes! Go to Hospital

23 Oh no! You disturb a dog while he is eating and he nearly bites you! Go back 3 spaces!

24 You see that you should stop your bike and put it between yourself and an angry dog. Go ahead 4 spaces

26

27 You stop at a friend's house but when the dog is loose so you yell and chase the dog. Go ahead 3 spaces

29

30 You report a stray dog to the OHS. Move to the OHS.

32 After you get the O.K. from the owner you present your hand so the dog can meet you. Go ahead 3 spaces

34 You find a hurt dog. You quickly go and tell your parents. Now go to the OHS to report it!

36 A dog guarding its owner's truck snaps at you when you reach to pet her. Go back 3 spaces

38

39 Ottawa Humane Society (OHS)

41 You rush up to a stranger's dog and scare him. He growls and almost bites you. Go back 4 spaces

43

44

45

47 You forget what the letters OHS stand for. Go back to the OHS and find out!

FINISH

How to Play...

As you walk home from school you will meet dogs in different situations. If you do the correct and safe action you move forward. If you do the wrong thing you move back or even end up in the hospital.

To play you need a dice and a playing piece for each player. Everyone starts at the school. Roll to see who goes first (the highest number rolls first). Take turns rolling the dice and moving along the sidewalk. To win you must roll the exact number to reach home or you will have to wait and roll again. Have fun playing it safe with dogs!

