



WVS EDUCATION

**PEOPLE WHO HELP US:
AMAZING VETS, HEALTHY PETS**

TEACHER GUIDE

[WVS.ORG.UK/EDUCATION](https://www.wvs.org.uk/education)

ABOUT WORLDWIDE VETERINARY SERVICE (WVS)

Worldwide Veterinary Service is a registered charity which provides free expert care to animals in need all over the world. We do this by sending vets where they are needed most, training them to increase the standard of care globally and by shipping urgent aid supplies worldwide, every week of the year. With your help, we can inspire the next generation of animal champions.

JOIN THE ADVENTURE. BECOME THE DIFFERENCE. BE THE CHANGE.

WVS Education has created this Early Years Foundation Stage resource pack to help children learn about the vital role vets play in improving animal welfare. Designed to spark children's natural curiosity, it offers an exciting introduction to the world of veterinary medicine. Through play-based learning, children will explore the skills, knowledge and attributes vets need to keep animals happy and healthy in their daily work.

This resource pack includes a dashboard of suggested activities for each of the 7 areas of learning. Teachers can select the activities that are the most appropriate for their children and setting.

COMMUNICATION AND LANGUAGE

- **Pet rescue story time** Using small-world play to narrate and invent animal rescue stories.
- **Inside the vet's bag** Exploring a vet's bag filled with different tools.
- **Call-a-vet** Role-playing being vets and pet owners, making phone calls to describe an animal's illness or injury and discussing how to help it.

PEOPLE WHO HELP US: AMAZING VETS, HEALTHY PETS



PERSONAL, SOCIAL AND EMOTIONAL DEVELOPMENT

- **Be a vet!** Exploring the job of a vet and developing empathy and social skills through veterinary surgery role play.

LITERACY

- **Write the captions** Scribing captions for a vet's daily logbook to describe a photo.
- **Animal alphabet** Identifying and sorting animals by their letters/initial sounds.
- **Visit the vets** Using new vocabulary to discuss where vets work and what they do.

MATHEMATICS

- **Medicine maths** Counting out pom-pom 'medicine' into cups, focussing on 1 more and less.
- **Count the dog biscuits** Rolling a die and counting the corresponding number of biscuits.
- **Legs in the waiting room** Counting the number of legs on animals in the veterinary surgery waiting room.

UNDERSTANDING THE WORLD

- **Animal observers** Using magnifying glasses to examine natural materials such as wool, feathers and scales.
- **Peek inside pets!** Exploring animal x-rays on a lightbox.

PHYSICAL DEVELOPMENT

- **It's a wrap!** Cutting, wrapping and unwrapping bandages to help toy animals.
- **Dog dash** Designing a pet agility/obstacle course.
- **Animal ambulance** Using wheeled toys to role-play transporting injured animals to the veterinary surgery.

EXPRESSIVE ARTS AND DESIGN

- **Collar creations** Creating a decorative collar for a chosen animal.
- **Paw-some treats** Designing and baking dog biscuits.
- **Pet portraits** Creating artistic representations of animals, exploring textures, colour and different techniques.


PERSONAL, SOCIAL AND EMOTIONAL DEVELOPMENT

In this area of learning, children will develop their personal, social and emotional skills by taking on different roles in a veterinary surgery through imaginative play. This activity promotes teamwork, communication, empathy and compassion as children collaborate to diagnose and treat animals, taking on the role of a receptionist, or acting as a vet or vet nurse. Children will learn about responsibility, taking care of others, and problem-solving whilst engaging in role-play that reflects real-world veterinary practices.

BE A VET!

Children work together in a veterinary surgery provision, where they take on different roles such as vets, vet nurses, receptionists and pet owners. Using a variety of role-play props, they collaborate to diagnose and treat animals, handle appointments and support the 5 welfare needs of animals in their care.

Resources needed

- Vet surgery printable pack 
- Role play props: soft toy animals, scrubs/aprons, empty (clean) medicine bottles or containers, magnifying glasses, tweezers, scissors, stethoscopes, thermometers, foam/plastic syringes, animal carriers, weighing scales, food and water bowls, pet beds/blankets, telephone or 'phonics phone', appointment book, play money and till, pet toys, pet food tins, collars, baskets, beanbag 'beds', cleaning supplies, playdough, lightbox, reception desk, torches to 'scan' toy animals, toothbrushes, bandages and slings.

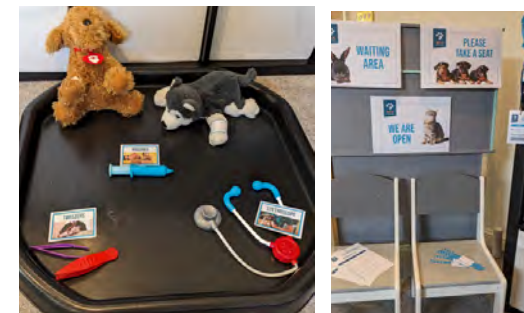
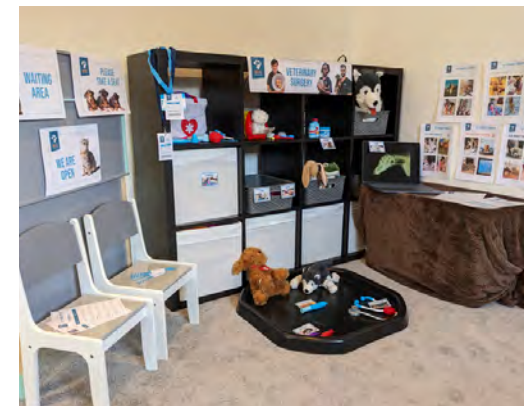
Extension/further exploration

- Ask a local vet to visit the class to talk about their job.
- Enhance the role-play by incorporating themed days/clinics to engage children's empathy and social skills, such as: vaccination/microchipping clinic, x-ray and injury clinic, exotic animal day, dental health check, reptile and amphibian care, large and small animal clinics, pet birthday and health checks, animal behaviour and training, animal nutrition and feeding, farm animal check-ups, wildlife rescue centre and pet grooming.

EARLY LEARNING GOALS

Building relationships

- Work and play cooperatively and take turns with others.
- Show sensitivity to their own and to others' needs.



UNDERSTANDING THE WORLD

In this area of learning, children will explore the physical world around them by participating in activities using their senses and observation skills. They will learn about the different tasks vets complete as they care for animals and consider the important role vets play in their local community.

ANIMAL OBSERVERS

Children use magnifying glasses to examine different natural materials, such as wool, feathers, antlers or scales. They describe what they can see and feel and identify where they find natural materials in the world around them.

Resources needed

- Samples of natural materials (feathers, wool, antlers or scales)
- Magnifying glasses or microscopes

Extension/further exploration

- Use a visualiser or digital camera to take photos to display on a whiteboard.
- Compare different materials using vocabulary such as soft, harder and roughest.
- Show close-up images. Can children match the items to close-up photos?



EARLY LEARNING GOALS

Past and present

- Talk about the lives of the people around them and their roles in society.


The natural world

- Explore the natural world around them, making observations and drawing pictures of animals and plants.

PEEK INSIDE PETS!

Children learn about the role of vets and how technology, like x-rays, help diagnose and treat animals. They explore animal skeletons by examining real animal x-rays and creating their own using craft straws or white playdough on black paper.

Resources needed

- X-ray printables 
- White playdough or craft straws and glue
- Light boxes
- Black paper

Extension/further exploration

- Encourage children to compare their bones to those in the x-rays. Can they feel a bone in their leg or arm?
- Add labels to x-rays to name the body parts they can see in the images.
- Role-play diagnosing and treating toys using their x-rays.



PHYSICAL DEVELOPMENT

In this area of learning, children will engage in dexterous activities using vet tools to treat different injuries, such as applying a bandage. They will develop coordination, balance and spatial awareness through challenges like designing an exercise course for a dog or transporting an injured animal to the vet surgery.

IT'S A WRAP!

Children choose a 'poorly' animal toy and wrap/unwrap a bandage around the 'hurt' area to strengthen fine motor skills.

Resources needed

- Soft toy animals
- Bandages/fabric strips/crepe paper or masking tape for children to cut to create bandages
- Scissors

Extension/further exploration

- Children could measure and cut bandages to a specific length.
- Children could also apply/remove plasters or splints to the toys.



DOG DASH

Children work together to design and build an agility course to help a dog stay active and healthy. They then take their toy dog through the course.

Resources needed

- Cones or markers, stepping blocks, tunnel
- Soft toy dogs to take on the agility course

Extension/further exploration

- Children could be timed to complete the course.
- Children could be encouraged to crawl/jump/hop to increase the physical challenge.



EARLY LEARNING GOALS

Gross motor skills

- Negotiate space and obstacles safely, with consideration for themselves and others.
- Demonstrate strength, balance and coordination when playing.

Fine motor skills

- Use a range of small tools, including scissors, paintbrushes and cutlery.

ANIMAL AMBULANCE

Children develop their gross motor skills as they use wheeled toys to role-play transporting injured animals to the vet surgery.

Resources needed

- Soft toy animals
- A box, bag or stretcher
- Trikes/scooters/wheeled boards/push-along toys

Extension/further exploration

- Children could make a suitable container to transport their chosen animal.
- Place obstacles along the way for children to practice balance, coordination and movement control.



COMMUNICATION AND LANGUAGE

EARLY LEARNING GOALS | Listening, attention and understanding

- Make comments about what they have heard and ask questions to clarify their understanding.
- Hold conversation when engaged in back-and-forth exchanges with their teacher and peers.

In this area of learning, children will develop their spoken language as they talk about different aspects of being a vet. Using exciting real-life stories as a stimulus, children learn how WVS vets help animals in need. They will use technical vocabulary to describe the tools vets use and the tasks they complete.

INSIDE THE VET'S BAG

Children explore a vet's bag filled with different tools. They explain what each item is used for, encouraging discussion and vocabulary development.

Resources needed

- A bag or box (labelled Vet's Bag)
- Toy or real (child-safe) vet tools e.g. stethoscope, syringe, bandages, thermometer, tweezers, otoscope, tongue depressor, and scissors
- Toy animals for demonstrations
- Picture cards with names of tools for matching

Extension/further exploration


- Encourage children to guess the object by feeling it inside the bag before pulling it out.
- Set up a role-play scenario where they use the tools to treat toy animals.



PET RESCUE STORY TIME

Children listen to stories and watch short videos showing how WVS vets rescue animals in need. They retell or create their own pet rescue story, using toys or figures to develop dialogue and sequence a narrative.

Resources needed

- WVS pet rescue child-facing PowerPoint slides with hyperlinked video clips 
- WVS pet rescue stories printable (for teachers to read to children)
- Toy animals and small world play figures
- Speech bubble templates for children to create dialogue

Extension/further exploration

- Children could retell the story using small world play, adding their own details.
- Introduce a 'reporting station' where children pretend to be vets and describe the rescue in their own words. This could be recorded for children to play back.



CALL-A-VET

Children take turns to role-play being a vet and a pet owner, making phone calls to describe an animal's illness or injury and discussing how to help it.

Resources needed

- Toy telephones or walkie-talkies
- Clipboard, paper and pencils for note-taking
- Toy animals or animal picture cards

Extension/further exploration

- Encourage children to use full sentences, ask questions and use descriptive language. E.g. 'My dog has a sore paw. What should I do?'
- Record conversations and play them back to encourage listening skills.
- Introduce a diagnosis sheet where the vet writes or draws the treatment plan.



EXPRESSIVE ARTS AND DESIGN

EARLY LEARNING GOALS | Creating with materials

- Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.

In this area of learning, children will explore a range of different materials as they design and make objects to support the welfare needs of animals. They will select the most appropriate tools and materials to complete different creative tasks.

PET PORTRAITS

Children create their own artistic representations of animals for the veterinary surgery waiting room, exploring a variety of materials, textures, colours and techniques.

Resources needed

- Paper, card, or canvas
- Paints, crayons or pastels
- Fabric scraps, wool or feathers for texture
- Googly eyes, glue and collage materials
- Animal pictures for inspiration

Extension/further exploration:

- Encourage children to discuss their artwork, describing the colours and textures they used.
- Display the pet portraits in a role-play veterinary surgery waiting room for children to talk about their creations.



COLLAR CREATIONS

Children use a range of materials to make a decorative collar for a chosen animal.

Resources needed

- Strips of coloured paper
- Art materials e.g. sequins, coloured shapes, glue and pens

Extension/further exploration


- Children could design a collar for a specific purpose, such as using reflective materials so the pet can be seen at night.
- Children could be encouraged to create a collar with a repeating pattern.



PAW-SOME TREATS

Children use a variety of tools and techniques to design and make biscuits for a dog, experimenting with different combinations of ingredients and decorations.

Resources needed

- Recipe printable 
- Child-friendly baking tools (rolling pin, cutters, utensils)
- Various dog-safe ingredients (oats, sweet potato, grated carrot, mashed banana, flour)

Extension/further exploration

- Make cards and donate the dog biscuits to a local dog shelter or food bank.
- Children could design a menu for their creations or sequence and caption photographs with key CVC words e.g. cut, mix.



MATHEMATICS

In this area of learning, children will develop number recognition, counting skills, and an understanding of numerical relationships. They participate in engaging, vet-themed activities, such as counting animal legs, matching dog biscuits to numerals or dots on dice.

LEGS IN THE WAITING ROOM

Children count the number of legs on different toy animals in the vet's waiting room, developing one-to-one correspondence and number recognition.

Resources needed

- Toy animals with different numbers of legs (dogs, cats, birds, spiders etc.)
- Number cards or whiteboards for recording totals
- Counting mats or ten frames

Extension/further exploration

- Compare, sort and order animals by the number of legs they have.
- Add two animals together and count the total number of legs.
- Introduce the concept of doubling.



COUNT THE DOG BISCUITS

Children practice number recognition and counting skills by matching dog biscuits to numerals or dots on dice.

Resources needed

- Dog biscuits/cut out versions cubes
- Number cards (1-10 or adapted to ability levels)
- Toy dogs with labelled feeding bowls
- Dice

Extension/further exploration

- Compare the number of biscuits each dog has, asking questions such as: which dog has the fewest biscuits? Which dog has the most biscuits? Which dogs have less than 3 biscuits?



EARLY LEARNING GOALS


Number

- Have a deep understanding of number to 10, including the composition of each number.
- Subitise (recognise quantities without counting) up to 5.

MEDICINE MATHS

Children roll a die and accurately count out pom-pom medicine to match. They then calculate one more and one less.

Resources needed

- Medicine maths printable 
- Pom-poms, counters or cotton wool (representing medicine)
- Six-sided dice (to generate starting number)
- Number cards or pens (to record numbers)

Extension/further exploration

- Use a 9-sided die to extend 'one more' and 'one less' to ten.



GET INVOLVED WITH WORLDWIDE VETERINARY SERVICE

If you've enjoyed exploring this resource and learning more about the amazing work we do at Worldwide Veterinary Service, why not take the next step and get involved?

You can help by fundraising for us – perhaps by hosting a Pawfect Tea Party at school – or by joining Young Vets Club, a club for aspiring vets, vet nurses or any kids who love animals.

Got a brilliant idea for a new resource or activity? We'd love to hear from you!

Get in touch with us at education@wvs.org.uk to share your thoughts.

Together, we can inspire the next generation of animal champions and ensure all animals get the care they deserve.

JOIN THE ADVENTURE. BECOME THE DIFFERENCE. BE THE CHANGE.

youngvetsclub.com | wvs.org.uk/education



PRINTABLE RESOURCES

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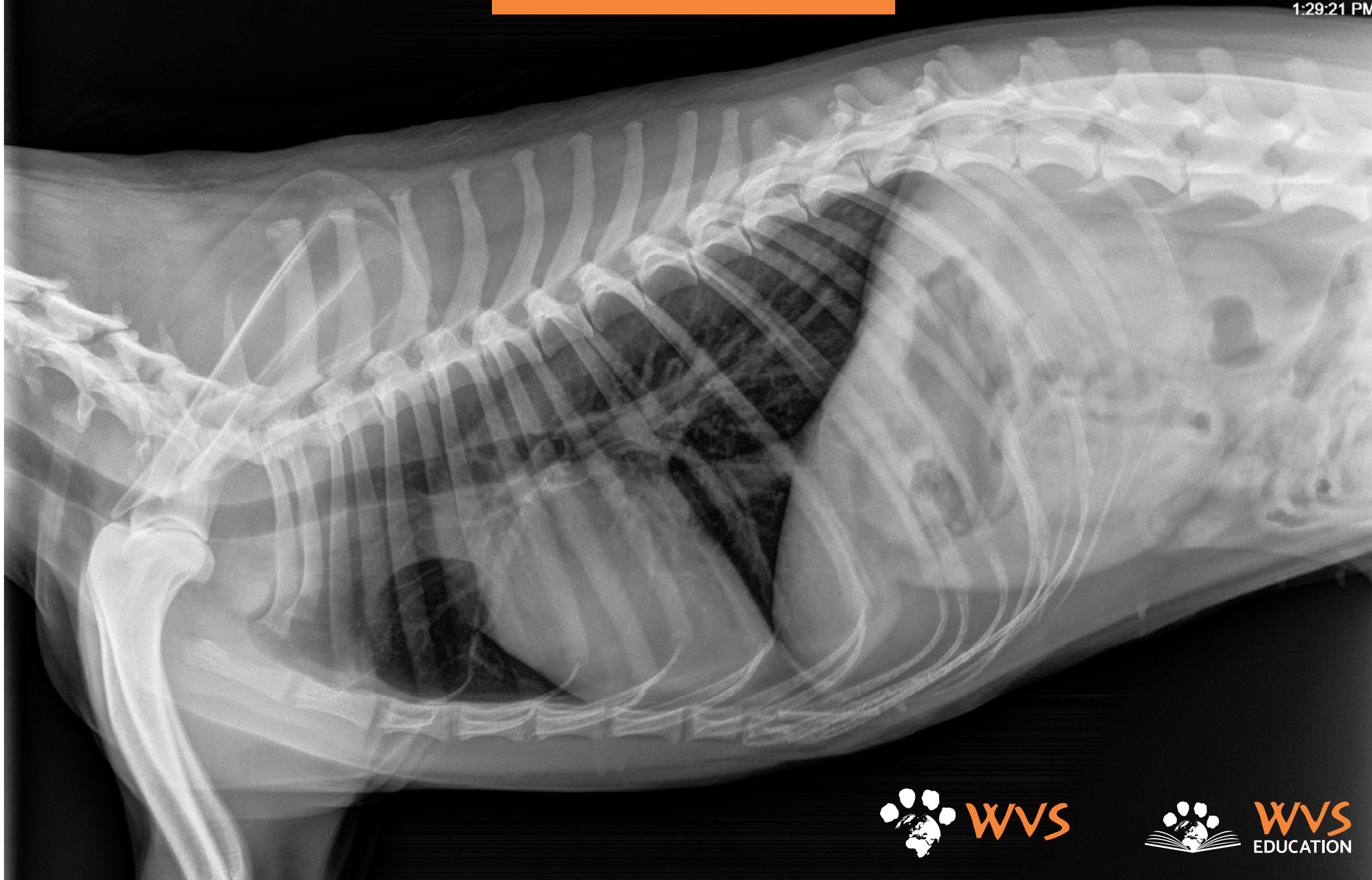
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PET RESCUE STORIES

Each of these real-life rescue stories tells how WVS vets and animal helpers stepped in to help animals in need.

KIKI THE KITTEN, INDIA

A tiny kitten named Kiki was found alone in a busy market. She was meowing loudly, asking for help! Some kind people heard her cries and went to check on her. Poor Kiki had a very sore paw – it hurt a lot. She was taken to the WVS veterinary centre in India, where the vets carefully checked her paw and gave her medicine. With their help, Kiki started to feel much better. Before long, she was happy, playful and running around again!



BEN THE DOG, THAILAND

Ben the dog was in big trouble – he had fallen into a pond and couldn't get out! He was stuck for a long time and became extremely tired. A kind person saw him just in time and rushed him to the WVS veterinary centre.

The vets saw that Ben was very weak. He was hungry, thirsty, and had swallowed too much water. They gave him special medicine, food, and lots of love. At first, Ben was still very tired, but little by little, he got stronger. Soon, he was wagging his tail and playing outside with his new dog friends!



RHINO RESCUE, MALAWI

In Malawi, a country in Africa, a black rhino was walking through the trees when something terrible happened – his leg got caught in a metal trap called a snare! It hurt a lot. The WVS vets rushed to help. They gave the rhino some medicine to make him sleepy so he could rest while they fixed his leg. Gently, they took off the trap, cleaned his wound and gave him antibiotic medicine to help him heal. When he woke up, he felt much better! With his leg free, he stomped off back into the wild.



PET RESCUE STORIES

Each of these real-life rescue stories tells how WVS vets and animal helpers stepped in to help animals in need.

DOG RESCUE, MALAWI

In Malawi, a poor dog was in big trouble! It had fallen into a deep hole and couldn't climb out. The dog was stuck for nearly two weeks with no food!

When the Mission Rabies team heard about the dog, they rushed to help. Carefully, they lifted the scared dog out of the hole and brought it to safety. Thanks to the team, the dog was finally free, safe, and cared for!



DONKEY RESCUE, MEXICO

One day, vet Luke Gamble was working in Mexico when he got an urgent call – a donkey was stuck in deep mud!

Luke drove quickly to the rescue and arrived just in time. Luke jumped into the mud and worked with some other helpers to pull the donkey out. Luke nearly got stuck too! Luckily, the story had a happy ending – the donkey wasn't hurt at all, just very muddy.



MERY, GITA AND ZITA, ARMENIA

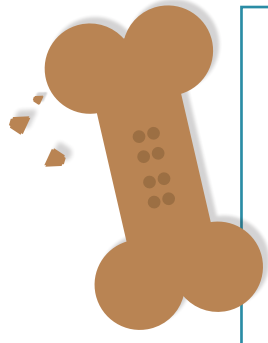
A lioness named Mery and her two cubs, Gita and Zita, needed help. They had been kept in a very small cage for a long time. They were sad because they were not well cared for and couldn't walk around like lions should be able to do.

The WVS vets went on a rescue mission. They took the lions out of their small cage and checked they were healthy. Then, the vets took them to a new home – a big, safe space where they could run and play together. Now, Mery, Gita, and Zita live with other lion friends, and they are happy at last!



PAW-SOME TREATS – SWEET POTATO DOG BISCUITS

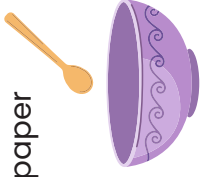
A simple and fun dog treat recipe that uses dog-friendly ingredients!



EQUIPMENT NEEDED:

- Large mixing bowl
- Wooden spoon
- Rolling pin
- Cookie cutters (bones, hearts, stars, etc.)

- Baking tray and parchment paper
- Measuring cups and spoons
- Small bowls for toppings
- Potato masher



INGREDIENTS:

- 1 cup whole wheat flour (or oat flour for gluten-free)
- ½ cup rolled oats
- ½ cup mashed sweet potato (plain, no added sugar)
- 1 tbsp olive oil
- ¼ cup water (add more if needed)

TOPPING CHOICES:

- Grated carrot
- A small amount of low-lactose grated cheese (mild cheese such as cheddar)
- Mashed banana

Always check ingredients when cooking for pets.

INSTRUCTIONS:



Teacher Prep: Pre-cook and cool the sweet potato in advance. Simply peel the potato, chop into cubes, and boil until soft.

1. Preheat the oven to 180°C (350°F) and line a baking tray with parchment paper.
2. Mix dry ingredients – Combine flour and oats in a large bowl.
3. Add wet ingredients – Stir in mashed sweet potato, olive oil, and water. Mix until a soft dough forms. Add a little more water if too dry.
4. Roll out the dough – Lightly flour a surface and roll to ½ cm thick.
5. Cut out shapes – Use cookie cutters to make fun shapes.
6. Add toppings – Let children sprinkle or press in carrot, cheese, or banana.
7. Bake – Place biscuits on the tray and bake for 15–20 minutes, until golden and firm.
8. Cool completely before serving to a dog.

STORAGE:

- Store in an airtight container for up to 5 days.
- Freeze for up to 3 months.

IMPORTANT!

Treats should be given in moderation, considering your dog's diet and health. Consult your vet before introducing new foods.



MEDICINE MATHS

Roll the die, find the matching digit and count out the correct number of pom-poms.
Can you work out one more and one less than your number?

ONE LESS



MY NUMBER



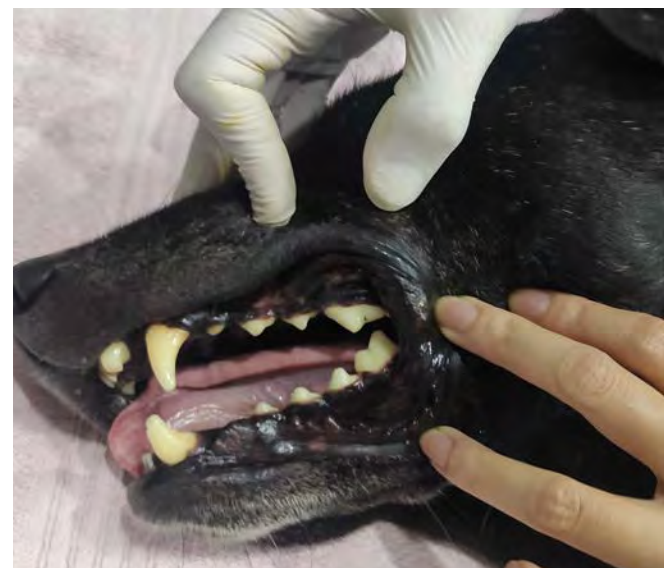
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WRITE THE CAPTIONS – VETS IN ACTION IMAGES

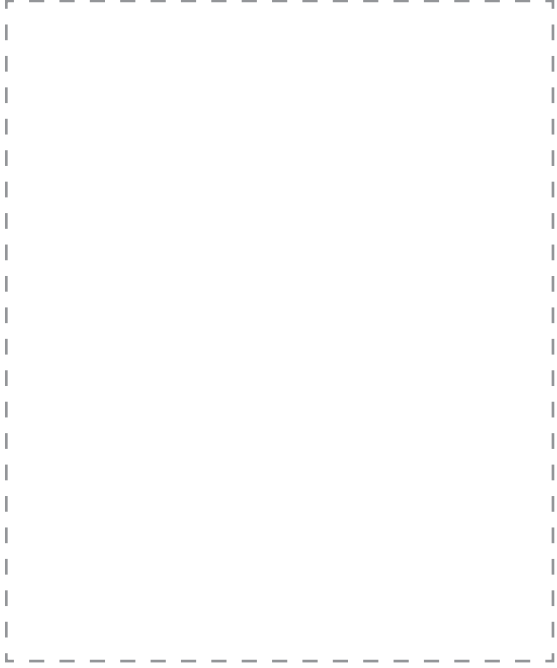


WRITE THE CAPTIONS – PET TREATMENT IMAGES





WVS VET LOGBOOK







WVS EDUCATION

**PEOPLE WHO HELP US:
AMAZING VETS, HEALTHY PETS**

**CHILD-FACING
ACTIVITY CARDS**

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PERSONAL, SOCIAL AND EMOTIONAL DEVELOPMENT

Be a vet!

How will you help the animals to feel better?



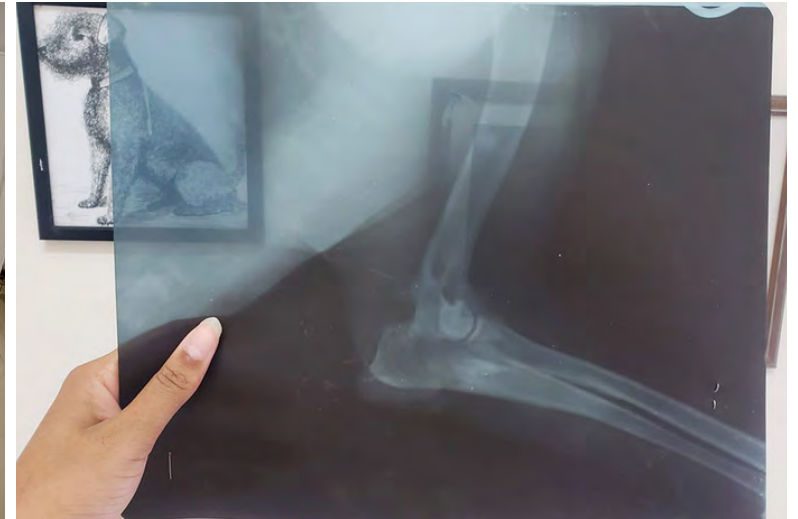
Animal observers

What can you see? What can you feel?



Peek inside pets

What can you see?



PHYSICAL DEVELOPMENT

It's a wrap!

How will you wrap the bandage?



Dog dash!

What will you use to make an exercise course for a dog?



Animal ambulance

How will you get your animal to the vet?



Inside the vet's bag

What do you think each tool is used for? How can it help the pets?



Pet rescue story time

How will you rescue the animals?



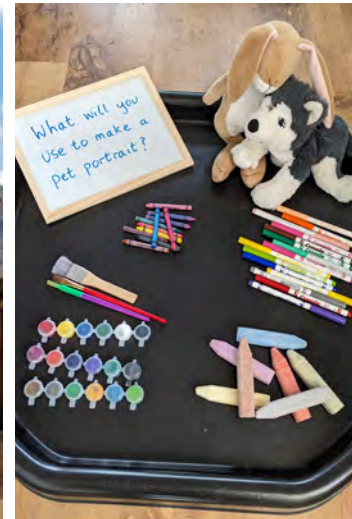
Call-a-vet

What will you tell the vet about the pet?



Pet portraits

What will you use to make a pet portrait?



Collar creations

Which materials will you use to make a pet collar?



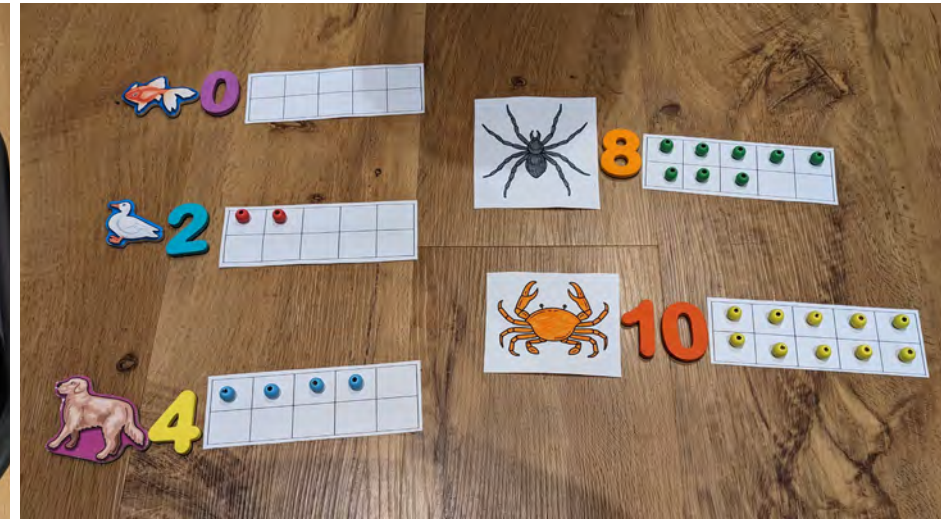
Paw-some treats

What will you use to make a dog treat?



Legs in the waiting room

How many legs can you count?



Count the dog biscuits

Can you give each dog the right number of biscuits?



Medicine maths

Can you count the medicine into the bottles?



Write the captions

How will you describe each picture?



Animal alphabet

Which sound does each animal start with?





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