



Summer Dog Safety Pictionary by Tema Moss & Buddy

Goal: To teach teens how to keep a dog safe and entertained during the hot Arizona summer. This game can be used with other topics and age groups.

Core Behaviors: Affiliation, Confidence, Empathy, Respect

Materials:

- Drawing paper
- Something to place drawing paper on (table, easel)
- Markers
- Note Cards
- Timer (I used the timer on my iPhone)

Preparation before the visit:

Write a summer dog safety tip on each note card. You can substitute with another topic and make the cards easier or harder depending on the age group.

Examples of the tips listed on the note cards:

- Don't EVER leave your dog in the car
- Don't walk your dog on pavement when it is 80-85 degrees or hotter – your dog's paws will burn
- Make sure your dog has plenty of clean cool drinking water
- Use sunscreen for dogs (not human sunscreen)
- Take your dog for a walk early in the morning (before it gets hot)
- Take your dog for a walk after sunset
- Take a nap with your dog during the hottest part of the day
- Have supervised swimming
- Play fetch with a soft toy indoors
- Play tug of war with a rope toy indoors
- Make sure your dog has a cool shady place to relax
- Consider rattlesnake avoidance training & ask your vet about rattlesnake vaccination
- Don't let your dog drink pool water
- Keep dog away from insecticides, anti-freeze and rat poison
- Give your dog a frozen treat especially for dogs

During the visit:

A small group of teens can gather around a coffee table. You may split into smaller teams or groups depending on the group size and make the game competitive if that is appropriate for your group. To keep the game a fun bonding experience, you can choose to eliminate the competitive aspect.

- Place drawing paper, markers, and stack of note cards on the table
- Each child takes turns selecting a note card and attempting to draw the tip written on the card while the rest of the group guesses (timer set for 2 minutes – you may adjust time depending on what is appropriate for your group)
- After the group guesses the tip (or time runs out), briefly discuss the tip
- Game continues until all note cards have been selected (or as time and attention spans permit)