

5. Special Classroom Hour - Use of assistance dogs – Tricks 2

The material of the watch:	Type of assistance dogs, Sensitisation,
Ages	MIDDLE SCHOOL Grades 9-13
Special educational needs diagnosis	Learning disability (dyslexia, dysgraphia), attention deficit disorder (ADHD), Mental disorders: depression, abnormal anxiety, Social interaction disorder (autism)
Tools: visualisation:	- reward bite, - digital board, laptop/tablet <u>Note:</u> benches and chairs are placed in a "U" shape opposite the digital board.

Time	Lesson procedure / activities	Digital
5'	1, Introduction - "rules of the game"	https://youtu.be/cE4X-cHyAxY
8'	2, Motivation - Getting in the mood Students say "hello" to the dog by „Give a PAW”	Annex 1 /Description of the game
8'	3, Do you know? – Quiz about assistance dogs	Quiz about assistance dogs https://create.kahoot.it/share/segitokutyak-alkalmazasa-kviz/aa478ad7-591a-4518-9417-a693ae09f3a0 Annex 1 /Description of the game
8'	4, Do you remember? – on the base of learned information from previous quiz	Annex 1 /Description of the game
10'	5, Trick – memory game	Annex 1 /Description of the game
3'	6, Reflection - saying goodbye	Q: <i>What new information or experience have you gained from this lesson?</i> The handler walks around with the dog. One by one, the students pet the dog. They formulate their answer in a short sentence.

1. Annex Description of Games

2, Motivation/ tuning in GIVE ME A PAW	Students "say hello" to the dog: student stands in front of the dog, asks for a paw and gives the dog a reward treat.
3, Do you know? – Quiz about assistance dogs	https://create.kahoot.it/share/segitokutyak-alkalmazasa-kviz/aa478ad7-591a-4518-9417-a693ae09f3a0 Questions of the quiz can be answered by groups / personal one-by one. The most successful ones/ group can ask a trick from the dog
4, Do you remember? – on the base of learned information from previous quiz	Members work in groups. They have 5 minutes to collect, and write down every information they can remember from the previous quiz. The most successful group can ask tricks from the dog
5, Trick – memory game	Members work in groups. The handler of the dog shows 3/5 tricks. That kind of ones, that can do assistance dog during his service. The task for groups, to remember the trick, they saw, and do it together with the dog on the same sequence. One sequence trick for one group.
6, Reflection - saying goodbye	Q: <i>What new information or experience have you gained from this lesson?</i> - The handler walks around with the dog. One by one, the students pet the dog. They formulate their answer in a short sentence.

Please click on the link and answer 5 short questions to help us improve our work! (The questionnaire takes about 1 minute to complete.)

Satisfaction survey: <https://forms.gle/UA4e7J9amYI85G5N7>