# THE ADVENTURE BEGINS 

## Quiz <br> 

Let's have a quiz on dogs and the presentation about the Finnish Kennel Club. Participants can answer the questions on their own, in pairs or in small groups.

1. What kinds of tails can dogs have?
a. curly tails
b. triangular tails
c. star-shaped tails
2. How do you know when a dog feels cold?
a. the dog's ears turn green
b. the dog starts walking in circles
c. the dog trembles and keeps lifting its paws
3. What should a dog always have in its bowl?

| a. | water |
| :--- | :--- |
| b. | milk |
| c. | orange juice |


4. Which sense is much stronger in dogs than in people?
a. sense of taste
b. sense of smell
c. sense of touch
5. What can dogs do?
a. read
b. draw
c. $\quad \mathrm{dig}$

In what year was the Finnish Kennel Club founded?

| a. | 1656 |
| :--- | :--- |
| b. | 1889 |
| c. | 1999 |

7. How many members does the Finnish Kennel Club have?
a. almost a million
b. almost a thousand
c. almost 150,000
8. What is the name of the Finnish Kennel Club's magazine sent to members?

| a. | Koiramme |
| :--- | :--- |
| b. | Murremme |
| c. | Koirulimme |

9. Where are the headquarters of the Finnish Kennel Club located?
a. Helsinki
b. Vantaa
c. Espoo
10. There is a statue of a dog in front of the Finnish Kennel Club headquarters. What breed is the dog?
a. Finnish Hound
b. Finnish Lapphund
c. Finnish Spitz


THE ADVENTURE BEGINS
Colour in the logo 0
Print out the colouring page. Colour in the logo of the Finnish Kennel Club in any colours you like.


## DOG BREEDS

## Draw a dog breed

Visit the website www.hankikoira.fi/koirarodut and check out all the different breeds. Each person gets to choose a breed to draw.

## A geographical journey to dog breeds



Divide the participants into pairs or small groups and visit the www.hankikoira.fi/koirarodut website where you can find the breed standard as a PDF at the bottom of each breed's page. Find the answers to the following questions:

1. Which country are the following breeds from?
a. Afghan Hound
b. Labrador Retriever
c. American Staffordshire Terrier
d. Basenji
e. Brazilian Terrier
f. Akita
g. Russo-European Laika
h. Australian Silky Terrier
i. Great Dane
j. Bernese Mountain Dog
2. In which continent is each breed's country of origin located?
3. For what purpose was the breed bred in its country of origin?
4. Place the breeds on a map of the world.
5. Give a brief introduction to the breed of your choosing.

## Test which breed would suit you best

The Hankikoira.fi website has a test to see which breed would suit you best. Each person can take the test and then talk with the others about why the test gave different results to different people.

DOG BREEDS
Print out colouring pages of different breeds. Each person can colour in the breed's typical



## Obstacle course

Build an obstacle course. You can use hula hoops, a tunnel made of desks and blankets, sticks set up between seats, climbing frames and jungle gyms on the playground, etc. The gym hall can also be used, if available.

The participants are divided into pairs. One person acts as the handler and the other as the dog. The handler should help the "dog" run through the course in a specific order. After this, the roles can be switched. You can choose whether to time each contestant or not.

## Toy dog show

The participants bring a toy dog from home. Numbers are prepared for the dogs and divided by lot. Awards (such as rosettes) can be made in advance, and various titles can be invented, such as prettiest colour, curliest tail, fluffiest ears, kindest nature, cutest snout, etc. The instructor or one of the kids can act as the judge (and someone can be the secretary who writes down the judge's comments).

In the show, the participants walk their toy dogs out in a row and place the dogs sideways in front of them. Next, the judge asks the participants to walk the "ring" with their dog.

After this, each participant approaches the judge, one by one. The judge may ask the participant to pick up the toy dog and place it on the table, show its teeth, go around the ring again, walk a triangular route in the ring or walk from one corner of the ring to the other.

Finally, all the contestants return to the ring. The judge hands over the rosettes or other awards and explains who wins which title. The judge may choose the top five contestants or rank all the toy dogs, for example. The judge may appreciate various things, such as the precision of the performance, cooperation or a fun, playful attitude.

## Scent test 000

The instructor places various fragrant substances, such as cinnamon, cloves, soap, bay leaves, sauna scents, etc. in small, non-transparent containers (such as the plastic eggs found inside Easter eggs) and makes a hole in the lid with a needle. The containers are placed in a row and the participants have a scent test where they try to guess which scent they are smelling in each container.

## Game: How does the dog feel during training?

The game mimics positive reinforcement, one of the most common ways to train dogs. Use the sound of a click to let the dog know they are doing what the trainer wants. The training is carried out in steps and progresses from simple to more complicated tricks.

You can use metal lids or actual dog clickers or make a clicking sound with your mouth. The clicker lets the person acting as the dog know that they are doing the right thing.

In the game, the participants are divided into pairs. One is the dog and the other is the trainer. The "dogs"leave for a while and the instructor tells the trainers what the "dog" should learn, such as sitting down, lying down, jumping, raising a hand, etc.

The dogs are asked to return, and their job is to start guessing what they should do by trying different things. The dogs and the trainers should not speak at all. The dog should simply try different things and see which type of action makes the trainer use the clicker. Then, they can start guessing the more precise action the trainer is looking for.

Start by using the clicker whenever the dog guesses even slightly right. For example, if the dog should lie down, click for any downward motion and then slowly raise the bar.

Once the dog is in the right position, the trainer praises the dog. After this, they can switch roles.

## HOBBIES WITH DOGS

## Connect the points

What's in the picture? Connect the points in order - 1, 2, 3, etc. - and find out what is in the picture.


## DOGS AT WORK

## Guide dog game

The participants are divided into pairs who then decide which one will play the blind person and which one the guide dog.
The blind person wears a blindfold. The guide dog then guides the blind person through a course without speaking. The course may include obstacles, turns and stops. After completing the course, the pair can switch roles.

## Ball herding 0000

YOU'LL NEED: large exercise balls (and a large space)

The participants work in pairs: one is the shepherd and the other is the sheepdog. The shepherd gives orders from the side and the sheepdog herds the exercise balls from one end of the room to the other on all fours, for example.
The shepherd may give additional orders, such as 'stop the herd' or 'turn the herd left or right'.

## Watchdog game

YOU'LL NEED: a small bell and, if available, a blanket

The participants sit in a circle. Choose one person to be the watchdog. They lie down to 'sleep' in the centre of the circle and the bell is placed behind them. The watchdog can also be covered with a blanket. One of the participants grabs the bell as quietly as possible and keeps it in their hands behind their back. Everyone else puts their hands behind their back as well.
Wake up the dog: "Wake up, wake up, watchdog, your bell is missing!" The person who took the bell rings it behind their back and the dog tries to figure out where the sound came from. The dog barks in front of the suspected person and they show their hands. Continue this until the bell is found. If needed, the bell can be rung more than once. The person with the bell becomes the next watchdog, lies down in the centre of the circle to sleep, and the game starts over. (Source: leikkipankki.fi)


DOGS AT WORK

Finishing the picture $\%$

Draw the rest of the dog

|  |  |
| :---: | :---: |
|  |  |

## DOG-RELATED PROFESSIONS

## Guess Who cards 000

Print out the Guess Who cards. They can be used in various ways:

## Option 1: Mime

The participants take turns picking up a card and miming the profession without making any sound. The others try to guess the profession.

Option 2: Alias
In the game, the participants take turns picking up a card and explaining the profession on the card without using the actual word or part thereof. The others try to guess the profession.

Option 3: Alias in another language
Follow option 2, but in a different language that all the participants know.
You can make more Guess Who cards with the participants. You can also pick other dogrelated things, such as someone who is visually impaired walking around with their guide dog, a reading education assistance dog and its instructor, a sheepdog with a herd, etc.


Opaskoiran käyttäjä
Guide dog handler
Ledarhunds förare


Eläinlääkäri Veterinarian Veterinär


Koirankouluttaja
Dog trainer
Hund tränare


Koirahieroja
Dog massager
Hundmassör


Trimmaaja
Dog groomer
Hund trimmare

ÄİNKAUPPA
SO Finssu


Eläinkaupan myyjä
Pet shop salesperson
Djuraffärsförsäljare

## KOIRIIN LIITTYVÄT AMMATIT

## Find the mistakes in the picture

Find seven (7) mistakes in the picture below.


## DOGS AS CITIZENS IN FINLAND

## Doghouse and dog park of your dreams

YOU'LL NEED: arts and crafts supplies

The participants design the doghouse or dog park of their dreams. They can draw or build a miniature out of the materials available.

These questions may help:

- What size would the house or park be?
- What material would you use for the house?
- Where would it be located?
- What kind of an environment would it be?
- What toys or other things could there be for dogs?
DOGS AS CITIZENS IN FINLAND
Print out the doll dog and its clothes. Cut out the dog and the clothes
and colour them. The clothes can also be decorated.


