



# EDUCATIONAL ACTIVITY KIT

## BIOSECURITY



These fun activities introduce participants to the subject of farm biosecurity. The activities focus on learning the methods of animal disease transmission, recognizing biosecurity signage and procedures, and taking pride in biosecurity measures in place on one's own farm.



## Learning objectives

- learn about biosecurity through fun activities and games
- gain an understanding of what biosecurity is
- relate biosecurity to farming practices
- recognize what biosecurity on a farm looks like
- identify biosecurity practices on one's own farm

## Learning methods

- moving and running in active games
- creating artwork with one's feet
- interacting and working as a team with other participants
- identifying biosecure practices
- collecting and presenting information to others

## Activities

### Disease Transmission

- Outbreak Tag
- Infected!
- Fancy Footwork Boot Art

### Biosecurity

- The Face of Biosecurity
- Biosecurity on My Farm





## OUTBREAK TAG

### Learning objectives

- gain an understanding of the potential for rapid disease transmission on farms
- understand that measures can be taken to prevent or to be prepared for a disease outbreak

### Materials

- a large, open space

### Directions

- 1 Tell participants that they are going to pretend to be the animals in a herd or flock (choose different types of animals depending on the types of farms the participants are from).
- 2 Designate one person as the *infected animal*. That person is *it*.
- 3 Instruct the rest of the class (healthy members of the herd or flock) to run around and avoid being tagged (infected) by the person who is *it*.
- 4 Every person tagged becomes an infected animal as well and must also try to infect others.



### ! Did you notice that...

- once an animal is infected, the situation can quickly become difficult to manage

continued...



## Variations

This game can be played with a number of variations to highlight different principles of biosecurity. After the initial game has been played, try one or several of the following:

### The Veterinarian

- Designate one participant as the veterinarian, as well as designating an infected animal.
- Explain that the veterinarian cannot become infected, but instead must run around and tag as many infected animals as possible; once an infected animal has been tagged by the veterinarian, they are no longer infected.
- Start with one veterinarian, but more children can be designated as veterinarians as the game goes on; this variation shows the difference in infection rates when there is a solid animal health management plan in place.

### ! Did you notice that...

- when there was a veterinarian (or several) it took longer for all of the animals to become infected, or that, possibly, not all of the animals got infected
- it is important to have a good animal health management plan in place and to be prepared in case of disease outbreak or illness in the herd or flock; such a plan can reduce losses and keep the animals healthier

### In Confined Quarters

- After playing the game in a large open space, alter the boundaries and repeat the game in a smaller and confined space.

### ! Did you notice that...

- when animals are kept in close proximity to one another, a disease can spread more rapidly among them

continued...



## The Immobilized Animal

- Designate one participant as the infected animal and instruct them to stay rooted to one spot.
- Have that participant try to tag the others while standing still in that location.

### ! Did you notice that...

- when an infected animal is isolated, or kept separate from the rest of the herd or flock, disease spreads more slowly, if at all

## Other variations

- Some children can discreetly be given vaccines, meaning that even if they are tagged, they will not become infected.
- More children can be designated as veterinarians to keep all the children from becoming infected animals.

