



Zoonotic Disease Train the Trainer

Activity Summary and Information

Activity 1: Matching Word Game

Activity 1 is a matching game with several vocabulary words relating to the presentations and zoonotic diseases with various options for playing.

Activity 2: Zoonotic Disease Course

An online course to teach youth about zoonotic diseases. Excellence in Exhibition: Preventing Disease in Animals and People is meant to encourage showmanship and animal involvement, while keeping both animals and humans safe and healthy. The course is divided into six lessons. The first three lessons focus on specific zoonotic diseases and ways to prevent transmission to humans and animals. Two additional lessons are case studies and the sixth lesson highlights agencies and career opportunities in One Health—the health of animals, people and the environment. The estimated completion time for each lesson is 20–30 minutes. A certificate of completion is provided at the end of each lesson. This course is targeted at youth aged 13–18 years.

Maine CDC employees who worked on the Influenza Education Among Youth in Agriculture program have created an Excellence in Exhibition: Preventing Disease in Animals and People Passport for you to hand out to your youth. This serves as a resource for them to track their progress with the courses.

Activity 3: Germ-O

Germ-O is a card game based around the rules of the hit card game UNO. Cards are labeled with several different zoonotic diseases and their typical hosts.

Activity 4: Hand washing

Activity 4 is a Glo Germ activity. This uses a powder or gel that is hard to see with the naked eye but is easily noticeable under a blacklight. The Glo Germ's transparency makes this a great activity to show how pathogens that you cannot see can spread. A blacklight is used to demonstrate how the Glo Germ is spread as well as the efficiency of each person's hand washing methods.

Activity 5: Germ Swap

Germ Swap is an activity that showcases how pathogens can spread without being detected and the ease at which they do. The original activity uses chemicals to alter pH as well as Phenolphthalein which turns pink when added to a basic (or high pH) solution. Each person is given a cup with an undisclosed liquid and are asked to mix the liquid in their cup with neighboring peoples' cups. A few basic solution cups will be added into the mix (representing the "sick" animals). Once everyone is done mixing, Phenolphthalein will be added to everyone's cups. The cups of those who are "sick" will turn pink with the added Phenolphthalein.