



CASE OF THE SICK PUPPY

Educator Resource - Introducing the Game

Using this lesson

This lesson is designed to help you introduce the game to your students for a successful gameplay experience. Please refer to the Postgame lesson for activities to teach after they are done playing.

Game Overview

CIT Squad: Case of the Sick Puppy is an educational adventure game created by HEART (Humane Education Advocates Reaching Teachers) and developed in partnership with 3C Institute. As Cora, Kazu, and Casey, the CIT Squad (Compassionate Investigators in Training), investigate humane issues around the world they learn important ways to protect animals, people, and our environment. In this case, the CIT Squad investigates why Juniper, a puppy who was bought online, is very sick. They travel to different environments, including pet stores, adoption centers, and eventually the puppy mill where Juniper came from. As your students play, they will uncover the reality behind the puppy mill breeding industry and how some online distributors and pet stores that sell animals contribute to the problem. In addition to learning about these issues, we hope that students will develop greater empathy and become more conscientious about how animal companions are brought into their lives.

Game: CIT Squad: Case of the Sick Puppy

Grade levels: 3-6

Length: 25-35 minutes

Genre: Point-and-click mystery game

Platforms:
Browser-based HTML-5 game.
Works for desktop and mobile tablets.

Website:
teachheart.org/games



Learning Objectives

- **Literacy skills:** Youth will improve their literacy skills by reading along as the characters are talking. Additionally, there is a lot of informational text to read about animal protection issues through the point-and-click exploration in the game.
- **Learning about animals:** Youth learn about the social, emotional and intellectual lives of animals and the challenges they face by reviewing animal cards, observing body language, gathering information from others, and hearing directly from these animals through their interactions with Casey, Cora and Kazu's dog.
- **Fostering empathy and compassion:** As youth meet different animals, they develop empathy for animals who have individual needs and personalities. They also develop compassion for the dogs who are suffering due to mistreatment from neglect and poor living conditions.
- **Social Emotional Learning:** Youth will develop their social and emotional learning skills through this game, specifically in the areas of social awareness, relationship building, and responsible decision-making. Youth will practice perspective-taking and empathy on their journey as they consider the viewpoints of different characters in a respectful manner and will develop empathy for how various characters feel throughout the game. Additionally, they will learn about healthy communication through the characters' interactions with each other and teamwork as the characters work together to help the animals in need. The game challenges youth to examine a problem and consider their own ethical responsibility to take action to make a positive difference.
- **Critical thinking:** Youth are asked to question how animals are being treated, and decide what responsibility people have towards other animals and their well-being. Additionally, throughout the game they are asked to decide what they should do in various situations and they need to use their critical thinking skills to determine their next step.
- **Advocacy and empowerment:** Youth become empowered by learning about various ways they can take action in their personal choices and effective ways to advocate for others. At the end of the game, they learn about ways to take real action in their own lives to help animals.



Educator Tips

- Students will need 25-35 minutes of playing time in order to finish the game.
- If possible, we recommend that students play through the entire game in one sitting.
- If students do not finish, they can come back to the game and continue from a resume point.
- Provide students with a password to skip ahead if they need to complete the game in two sessions (see password resume directions on p.5)
- After students finish the main game, there are 3 bonus scenes that they can experience.



Game runs on HTML-5 in an internet browser. We recommend Chrome or Safari.



Game is accessible on all devices via a browser. We recommend using desktops, laptops and touchscreen tablets.



Headphones are highly encouraged; the game has audio recorded dialogue and contains music.



Introducing the Game to Students

Teacher Directions: Let your students know that they are going to play a game where they have to solve a case about why Juniper, a puppy, is sick. Before they start the game, lead them through a discussion with these suggested questions.

Discussion questions:

1. What are some ways that people can bring an animal companion or pet into their lives?
 - Possible answers: *Adoption centers or events, pet stores, websites, off the street, from family or friends, newspaper ads.*
2. What is the difference between an animal adoption center and a pet store or puppy mill?
 - Possible answers: *adoption centers take in homeless animals while puppy mills and many pet stores sell animals purposely bred for profit; adoption centers try to match animals to the right home while puppy mills and many pet stores will often sell to anyone who can afford the animal; adoption centers are nonprofits while puppy mills and pet stores are businesses.*
3. Where would you go to bring an animal companion into your life? Why?
4. What are some things to consider when bringing an animal companion into your life?
 - Possible answers: *Traits of different breeds, your family's lifestyle and how active you are, whether you can properly take care of the animal, if you have time to humanely train the animal, whether you can afford to pay for the animal's daily needs and any potential medical expenses.*
5. What actions can you take to provide your animal companion a happy and healthy home for his/her entire life?
6. If someone can no longer care for their animal, what would you recommend they do?
7. Where do you think most puppies sold at pet stores came from? How would you describe the place they came from?
8. What does empathy mean to you? (Allow students to define the word and provide this definition if needed: *the ability to share and understand the feelings of another.*)

Note: Let students know that throughout the game you encourage them to “put themselves in the shoes or paws of the characters” to understand what they are feeling.



Reviewing Vocabulary from the Game

Humane	Having or showing compassion
Guardian	A person who is responsible for the care and safety of another.
Animal companion	An animal who lives with people and depends on them to provide for his/her needs.
Mentor	An experienced or trusted teacher who provides guidance
Recap	To review or summarize
Pneumonia	An infection that makes it difficult to breathe
Breeder	A person who purposely has animals mate to produce offspring
Vaccination	A shot given to someone to protect them from a specific disease
Purebred	An animal born to parents of the same breed or variety
Symptoms	Physical signs that indicate the existence of something often undesirable, like an illness
Forever home	A loving person or family who will take care of an animal for his/her entire life.
Distressed	Anxious, nervous, or experiencing pain
Spay/neuter	A safe surgery that stops animals from having babies. The surgery is called <i>spaying</i> for females and <i>neutering</i> for males.
Docile	Calm, easy-going, relaxed, cooperative, submissive
Socialization	The process of learning how to interact with others in appropriate ways
Comply	To do what is asked or expected, to follow a rule
Splayed	Spread out and apart
Tenacious	Someone who is determined, persistent
Spacious	Having plenty of room or space
Legislation	The process of making laws; a law or set of laws that are made



Starting and resuming the game

Teacher Directions: Let your students know that they are ready to begin playing the game and that it will take approximately 25-35 minutes to finish.

If students do not finish the game in their first session: The game has a resume point halfway through where students can resume from if they did not finish the game during their first playing session. To resume the game, students should select “Resume Game” from the main home screen.

The password that students must enter
to access the resume point is

PUPPY



The resume point starts from when the CIT squad arrive at the Happy Golden Puppy Farm.