

Proposal to Use Alternatives to Animals in the Classroom

Consider some of the different ways that animals can be integrated into classroom educational activities. Sometimes animals are used as dissection specimens, as class pets, or as part of science research projects, for example.

Now, consider some of the ways that animal use in education can be replaced. For this activity, you will write a proposal to replace the use of animals in one of these areas. Please keep your proposal limited to 1,000 words or less. Be sure to integrate the following information into your proposal:

- Clearly describe the educational activity you have selected that traditionally uses animals. What is the purpose of this activity? In which class would this activity be performed? How many and what kinds of animals are commonly used for this activity?
- Explain how the use of animals could be replaced in this activity. What products and/or alternative activities could be used in place of animals? Provide specific examples.
- Support your choice for an alternative activity with relevant evidence. Explain why you have selected this alternative activity. You may want to consider factors such as impact on student learning, cost, safety, and ethics as well as possible social, cultural, or environmental impacts.
- Consider the effectiveness of using the alternative activity. What are the pros and cons of using this activity compared to using animals?
- Make sure that your proposal is well organized and use correct grammar, punctuation, and spelling.

Target Course Competencies

Outline common ways to replace the use of animals in research and education

Rating Scale

Value	Description
3	Work fully meets or exceeds criterion; shows depth in insight and grasp of the learning, critical thinking skills, or attention to detail
2	Work meets criterion adequately
1	Work is incorrect or incomplete
0	Work is missing or does not meet criterion



Scoring Standard

You must achieve a rating of at least “2” on each criterion to demonstrate competence.

Scoring Guide

Criteria	Ratings
Proposal identifies the educational activity and types of animals that will be replaced.	3 2 1 0
Proposal identifies how many animals are used in the current activity.	3 2 1 0
Proposal identifies specific examples of products/activities animals could be replaced with.	3 2 1 0
Proposal identifies drawbacks of using animals in your classroom.	3 2 1 0
Proposal identifies cost considerations for the solution.	3 2 1 0
Proposal identifies safety and/or reliability considerations for the solution.	3 2 1 0
Proposal identifies social and/or cultural considerations for the solution.	3 2 1 0
Proposal identifies environmental impact of the solution.	3 2 1 0
Proposal uses correct grammar, punctuation, and spelling.	3 2 1 0

