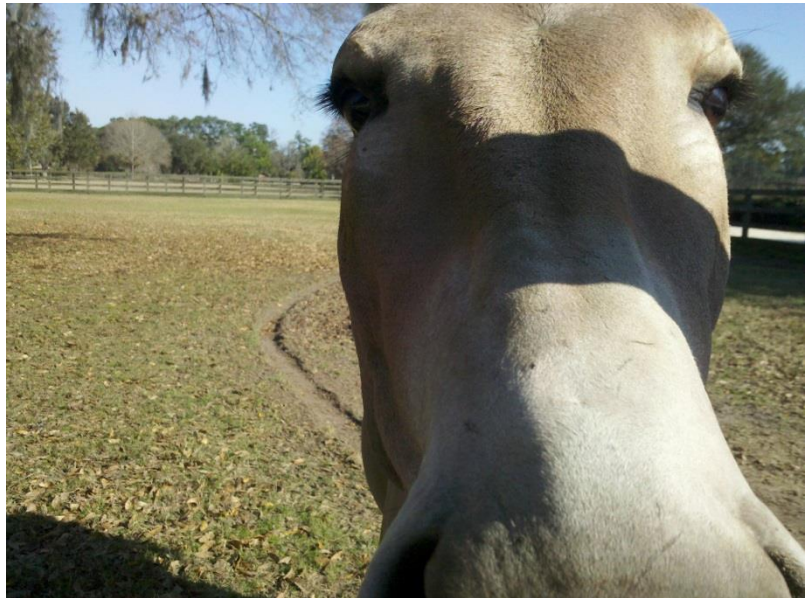




# ANS 3216 INTRODUCTION TO EQUINE SCIENCE



Fall 2015

## Course Overview

Section 2966, 5<sup>th</sup> Period M, W, F 11:45-12:35

Room 156 Animal Sciences Building

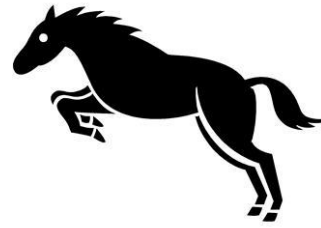
Office Hours MW 1:00 to 3:00 PM (or by appointment)

Instructor: Dr. Chris Mortensen, 231E ANS Building

[cmortensen@ufl.edu](mailto:cmortensen@ufl.edu), 392-0133

# ANS 3216 Introduction to Equine Science

## COURSE OVERVIEW



### Course Objectives

The ANS 3216 course is designed for students with an interest in equine sciences and covers the principles of equine selection, care and utilization. Students will be able to identify the scope of the horse industry while recognizing important principles of equine science and relate the basic principles of equine management to responsible horse ownership and care. At the conclusion of this course students will be able to:

1. Recognize the scope of the horse industry
2. Understand the principles of equine selection, behavior, nutrition, reproduction and health
3. Relate basic management practices for responsible horse ownership and care

### Course Assignments

Each section of the course will be posted on Canvas in Topic Modules. Students will be expected to watch recorded lectures through Canvas prior to each class meeting. Lecture videos are no more than 15 minutes in length and can be viewed over any device with access to the internet. In addition to the posted video lectures, reading assignments and supplemental material will be made available through Canvas to enhance student comprehension of the topics covered in each module.

Each week for review, one online game will be made available to students (see Gaming below). It is recommended each student complete and attempt to “win” each game. For participation credit, each student will be asked to attempt each game at least once and 10 points given each week for attempting the activity.

Twelve quizzes will be made available over Canvas throughout the semester and students can refer to the Quiz Schedule posted below. Students will be expected to individually take the online quiz by the date posted by 11:55PM. Each quiz will be timed, therefore students are strongly encouraged to finish viewing the online lectures and posted reading assignments before attempting the quiz. Each student’s quiz grade will be calculated from the top 10 quiz scores, dropping the two lowest.

Three exams will be given during the semester and dates are posted in the schedule below. Each exam will be worth 100 points and will cover the previous covered modules and in-class assignments. A cumulative “optional” final exam will be offered to students on the posted exam date. The final exam will be an opportunity for students to better a previous exam grade. If your final exam grade exceeds a previous exam score, it will be used to replace your lowest exam score. If your final exam score is lower than any of the previous 3 exams, it will not be used in your final course grade.

Each class period students will log into Top Hat (see details below) and answer a question associated with the lecture for 1 point each day.

## Horse Portfolio

Each student will “own” a horse this semester. The purpose of the horse portfolio will be for each student to select and own a fictional horse of their choosing. The topics of this course are meant to be applied to responsible horse ownership. Therefore, throughout the semester in-class assignments will be used to reinforce the material covered in the learning modules and for each student to apply the knowledge to their horse. Over the course of the semester, students will accrue worksheets that have been completed during class time on management plans for their chosen horse. At the conclusion of the semester, students will turn in their worksheets for a grade worth 100 points. A grading rubric will be provided.

## Game Day

On select Fridays during the semester (refer to course schedule below) we will have “Game Day”. Game Days will be used to reinforce the concepts covered in each learning module. Gaming activities will vary according to each topic and will be conducted either as one large class or in small gaming groups. Gaming material will be provided to each student. For participation on Game Days students will receive 2 points.

Topic	Gaming Activity	Topic	Gaming Activity
8/26 Horse evolution	It's “Taboo”	10/7 Nutrient req.	“You Don't Know” Horses
9/02 Horse I.D.	What's up? Heads up!	10/21 Facilities/Nutri.	Farm “Scene-It”
9/09 Horse breeds	“Catchy” breed “Phrases”	11/04 Reprod phys.	The Great Sperm Race
9/16 Horse gaits	Gator Races	11/11 Horse diseases	“Scatter” horses
9/23 Exercise phys.	Trojan “Jenga”	11/18 Horse health	“Balder” horse
9/30 Hoof anatomy	Piction..neeighhh..ary		

## Online Gaming

For online gaming activities, students will need to go to the Quia website at <http://www.quia.com/web> and create a free account. Once created, to add the course type in class code **HAPD863** for ANS 3216 Intro to Equine Fall 2016. Once added, each week a gaming activities will be made available and students will have until the start of the next week (Sunday 11:55 PM) to attempt the game. At the end of each gaming period, Dr. Mortensen will compile each student's activity on the Quia website. If the game has been attempted at least 1x, that student will receive 10 points. Take the opportunity to play the game(s) in assisting you in preparation for the quiz and exams.



## Grading Scale

Total points for the course will be 690 points.

Exam 1	100 points	Online quizzes	100 points	Online games	140 points
Exam 2	100 points	Horse Portfolio	100 points	Game Days	25 points
Exam 3	100 points	Reflection assignment	25 points		

Grade breakdown will be based on the following point totals:

A = 690 to 634	C = 537 to 497
A- = 633 to 621	C- = 496 to 483
B+ = 620 to 607	D+ = 482 to 469
B = 606 to 567	D = 468 to 428
B- = 566 to 552	D- = 427 to 414
C+ = 551 to 538	E = < 414



## Course Schedule

### Learning Module 1. Welcome and Introduction

Mon.	8/22	Course overview
Wed.	8/24	History of the horse
Fri.	8/26	Scope of the horse industry (Game Day)
Mon.	8/29	Basic horse anatomy
Wed.	8/31	Horse coat colors/markings

### Learning Module 2. Identifying Horses

Fri.	9/02	Intro to horse breeds (Game Day)
Mon.	9/05	<b>Labor Day- no classes</b>
Wed.	9/07	Common breeds in U.S.
Fri.	9/09	International horse breeds (Game Day)

### Learning Module 3. Training Horses

Mon.	9/12	Equine communication, senses
Wed.	9/14	Temperament and behavior
Fri.	9/16	Gaits of the horse (Game Day)
Mon.	9/19	Typical horse behavior
Wed.	9/21	Exercise physiology
Fri.	9/23	Psychology in training and management (Game Day)

**\*\*EXAM I MONDAY SEPTEMBER 26\*\***

### Learning Module 4. The Hoof

Wed.	9/28	Hoof Anatomy I
Fri.	9/30	Hoof Anatomy II (Game Day)
Mon.	10/03	Hoof care/Laminitis

Learning Module 5. Equine Nutrition

Wed.	10/05	Digestive anatomy and physiology
Fri.	10/07	Nutrient requirements (Game Day)
Mon.	10/10	Evaluating feedstuffs
Wed.	10/12	Pasture management
Fri.	10/14	<b>Homecoming- no classes</b>
Mon.	10/17	Feeding Management/Colic
Wed.	10/19	Nutritional Disorders

Learning Module 6. Equine Facilities

Fri.	10/21	Facilities introduction (Game Day)
Mon.	10/24	Facilities management
Wed.	10/26	Fencing/Emergency preparedness

**\*\*EXAM II FRIDAY OCTOBER 28\*\***

Learning Module 7. Equine Reproduction

Mon.	10/31	Introduction to equine reproduction
Wed.	11/02	Breeding management
Fri.	11/04	Reproductive physiology (Game Day)
Mon.	11/07	Gestation and post-foaling care
Wed.	11/09	Genetic disorders

Learning Module 8. Equine Health

Fri.	11/11	Parasites of the horse (Game Day)
Mon.	11/14	Equine diseases
Wed.	11/16	Evaluating conformation/soundness
Fri.	11/18	First aid (Game Day)
Mon.	11/21	Recognizing illness
Wed.	11/23	<b>Thanksgiving Holiday - no classes</b>
Fri.	11/25	<b>Thanksgiving Holiday - no classes</b>
Mon.	11/28	Coat color genetics
Wed.	11/30	Game Day- exam review

**\*\*EXAM III FRIDAY DECEMBER 2\*\***

Learning Module 9. Course Wrap-up

Mon.	12/05	Course survey (Game Day)
Wed.	12/07	Course projects due

**\*\*OPTIONAL FINAL EXAM WED DECEMBER 14\*\***

3:00-5:00 PM Room 156 ANS

## Quiz Schedule

The purpose of the online quizzes are to ensure students are viewing the online lectures and in preparation for game days. As a reminder, only your best 10 scores will count towards your grade, and two lowest quizzes will be dropped.

- 9/04 Horse evolution and industry
- 9/11 Horse anatomy and breeds
- 9/18 Horse communication and senses
- 9/25 Horse psychology and gaits
- 10/02 Hoof anatomy
- 10/09 Digestive anatomy and nutrient requirements
- 10/16 Pasture and feeding management
- 10/23 Digestive disorders
- 11/06 Equine reproduction and anatomy
- 11/13 Foaling
- 11/20 Parasites and diseases of the horse
- 12/04 Recognizing illness and applying first aid

## Top Hat

Students will be required to sign up with Top Hat at [www.tophat.com](http://www.tophat.com) and we will be using the program throughout the course. An email will be sent to each student with instructions on how to join the course. Each day students will answer a question for attendance credit. In addition, since this course is in a flipped format, we will use Top Hat throughout to encourage interactivity and learning in the classroom. This will require a semester subscription.

## Make-up Policy

In order to make up an exam, quiz or in-class assignment, verification of illness in the form of a note from the physician will be required, or form for athletic activity or university sponsored events. The instructor reserves the right to administer an alternate make-up exam/quiz. Make up exams must be taken no later than 1 week from the original exam date.

## Academic Honesty

In 1995 the UF student body enacted a new honor code and voluntarily committed itself to the highest standards of honesty and integrity. When students enroll at the university, they commit themselves to the standard drafted and enacted by students.

In adopting this honor code, the students of the University of Florida recognize that academic honesty and integrity are fundamental values of the university community. Students who enroll at the university commit to holding themselves and their peers to the high standard of honor required by the honor code. Any individual who becomes aware of a violation of the honor code is bound by honor to take corrective action.

The quality of a University of Florida education is dependent upon community acceptance and enforcement of the honor code.

**The Honor Code: We, the members of the University of Florida community, pledge to hold ourselves and our peers to the highest standards of honesty and integrity.**

On all work submitted for credit by students at the university, the following pledge is either required or implied: **“On my honor, I have neither given nor received unauthorized aid in doing this assignment.”**

The university requires all members of its community to be honest in all endeavors. A fundamental principle is that the whole process of learning and pursuit of knowledge is diminished by cheating, plagiarism and other acts of academic dishonesty. In addition, every dishonest act in the academic environment affects other students adversely, from the skewing of the grading curve to giving unfair advantage for honors or for professional or graduate school admission. Therefore, the university will take severe action against dishonest students. Similarly, measures will be taken against faculty, staff and administrators who practice dishonest or demeaning behavior.

Students should report any condition that facilitates dishonesty to the instructor, department chair, college dean or Student Honor Court.

*(Source: 2010-2011 Undergraduate Catalog)*

It is assumed all work will be completed independently unless the assignment is defined as a group project, in writing by the instructor.

This policy will be vigorously upheld at all times in this course.

## Students with Disabilities

The Disability Resource Center coordinates the needed accommodations of students with disabilities. This includes registering disabilities, recommending academic accommodations within the classroom, accessing special adaptive computer equipment, providing interpretation services and mediating faculty-student disability related issues.

0001 Reid Hall, 392-8565, [www.dso.ufl.edu/drc/](http://www.dso.ufl.edu/drc/)

## Software Use

All faculty, staff and students of the university are required and expected to obey the laws and legal agreements governing software use. Failure to do so can lead to monetary damages and/or criminal penalties for the individual violator. Because such violations are also against university policies and rules, disciplinary action will be taken as appropriate.

## Campus Helping Resources

Students experiencing crises or personal problems that interfere with their general well-being are encouraged to utilize the university's counseling resources. Both the Counseling Center and Student Mental Health Services provide confidential counseling services at no cost for currently enrolled students. Resources are available on campus for students having personal problems or lacking clear career or academic goals, which interfere with their academic performance. The Counseling Center is located at 301 Peabody Hall (next

to Criser Hall). Student Mental Health Services is located on the second floor of the Student Health Care Center in the Infirmary.

- *University Counseling Center*, 301 Peabody Hall, 392-1575, [www.counseling.ufl.edu/cwc/](http://www.counseling.ufl.edu/cwc/)
- *Career Resource Center*, CR-100 JWRU, 392-1602, [www.crc.ufl.edu/](http://www.crc.ufl.edu/)
  - *Student Mental Health Services*, Rm. 245 Student Health Care Center, 392-1171, [www.counseling.ufl.edu/cwc/](http://www.counseling.ufl.edu/cwc/)
    - Alcohol and Substance Abuse Program (ASAP)
    - Center for Sexual Assault / Abuse Recovery & Education (CARE)
    - Eating Disorders Program
    - Employee Assistance Program
    - Suicide Prevention Program

## Grading

Please consult UF's new grading policy at:

<http://www.registrar.ufl.edu/catalog/policies/regulationgrades.html>

