

UNIVERSITY				MODULE SPECIFICATION PROFORMA				
Module Title:	Learning and Training			Level	5	Credit Value:	2	0
Module code:	ANM515	Is this a new module	Yes Code of module being replaced					
Cost Centre(s):	GAAN <u>JACS3</u> code:			I	D390			
With effect from:	September 18							
School:	Social & Life Sciences				Module Angela Winstanley Leader: Angela Winstanley			
Scheduled learn	ing and teaching	hours						50 hrs
Guided independent study			150 hrs					
Placement			0 hrs					
Module duration (total hours)			200 hrs					
Programme(s)	in which to be o	ffered				Со	re	Option
BSc (Hons) Equine Science and Welfare Management			✓					
BSc (Hons) Animal Science				✓				
FdSc Animal St	udies					✓		

Pre-requisites	
None	

Office use only					
Initial approval: June 17					
APSC approval of modification:	Enter date of approval	Version:	1		



Module Aims

- 1. To develop a working knowledge of the principles of learning theory as applied to animals
- 2. Link animal learning to training practices
- 3. Evaluate traditional and contemporary training methods and associated equipment

Intended Learning Outcomes

Key skills for employability

- KS1 Written, oral and media communication skills
- KS2 Leadership, team working and networking skills
- KS3 Opportunity, creativity and problem solving skills
- KS4 Information technology skills and digital literacy
- KS5 Information management skills
- KS6 Research skills
- KS7 Intercultural and sustainability skills
- KS8 Career management skills
- KS9 Learning to learn (managing personal and professional development, selfmanagement)
- KS10 Numeracy

At the end of this module, students will be able to Key Skills					
1	Explain and interpret learning theory as applied to animals	KS1	KS3		
		KS4	KS5		
		KS6			
2	Demonstrate the practical application of learning theory to train an animal a simple behaviour	KS1	KS3		
		KS4	KS5		
		KS6			
3	Evaluate traditional and contemporary animal training methods and equipment	KS1	KS3		
		KS4	KS5		
		KS6			
Transferable skills and other attributes					
Research, presentation and evaluation of information, problem solving, interpersonal communication skills. ICT skills, reflective practice					



Derogations

None

Assessment:

In-class test: Students will complete an in class test on learning theory which will include; Habituation, sensitisation, classical and operant conditioning.

Case Study: Students will synthesise a training plan for teaching a simple behaviour which will be negotiated with the tutor. Students will link theory to practice by indicating the learning processes utilised. They will keep a record of progress and problems with training and make suggestions for future improvement.

Assessment number	Learning Outcomes to be met	Type of assessment	Weighting (%)	Duration (if exam)	Word count (or equivalent if appropriate)
1	1	In-class test	40	60 minutes	1,600
2	2,3	Case Study	60		2,400

Learning and Teaching Strategies:

Lectures will provide students with underpinning knowledge of learning theory. This will be applied to practical situations which will be presented by a range of approaches e.g. demonstrations, and practical workshops. Students will have the opportunity to develop practical training skills with animals. All work will be carried out within the University's ethical framework.

Guest lectures, demonstrations and educational visits will broaden student's knowledge of the range and application of different training methods. This knowledge will equip students with a deeper understanding of the relationship between learning theory and practical handling and training.





Syllabus outline:

- Animal learning and intelligence
- A historical perspective of animal training
- Effects of management on animal training and behaviour
- Qualities of good trainers
- The effect of breed and ethology on learning tasks
- Imprinting and innate behaviours
- Animal and human factors that limit and enhance learning, Yerkes Dodson
- Non-associative learning in animals habituation and sensitisation
- Associative learning in animals classical conditioning, operant conditioning
- Ethical and welfare implications of training techniques
- Methods of training horses and other animals, e.g. Contemporary and traditional: clicker training, luring and target training, the use of negative reinforcement and aversive.
- Horse-human relationship during training
- Application of learning theory to practical situations
- Evaluating training equipment
- Developing and implementing training plans for animals
- Dealing with problems in animal training

Bibliography:

Essential reading

McGreevy, P.D. & McLean, A.N. (2010). *Equitation Science*. West Sussex UK: Wiley-Blackwell.

McGreevy, P. (2004). *Equine Behaviour: A Guide for Veterinarians and Equine Scientists*. London: Saunders.

Other indicative reading

Budiansky, S. (1997). *The Nature of Horses, their Evolution, Intelligence and Behaviour.* London: Weidenfeld & Nicolson.

Hart, B. (2008). The Art and Science of Clicker Training for Horses: Positive Approach to Training Equines and Understanding them. London: Souvenir Press.

Marsden, D. (2005). How horses learn. London: JA. Allen.

McLean, A. (2003). The Truth about Horses. Hauppauge: Barron.

Miller, R. (2007). *Natural Horsemanship explained: from heart to hands.* Guilford: The Lyons Press.

Mills, D. and Nankervis, K. (1999). *Equine Behaviour: Principles and Practice.* London: Blackwell.

Parelli, P. (2003). *Natural Horse-Man-Ship. Six Keys to a Natural Horse-Human relationship.* Augusta: Western Horseman.



Rees, L. (1984). The Horse's Mind. London: Stanley Paul.

Tellington-Jones, L. & Lieberman, B. (2006), *The Ultimate Horse Behaviour and Training Book: Enlightened and Revolutionary Solutions for the 21st Century*. Chicago: Trafalgar Square Books.

Zeitler-Feicht, M.H. (2004). *Horse Behaviour Explained: Origins, Treatment, and Prevention of Problem.* London: Manson Publishing Ltd.

Reference will be made to contemporary research articles from journals such as:

- Animal behaviour
- Animal cognition
- Animal learning and behaviour
- Journal of Veterinary Behaviour