



Higher National Unit specification

General information

Unit title: Game and Wildlife Management: Working Dogs
(SCQF level 7)

Unit code: H95D 34

Superclass: SH

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Version: 02

Unit purpose

This Unit is designed to provide learners with the knowledge and skills required for identification of working dogs within game management environments and also the care and maintenance of dogs and kennel management. It also provides the underpinning knowledge for feed/health and training programmes suitable for the working dog. Learners will be made aware that working dogs are an essential element of the gamekeeping industry.

This Unit is suitable for those wishing to pursue a career in gamekeeping or wildlife management.

Outcomes

On completion of the Unit the learner should be able to:

- 1 Describe different type of working dogs commonly used within game management.
- 2 Plan a feeding and health programme for a selected working dog breed.
- 3 Plan a training programme for a selected working dog breed.

Credit points and level

1 Higher National Unit credit at SCQF level 7: (8 SCQF credit points at SCQF level 7)

Higher National Unit specification: General information (cont)

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Core Skills

Achievement of this Unit gives automatic certification of the following Core Skills component:

Complete Core Skill	None
Core Skill component	Critical Thinking at SCQF level 5

Recommended entry to the Unit

Prior knowledge and skills are not required for this Unit. However, it would be beneficial if learners had some vocational experience of managing and handling gundogs. Alternatively, it would be beneficial if they had studied or were at present studying dog management, or had gained certification in dog training or management, for example, National Certificate Unit E8WR 11 *Gundog Care and Handling*.

Context for delivery

If this Unit is delivered as part of a Group Award, it is recommended that it should be taught and assessed within the subject area of the Group Award to which it contributes.

It may also be taken as a free-standing Unit and used as a source of continuing professional development.

Equality and inclusion

This Unit specification has been designed to ensure that there are no unnecessary barriers to learning or assessment. The individual needs of learners should be taken into account when planning learning experiences, selecting assessment methods or considering alternative evidence.

Further advice can be found on our website www.sqa.org.uk/assessmentarrangements.

Higher National Unit specification: Statement of standards

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Acceptable performance in this Unit will be the satisfactory achievement of the standards set out in this part of the Unit specification. All sections of the statement of standards are mandatory and cannot be altered without reference to SQA.

Where evidence for Outcomes is assessed on a sample basis, the whole of the content listed in the Knowledge and/or Skills section must be taught and available for assessment. Learners should not know in advance the items on which they will be assessed and different items should be sampled on each assessment occasion.

Outcome 1

Describe different types of working dogs commonly used within game management.

Knowledge and/or Skills

- ◆ Uses and roles of the working dogs within game management
- ◆ Kennel requirements for working dogs within game management

Outcome 2

Plan a feeding and health programme for a selected working dog breed.

Knowledge and/or Skills

- ◆ Feeding requirements
- ◆ Health and welfare
- ◆ Working dog diseases
- ◆ Injuries relating to working tasks

Outcome 3

Plan a training programme for a selected working dog breed.

Knowledge and/or Skills

- ◆ Socialisation and humanisation
- ◆ Canine psychology
- ◆ Development of natural instincts
- ◆ Obedience commands

Higher National Unit specification: Statement of standards (cont)

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Evidence Requirements for this Unit

Learners will need to provide evidence to demonstrate their Knowledge and/or Skills across all Outcomes by showing that they can:

Outcome 1

- ◆ identify and describe four working dogs breeds including their role/use.
- ◆ describe suitable kennel requirements for one working dog group.

Outcome 2

- ◆ plan an annual feeding programme for one selected working dog.
- ◆ plan an annual health/welfare programme for one selected working dog.
- ◆ describe common diseases associated with one working dog.

Outcome 3

- ◆ describe how you train the selected working dog, including types of training systems and commands used.
- ◆ describe the development of natural instincts of the working dog.
- ◆ describe how you would implement socialisation/humanisation for the working dog selected.
- ◆ describe the process of canine psychology in relation to a training programme.

This Unit could be assessed holistically, with a single project being used to demonstrate the learner's ability to meet the Evidence Requirements for all three Outcomes.



Higher National Unit Support Notes

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Unit Support Notes are offered as guidance and are not mandatory.

While the exact time allocated to this Unit is at the discretion of the centre, the notional design length is 40 hours.

Guidance on the content and context for this Unit

The aim of this Unit is to expand the learner's knowledge and understanding of working dog groups used to support game management, learners will develop underpinning knowledge of health care, feeding and housing requirements.

Outcome 1

Within this Outcome learners are introduced to the range of different working dogs within game management, their purpose and role should be covered, the history of an individual working dog group and how they evolved and suitable kennel design, taking into account the time of year.

Outcome 2

This Outcome deals with feeding, health, welfare and diseases of the working dog group selected. The importance of good health should be stressed in terms of feeding, health and welfare, learners will develop knowledge and understanding of common canine diseases and how to look for clinical signs in working dogs associated with the group selected.

Outcome 3

Deals with aspects of working dog training for the selected working dog group, learners will receive instruction on how to plan a training programme. The benefits of creating a suitable training plan for the particular working dog breed will be emphasised.

Guidance on approaches to delivery of this Unit

This Unit is an optional Unit which is part of the HNC in Gamekeeping. It may also be used for learners to undertake CPD; it could also be delivered as a free-standing Unit.

Visits to gundog/terrier/ hounds kennels should be carried as appropriate. Practical demonstrations from working dog trainers will be most beneficial; all aspects of this Unit should be covered by a project.

Higher National Unit Support Notes (cont)

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Guidance on approaches to assessment of this Unit

This Unit could be assessed holistically through a project combining the Evidence Requirements for each Outcome for a selected working dog. The working dog group should be chosen from the list below:

- ◆ Terriers
- ◆ Spaniels
- ◆ Retrievers
- ◆ Hunter Pointers Retriever breeds (HPR)
- ◆ Running dogs
- ◆ Blood Tracking dogs
- ◆ Hounds

Evidence can be generated using different types of assessment. The above is only a suggestion. There may be other methods that would be more suitable to learners.

Centres are reminded that prior verification of centre-devised assessments would help to ensure that the national standard is being met. Where learners experience a range of assessment methods, this helps them to develop different skills that should be transferable to work or further and higher education.

Opportunities for e-assessment

E-assessment may be appropriate for some assessments in this Unit. By e-assessment we mean assessment which is supported by Information and Communication Technology (ICT), such as e-testing or the use of e-portfolios or social software. Centres which wish to use e-assessment must ensure that the national standard is applied to all learner evidence and that conditions of assessment as specified in the Evidence Requirements are met, regardless of the mode of gathering evidence. The most up-to-date guidance on the use of e-assessment to support SQA's qualifications is available at www.sqa.org.uk/e-assessment.

Opportunities for developing Core and other essential skills

There may be opportunities to gather evidence towards Core Skills *Problem Solving* and *Information and Communication Technology (ICT)* at SCQF level 6 in this Unit, although there is no automatic certification of Core Skills. Other skills such as enterprise, employability, sustainable development and citizenship could be developed.

This Unit has the Critical Thinking component of Problem Solving embedded in it. This means that when candidates achieve the Unit, their Core Skills profile will also be updated to show they have achieved Critical Thinking at SCQF level 5

History of changes to Unit

Version	Description of change	Date
02	Core Skills Component Critical Thinking at SCQF level 5 embedded.	September 2015

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General information for learners

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This section will help you decide whether this is the Unit for you by explaining what the Unit is about, what you should know or be able to do before you start, what you will need to do during the Unit and opportunities for further learning and employment.

The aim of this Unit is to expand your knowledge and understanding of working dog groups used to support game management activities, you will develop underpinning knowledge of health care, feeding and housing requirements as well as handling skills.

You may undertake this Unit as part of the HNC in Game and Wildlife Management but it could also be taken as a stand-alone Unit to improve your knowledge of this specific area or as part of your Continuous Professional Development (CPD).

You are likely to be assessed for this Unit through a project which will require you to consider the various types of working dogs used within game management and then to concentrate on one particular breed to look in more depth at a suitable feeding and health programme and a training programme.