



Zoo Toy Shop



Target Audience: Education: Grade(s): 2nd – 5th

Primary Disciplines: Science

Program Description: Zoo Toy Shop introduces students to all the ways animals have fun at the Greenville Zoo! During this program, we will define animal enrichment, investigate various zoo toys, and even have up-close encounters with fun-loving education animal ambassadors.

Program Format:

1. Review of basic animal needs: Food, Water Shelter, Air
2. Introduction to and definition of Animal Enrichment
3. Connection: Meet Animal Ambassadors and learn about their favorite types of Enrichment

Objectives:

Upon completion of this program, participants should be able to:

1. List the four basic needs of animals: Food, Water, Shelter, Air
2. Define Animal Enrichment
3. List at least three examples of Animal Enrichment used at the Greenville Zoo

Vocabulary:

1. Enrichment: Anything we can do for or give to animals to promote natural behaviors.
2. Habitat Enrichment: items used to create an animals' exhibit that mimic their native habitat
3. Exploratory Enrichment: items, usually new each day, provided to animals that encourage natural behaviors.
4. Food Enrichment: seasonal, unique items offered to animals to supplement their usual diets
5. Keeper Enrichment: daily interactions with keepers, including training experience, encourages natural behaviors

Duration: 35 minutes

Standards Alignment:

Next Generation Science Standards:

- K-LS1-1 From Molecules to Organisms: Structures and Processes
 - Use observations to describe patterns of what plants and animals (including humans) need to survive.
- 2-LS4-1 Biological Evolution: Unity and Diversity

- Make observations of plants and animals to compare the diversity of life in different habitats.
- 4-LS1-1 From Molecules to Organisms: Structures and Processes
 - Construct an argument that plants and animals have internal and external structures that function to support survival, growth, behavior, and reproduction.

Pre/Post Activity Suggestions:

- **Animal Exhibit & Enrichment Design**
 - **Resources:**
 - Optional: Natural History Survey
 - Research Materials
 - Paper
 - Pen/Pencil/Makers/Crayons etc
 - **Procedure:**
 - Let the students know that they are now in charge of building an animal exhibit at a local zoo. Have them choose an animal they would like to design an exhibit for.
 - After they have chosen, let the students know that their first step in designing any exhibit is to first research the animal. Optional: Provide students with the Natural History Survey to help guide their research.
 - With their newfound knowledge and completed research, have students begin designing a zoo exhibit. Tip: Don't forget the basics! All animals need food, water, shelter, and air to survive.
 - After students have designed their exhibits, have students design enrichment items for their chosen species. For an extra challenge, try to have them design one enrichment item from each of the four different types of enrichment.

- **Community Partnership: Enrichment Building**
 - **Resources:**
 - Local Animal Shelter/Wildlife Rescue Partnership
 - Recycled Materials/Shelter Requested Materials
 - **Procedure:**
 - First, reach out to a local animal shelter / wildlife rescue to see if they are interested in collaborating with your class to create enrichment for the rescued animals. Usually, these organizations are grateful for the opportunity and have a good idea of what items they need the most.
 - Have students remind you what enrichment means, then discuss with them that all animals need enrichment. At the zoo, all animals get enrichment from our cockroaches to our orangutans. Domestic animals need enrichment too, so as a class, you are going to work together to create enrichment for local animals in need.
 - Follow all guidelines set forth by your local shelter. Gather materials and have students work in groups or as individuals to create enrichment items. Before donating these items to the shelter, have students share their items with the group.
 - Tip: Be careful to monitor items for safety. Make sure all materials are durable and animal safe, and that all enrichment items are large enough to not accidentally be eaten.

Natural History Survey

Date: _____

Name: _____

Species Name: _____

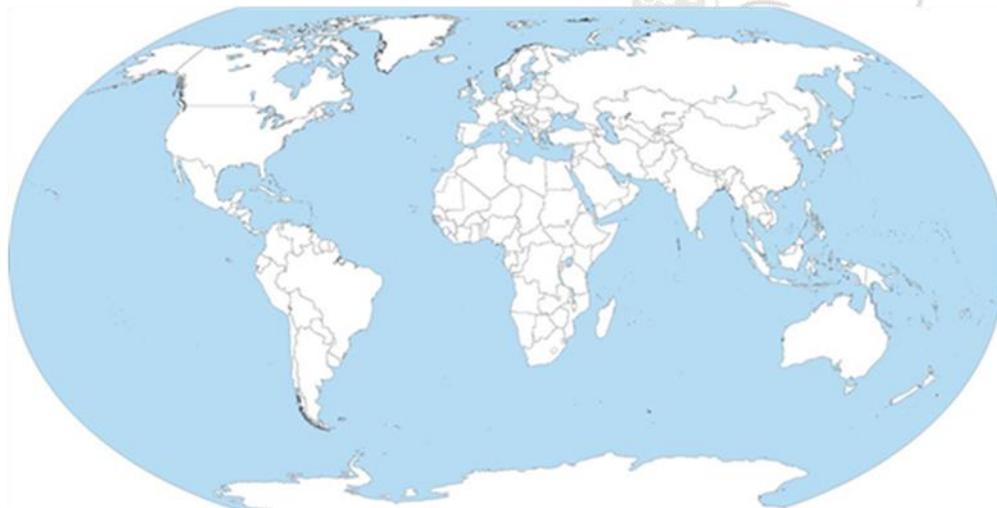
Common Name: _____

Age/ Date of Birth: _____

Birth Location: SOUTH CAROLINA _____

Average Life Span: (in a zoo) _____ (in the wild) _____

Indicate on the map where there are naturally found



Natural Habitats (Circle all that apply)

Forests Swamp

Desert

Mountains

Grasslands

Lakes

Ocean

Wetlands

Other: _____

Describe the species' optimal climate: _____

Natural Diet: Describe food items; indicate whether they are carnivore, omnivore, herbivore etc.

Natural Behavior: (circle one) Diurnal Crepuscular Nocturnal

Describe some of their natural behavior or some fun facts:

Additional information that you would like to share:

