



Investigating Enrichment

Investigate how enrichment helps our animals thrive at the Zoo

Location in the Zoo: Throughout the Zoo

Materials: Pencil

Activity: Zoos use *enrichment* to provide stimulating and challenging environments, objects, and activities for their animals. Designing good enrichment can be hard if you don't know much about an animal's instinctual and learned behaviors. Can you help the Zoo design enrichment for one of our animals here?

As you explore the Zoo, see if you can find an example of each of these types of enrichment in our exhibits. (Some things might fit in more than one category!)

Sensory

(Stimulates hearing, taste, smell, touch)

Food/Ways to Get Food

(Includes food variety or different ways of finding food)

Toys

(Interesting things to play with)

Environmental

(Stimulates animals through unique things in their habitat)

Behavioral/Social

(Includes training or interactions with other people/animals)

Based on what your observations of enrichment around the Zoo, pick an animal to observe and design enrichment for its exhibit!

Choose an animal to observe and write it below:

Animal

Observe that animal and its exhibit for about 5 minutes. Make field notes below about the exhibit's sign information, the animal's behavior, what the exhibit looks like, if there is already enrichment in there, and how that animal is interacting or not interacting with its exhibit:

Field Notes:

Based on what you have observed, draw and describe what type of enrichment you might create for this animal:

Explain why you chose to create this enrichment for this particular animal.
