Home
EDUCATOR DAY
– Suggested activities

STEM ACTIVITIES:

Collect data in a tally chart while at the zoo and create your own graph when you get home to represent the data. For example, you could record how many mammals/fish/amphibians etc. we have? Or you could record the number of herbivores/omnivores/carnivores on site? Try to draw some conclusions from your data, what is it telling you?

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Look carefully at the variety of enclosures we have here at the zoo. Notice the elements they each have e.g. indoor space, fencing, glass viewing areas. Create some sketches to help you remember them. When you get home, research an animal and what it would need in its enclosure, use the elements you noticed at the zoo to design and create your own enclosure for this animal, this could be a 2D detailed drawing or even a 3D model. Perhaps it could be for an animal we don't currently have here at the zoo?

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Ready to research? Our research team use ethograms to record animal behaviours. Use the ethogram below to record the behaviours you see. Choose your animal and go to their enclosure, set a timer for 3 minutes, place a tally in the correct box each time you see a new behaviour during the 3 minutes. When you get home, can you turn this data into a graph? Or create some statements to outline what percentage of time the animal spent doing each behaviour?

CHOSEN ANIMAL: ....

Resting (alert)	Resting (not alert)	Out of sight	Eating/ drinking	Vocalising	Social behaviour	Other

Dartmoor ZOO

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ART AND DESIGN ACTIVITIES:

Take photos of an animal at the zoo (no flash please). When you get home, create a mixed-media image of that animal using your photos as inspiration.

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While visiting the zoo, try to spot the different enrichment we have here. Enrichment is what we use to help mentally and physically stimulate our animals. There are five types of enrichment, they are: cognitive, food presentation, social, environmental and sensory.
Here are some examples of what they might look like:

When you get home, design your own enrichment for one of our animals.
Questions to consider:
Which animal is it for? What materials will be used? What kind of enrichment will it be? For example: sensory, cognitive? A mixture? Will it contain food?

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We have a large mural painted on the back of an enclosure (near the walkthrough), can you find it? Take a look at it, what elements do you like and why? What do you not like and why? What materials were used to create it? This mural needs an update and you are just the person to do it! Design and create your very own mural, use what you see around the zoo to inspire you!

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ENGLISH ACTIVITIES:

While at the zoo, look at the different animals we have here – do you feel like we are missing any animals that would help with conservation? Public enjoyment? – Write a persuasive letter to encourage us to add them to our collection, remember to include a range of persuasive language and facts/statistics to support your argument.
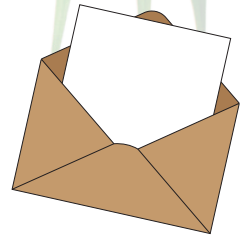
Choose your favourite animal here at the zoo, take photos of them (no flash please!) to remember what they look like. When you get home, write a character description of them – perhaps you could even use this as the start of a story with your chosen animal as the main character?

Create a fact file based on one of our animals here at the zoo, collect all the information you need while you are here – read the signage, listen to a talk about them, observe the animal or ask a keeper/member of the education team – remember to record everything you find out! Create your fact file when you get home, be creative – you could use a computer to create it or do it on paper, it's up to you!

We would absolutely love to see any work completed after and inspired by our Home Educator day – please feel free to send any work to: education@dartmoorzoo.co.uk if you would like us to see it

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