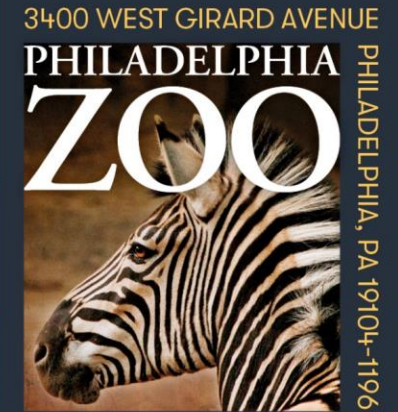


Enrichment Experimentation

Zookeepers are always creating new ways to exercise the minds and bodies of the animals they care for. If you have a pet at home, you can do the same! As keepers make new enrichment, they focus on the behaviors, preferences, and needs of the animal and they consider questions similar to the ones listed below.



Animal Name and Species/Breed: _____

1. Design:

Description: _____

- Category: Sensory (experiencing senses, i.e. encountering new sights, sounds, smells, feels, or tastes)
 Physical (moving their bodies, i.e. running or climbing)
 Manipulative (handling or adjusting objects, i.e. working with a new toy)
 Social (interacting with others, i.e. playing with people or stuffed animals)
 Nutritional (eating and getting vitamins i.e. trying new foods)



What behavior are you hoping to see when your pet uses this enrichment? _____

What is the goal of using this enrichment? _____

How often do you plan to use it? (check one) Daily Weekly Monthly Occasionally (explain): _____

Safety Concerns: Make sure your enrichment does not cause your pet to escape, does not cause your pet to eat something that can be harmful or dangerous to them, and does not cause your pet to be injured or get trapped.

Approval: Check this box when your enrichment has been okayed by an adult

2. Testing: After giving your animal the enrichment, make sure to watch them closely to see how they are using it.

How much did your pet interact with the enrichment? (check one) no interaction a little bit of interaction interacted with and enjoyed

What do you notice? _____

Did this enrichment meet your goal? (check one) Yes No

3. Redesign: What changes would you make to your enrichment plan in the future? _____

Curriculum References: 3.1.3.A2, 3.4.3.C1, 3.4.3.D1, 3.4.3.D3