



MINNESOTA ZOO™  
Changing how you see the world

# Animal Behavior Exhibit Design Post-visit Activity

## MN Graduation Standards supported:

Grades 9-12 Strand I.A  
The student will understand the nature of scientific ways of thinking and that scientific knowledge changes and accumulates over time.

Grades 9-12 Strand I.B  
The student will design and conduct a scientific investigation.

## Vocabulary:

### Animal Enrichment

### Habitat

### Range

### Scientific Name

### Common Name

### Species Survival Plan

## Links:

Information on Minnesota Zoo new bear exhibit  
[www.mnzoo.org/guests/SpecialEvents/rgc.asp](http://www.mnzoo.org/guests/SpecialEvents/rgc.asp)

National Geographic Cyber Tiger  
<http://www.nationalgeographic.com/tigers/maina.html>

## Introduction:

This activity will help assess the knowledge that the students gained while at the zoo in regards to animal behavior.

## Objectives:

At the end of this lesson, the students will:

1. Create an exhibit for an animal based on its size, habits, social structure, etc.

## Procedure:

1. As you walked through the zoo, you observed an animal that interested you. Find the following information about your animal. The more detail you give the better an exhibit you can design for it.
  - Common Name
  - Scientific Name (Genus species)
  - Habitat
  - Range
  - Diet
  - Size of the animal
  - Social Structure
  - Reproduction
  - Status (Threatened, Endangered, Critically Endangered, SSP etc.)
  - Notes
2. Make an outline, drawing, diorama, or model of the animal's enclosure/exhibit. Indicate special features you have included in the exhibit for enrichment.