

Exhibit Design (3-5)

Students will learn that exhibit design can play major role in animal health. Designing an exhibit is a long, drawn-out, thoughtful process that involves the input of many different people. This activity will involve each student designing an animal habitat.

Pre-Connection

Assign each student an animal to research and study (or have them choose their own). They should find out about the animal's diet, its activity levels and behavior, and its sleeping habits.

After doing research, students will then design an exhibit for their animal.

Remind them to include the following elements: water, food, shelter, animal safety, and keeper safety.

They can draw a diagram or construct a diorama of their exhibit.

Post-Connection

Have students revisit their plans after connecting with the Zoo and talking with the presenter about the concerns, considerations, and planning that goes into designing a habitat.

Allow them to study their original plans and then answer the following discussion questions.

Observations/ Questions for Discussion

Will this exhibit be easy or difficult to design and construct?

Will the zookeepers be safe in this exhibit?

Will the animal be safe from possible dangers?

Will the animal be happy?

Will the zoo visitors be able to see the animal, no matter what it's doing?

What else would you add to this exhibit?