

Bio-Mimics (4th & 5th Grade)



CAMP DESCRIPTION



Some are good at stealth, others have extraordinary healing capabilities, but the best of the best... they *copy* and *duplicate* the remarkable abilities found in others! Are you a Bio-Mimic? Are you cut out to clone and modify the adaptations of incredible animals and channel them into unique engineering marvels? What can we learn from a giraffe in order to build a better bridge? Why is the extreme durability of a rainforest seed important for saving elephants? What are the mechanics of bird-flight? Discover how to absorb the best adaptations of zoo animals and reassemble them in ways that can help both humans and

animals!

WEEK OVERVIEW

*Daily Schedule Subject to Change. *Animal Ambassador subject to change based on animal needs**

	Monday	Tuesday	Wednesday	Thursday	Friday
Theme of the Day	Copying from Creatures	Designing from Desert-Dwellers	Grasping... Feet!	Planning from Bears and Elephants	Engineering from Plants
Animal Ambassador Experience	Skink	Sand Boa OR African Bullfrog	Scorpion OR Box Turtle	Boreal Toad OR Tenrec	N/A
Activities/ Explorations	Design something that mimics and animal & Explore Tropical Discovery	Design a solution based on desert animal Adaptations & Explore various desert animals	Build a structure to enhance your shoe & Explore Predator Ridge	Explore Harmony Hill & Toyota Elephant Passage & City Park Fountains!	Solve the Super Challenge & Explore plant life at the zoo &

REMINDERS

- Camp runs in rain or shine. Make sure your camper is dressed for the weather.
- Campers are required to bring:
 - Backpack
 - Sack lunch + 2 snacks
 - Water bottle
- **Please note the day your child's camp group will take a walking field trip to the City Park H2O Odyssey Fountains.** While playing in the fountains, campers must keep their **camp shirt** and pants/shorts on – quick dry shoes and shorts are recommended on this day, but not required. Campers are welcome to bring a change of clothes, but usually dry by the time we return to the zoo.
- Drop-off and Pick-up occurs at the Special Programs Entrance (Gate 1), according to their designated time window. You will need to bring an ID **every day** for pick-up.
 - Drop-off: **9:00-9:15 AM**
 - Pick-up: **4:00-4:15 PM**