

# Summer Safari



## Animal Care 101: 8<sup>th</sup> & 9<sup>th</sup> Grade

In this special week of camp, students entering 8th grade will interact directly with DZCA's Animal Care staff. Our team of Animal Ambassador Animal Care Specialists will teach campers the ins and outs of how they care for and train (small) animals. Campers will discover how Animal Care Specialists set goals for their animals, and how to create fun enrichment that helps our animals show off their impressive, natural behaviors.

### Week Overview

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

	Monday	Tuesday	Wednesday	Thursday	Friday
<b>Daily Theme</b>	Basic Intro to Animal Needs	Training and Positive Reinforcement	Collaborating across Departments	Enrichment Plans and Goals	Specific Animal Stories – Individual Needs
<b>Special Experiences</b>	Weighing animals, making diets, body conditions	Seeing trained behaviors, close-up	Hospital Visit	Making and giving enrichment	Meeting pairs of GAH animals and learning their personalities
<b>Activities &amp; Explorations</b>	Toyota Elephant Passage	Predator Ridge and Sea Lions	Recess yard, Stingray Cove	CITY PARK FOUNTAINS Primate Panorama	Tropical Discovery

### 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 are 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: 8:45-9:15 AM
  - Pick-up: 3:45-4:15 PM