

Summer Safari



Zooper Villains & Monsters - 4th & 6th Grade

Bam! Boom! Zap! ROAR!? Good vs. evil is the ultimate battle in any comic – but what about in the critter-verse? Like a book, there's more to a villain than its cover! Are they monsters or simply misunderstood geniuses of evolution? Become the author and help us tell the story for the animal antiheroes among us – it's sure to be a page turner!

Week Overview

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

	Monday	Tuesday	Wednesday	Thursday	Friday
Daily Theme	Animal Care Specialists & Veterinary Team	Horticulture & Planning/ Design	FCO & Sustainability	Conservation Learning & Guest Engagement	One Zoo Team
Animal Ambassador Experience	Snake	Guinea Pig or Tenrec	Lizard or Skink	Animal Assembly	Zooprise
Activities & Explorations	Hospital, Primates and Hoofstock	Toyota Elephant Passage	Conservation Species		CITY PARK FOUNTAINS

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