

ENRICHMENT DESIGN PLANNER - EXAMPLE

Page 1

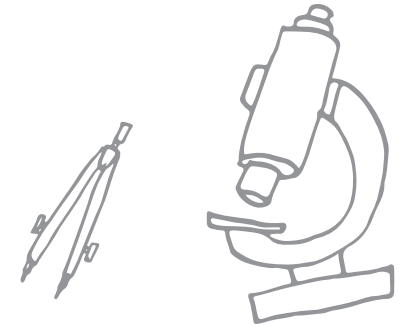


Education



For this activity, you will need to engage in a few steps to help design purposeful enrichment:

- 1) You need to consider all the different behaviours that the animal may express
- 2) Identify what behaviour you would like your enrichment to elicit from the animal
- 3) Research the different contexts that might drive this behaviour
- 4) Plan the object that will be used to achieve the behavioural goal



Animal



Climbing

Walking

Digging

Foraging

Swimming

Scratching

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Page 2

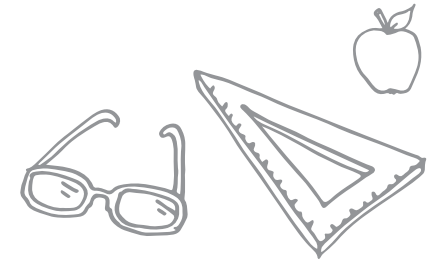


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Behaviour

Context that might drive this behaviour in the wild:

Object

Foraging



Ants in log

Termite mound

Ants up high

Termite mound across a shallow body of water

Hollow log that is full of leaf litter that requires the echidna to dig for food

Compact or wet sand that holds its structure with food inside.

Hanging feeder and ramp that requires the echidna to climb

Shallow shell pool in exhibit with water that requires the echidna to swim to get to food

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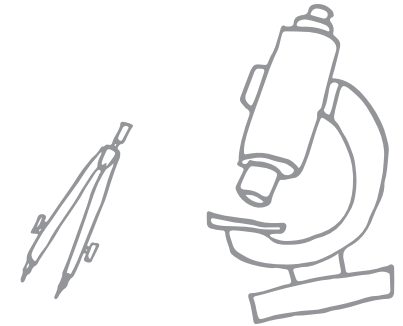


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Animal

A diagram for an enrichment design planner. It features a large, empty rectangular box on the left, labeled "Animal". To the right of this box are six smaller, empty rectangular boxes arranged in a vertical column. Arrows point from the right side of the large box to each of the six smaller boxes, indicating a flow from the animal to specific enrichment goals or observations.

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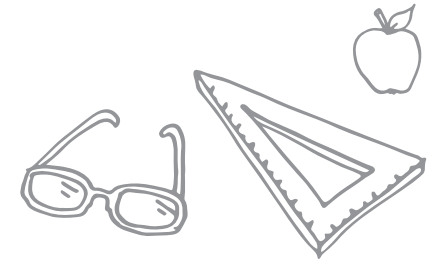


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Behaviour

Context that might drive
this behaviour in the wild:

Object

Behaviour	Context that might drive this behaviour in the wild:	Object