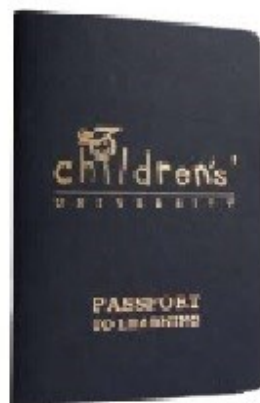


When you have completed an animal observations you can take your passport to the volunteers desk and get a 1 hour credit stamped in your Children's University Passport

Choose another animal observation for more credits in your Children's University Passport



## Extension work if you choose...

You have gathered some interesting information about Gibbons. Can you turn your data into a graph? Present your data in different types of graphs.

Can you think of reasons the Gibbon enclosure has been built like it has? Think about;

- Trees, ropes and water
- Any other things you notice
- Why are Siamang threatened in the wild?
- What can people do to save Siamang from extinction?



## Children's University Learning Experience

1. When you have completed this activity fill in your CU Passport with the date, for 1 hour and *Gibbon observation* as the activity.
2. Take your CU Passport to the Volunteers (Visitors) desk and ask for a stamp.

***If a volunteer isn't available, take this sheet back to the CU coordinator at your school to stamp your passport.***

## Gibbons



Scientists use research skills such as *observation* to learn about animals.

In this learning experience you will be observing a  
Gibbon



Using a map of Adelaide Zoo go to the Gibbon enclosure, up onto the board walk.

## Get started...

- ◇ Choose one Gibbon to watch.
- ◇ Read the behaviour key (next page) and see what the code letter is for possible Gibbon behaviours.
- ◇ Every 60 seconds (1minute) write down what you see (observe) the Gibbon doing at that moment.
- ◇ Repeat 10 times (until 10 minutes have passed).

Your name (name of observer) \_\_\_\_\_

Date:

Time:

Species of study animal: Gibbon (ape)

Does your Gibbon have any special colours or shapes on their fur or any other features?

What is the weather like?

Sunny  Cloudy  Wet  Still

Hot  Warm  Cold  Windy

Every one minute (for 10 minutes) write down what you see the Gibbon doing.

<b>1 min</b>	
<b>2</b>	
<b>3</b>	
<b>4</b>	
<b>5</b>	
<b>6</b>	
<b>7</b>	
<b>8</b>	
<b>9</b>	
<b>10</b>	

### Code Behaviour

**RA** Resting alone

**RG** Resting with others

**AB** Swinging

**P** Play

**C** Climbing

**W** Walking

**Cy** Contact with young

**Gs** Grooming self

**Ga** Grooming another

**F** Feeding

**Co** Calling out loudly