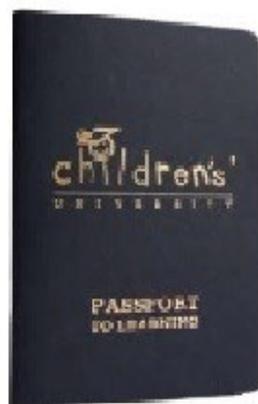


When you have completed an animal observations you can take your passport to the volunteers desk and get a 1 hour credit stamped in your Children's University Passport

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 the Otter. Can you turn your data into a graph?

Try drawing your data in different types of graphs.

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

- Logs and rocks
- Shrubs, grasses and reeds
- Swimming pools
- Are otters threatened in the wild?



Children's University Learning Experience

1. When you have completed this activity fill in your CU Passport with the date, for 1 hour and *Otter 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.

Otters



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

In this learning experience you will be observing Otters



Find a map of Adelaide Zoo and go to the Otter enclosure near the front entrance.

Get started...

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

Your name (name of observer) _____

Date:

Time:

Species of study animal: Otter

Does your Otter have any special colours or shapes on their fur (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 Otter doing.

1 min	
2	
3	
4	
5	
6	
7	
8	
9	
10	

Code Behaviour

- W** Walking / moving about
- S** Sitting
- H** Bobbing / bouncing on the
- E** Eating
- S** Swimming
- R** Resting / Sleeping
- O** Hiding
- G** Grooming
- P** Playing
- X** Other (specify)