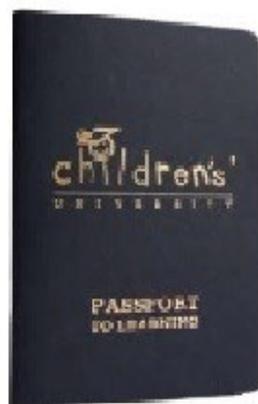


When you have completed an animal observations you can take your passport to the volunteers desk and get a 1 hour credit stamped in your Children's University Passport

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 Reptiles. Can you turn your data into a graph? Present your data in different types of graphs.

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

- Logs, rocks, sand
- Glass
- Any other things you notice
- Is the reptile that you observed a threatened species?
- What can people do to save the reptile you observed 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 *reptile 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.

Reptile



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

In this learning experience you will be observing a reptile of your choice. Try and choose a species that is likely to be active (not an Alligator!).



Using a map of Adelaide Zoo go to the Reptile house near the front entrance.

Get started...

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

Your name (name of observer) _____

Date:

Time:

Species of study animal: Reptile

Does your Reptile have any special colours or shapes on their skin (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 reptile doing.

1 min	
2	
3	
4	
5	
6	
7	
8	
9	
10	

Code Behaviour

- F** Feeding foraging
- I** Inactive (not moving at all)
- M** Moving
- S** Sunning itself
- D** Drinking
- B** Bathing
- O** Hiding
- C** Climbing
- X** Other (specify)