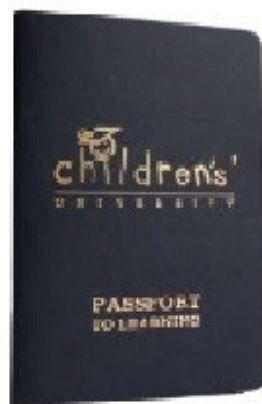


When you have completed the animal observations you can take your passport to the volunteers desk and get a 30 minute credit stamped in your Children's University Passport

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

Can you think of reasons the Wallaby/Kangaroo enclosure has been built like it has?

- Open space
- Any other things you notice

How could this area be different to other areas in the Zoo?

Is this animal threatened in the wild? How can we protect them from becoming more threatened?



Children's University Learning Experience

1. When you have completed this activity fill in your CU Passport with the date, for 30 minutes and *Wallaby or Kangaroo 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.

Wallaby or Kangaroo



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

In this learning experience you will be observing a Wallaby or Kangaroo



Using a map of Adelaide Zoo go to the Kangaroo and Wallaby enclosure.

Get started...

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

Your name (name of observer) _____

Date:

Time:

Species of study animal: Wallaby / Kangaroo

Does your animal 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 animal doing.

1 min	
2	
3	
4	
5	
6	
7	
8	
9	
10	

Code Behaviour

- J** Jumping
- E** Eating
- D** Drinking
- S** Sitting
- R** Resting/sleeping
- O** Hiding
- G** Grooming/self-cleaning
- Bg** Being groomed
- H** Hopping
- Pc** Pouch cleaning
- X** Other