

# Design and/or make an enrichment toy for an animal/pet



## For leaders

In the Zoo, keepers create all kinds of wonderful enrichments for animals to help develop their natural instincts. This could range from hiding food to building climbing frames and puzzle boxes.

**Age 14 - 18**

**Age 5 - 7**

**Age 7 - 11**

## Activity details

### This activity counts towards...



- Zoo

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£/££

Indoors

Day

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11 - 14

14 - 18

5 - 7

7 - 11

3 - 5

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Autumn

Spring

Summer

Winter

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### Skills:

- Creativity
- Decision making
- Mental Health Awareness
- Responsibility

### Equipment: