A Partial Education Safari Tour (No Carnivore) is included in all Sleepover experiences. A Gift Market visit can be made after your Education Safari Tour has concluded. (Gift Market is open daily May 1st – October 31st)

The program options below are available for you to create the experience that best fits your group’s needs. We offer a General Wildlife Program made up of staff selected programs and an option to build your own experience.

Program Options

General Wildlife Program
Choose Your Own Adventure!
  Adaptation Game
  Be a Paleontologist
  Bio Diversity Jenga
  Build-A-Beast
  Habitats
  Horns and Antlers
  Ins and Outs
  Night Hike
  Picky Eaters (requires Adaptation Game)
  Predator Prey Games
<table>
<thead>
<tr>
<th>Program Name</th>
<th>Description</th>
<th>Length</th>
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<tbody>
<tr>
<td>Animal Adaptations</td>
<td>Participants learn about animal adaptations and how they help them to survive. (It is recommended that you include this program should you also choose “Build-A-Beast” or “Picky Eaters.”)</td>
<td>1 hour</td>
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<tr>
<td>Be a Paleontologist!</td>
<td>Participants will model the motive and process by which Neil Shubin and his team search for and discover a previously unknown fossil. Tiktaalik Rosea, the missing link between lobe finned fish and tetrapods, brings evolution to life.</td>
<td>1 hour</td>
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<tr>
<td>Bio-Diversity Jenga</td>
<td>Participants will learn how species are very dependent on each other and how fragile an ecosystem becomes when we start removing individual species. This program will have volunteers remove blocks from a life size Jenga set the represents our ecosystem!</td>
<td>0.5-1 hour</td>
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<tr>
<td>Build-A-Beast</td>
<td>Participants will design their own species with special adaptations to survive different climates and environments! These species will be built from craft supplies and recycled materials.</td>
<td>1 hour</td>
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<tr>
<td>Habitats</td>
<td>Participants will talk about what a habitat is and what it needs to provide. We will play our very own habitat game to help illustrate how habitats provide for the different animals that live there.</td>
<td>1 hour</td>
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<tr>
<td>Horns vs. Antlers with Ins &amp; Outs</td>
<td>Guests will learn about the differences between horns and antlers and their uses in the animal world. Plenty of Bio-Facts ensure that everyone will get hands on with this program. Moving on from headgear, participants learn about different digestive adaptations animals have developed for specialized diets.</td>
<td>1 hour</td>
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<tr>
<td>Night Hike</td>
<td>This program is an interpretive hike but part if not all of this hike occurs after sunset. We discuss crepuscular animals and have a few after dark activities to help illustrate nocturnal adaptations.</td>
<td>1 hour</td>
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<tr>
<td>Picky Eaters</td>
<td>Guests will explore how some animal adaptations succeed and others fail. They will model Natural Selection, the process that drives evolution, as they use different “adaptation” to gather food for their species. We will surely see the Survival of the Fittest with this program.</td>
<td>1 hour</td>
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<tr>
<td>Predator Prey Games</td>
<td>The Education Staff will teach and play games based around predator prey relationships.</td>
<td>1 hour</td>
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