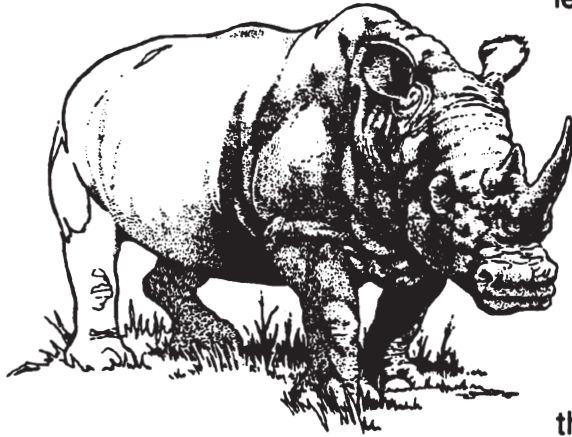


*Get ready for
some excitement!*



ZOO is a simulation in which students try to save their local zoo, called Zooland, from destruction. The simulation begins when students learn that Zooland is about to be closed, the animals sold, and the land leased to a frozen vegetable factory. The Mayor and the members of the city council say Zooland is a disgrace to the community. They say it is outdated, has low attendance, and the animals are poorly treated. The only reason the zoo is still standing is because the zoo director organized the children and parents of the community and got them to complain to the Mayor. An agreement is worked out in which the Mayor and the members of the city council will keep the zoo open for one more year. During this time the animals must be given excellent care, and the zoo must be modernized at no expense to the city.

The only way for the zoo director to save the zoo is to enlist the help of your students. Once they are committed to saving Zooland, the real work begins.

First, they make a model of Zooland. The model may be a bulletin board, a display utilizing cardboard boxes and stuffed animals, or a combination of both. Using this model, students learn how to be zoo keepers. They get lessons from the head zoo keeper on how to feed and care for the animals. After passing a short test and earning a zoo keeper ID card, your students continue to care for animals while they receive further instruction from the zoo curator and the zoo director. These experts teach your students how to design cages without bars and how to display animals in their natural habitat. Using this information, students transform Zooland from an old run-down zoo into a modern attractive one.

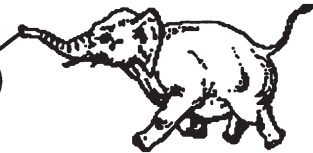
Throughout the simulation students are challenged to outsmart the Mayor's spies that sabotage the animals' cages and pose problems for the young zoo keepers. Students also find sponsors to pay for Zooland's renovations and they can add more creatures to the zoo by identifying mystery animals. In addition to studying about animals, students build large cardboard creatures and create stories to go with each animal in the zoo.

The simulation ends with the grand reopening of Zooland. Your classroom becomes a zoo complete with habitat displays and large cardboard animals. Other classes come to visit and learn about the zoo from your students that role play the parts of animals and zoo keepers.

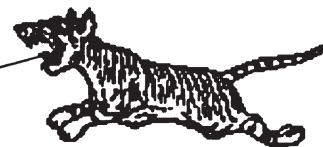
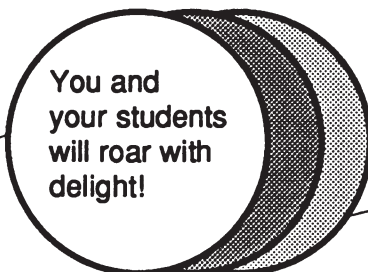
UNIT TIME CHART



Intended as an example: alter as desired.



M	Tu	W	Th	F
<p>Introduce Zooland's problem</p> <p style="text-align: right;">1</p>	<p>Tour of Zooland</p> <p style="text-align: right;">2</p>	<p>Lesson 1: Activity 1 or 1A</p> <p>Zoo Problem 1</p> <p style="text-align: right;">3</p>	<p>Lesson 2: Activity 2 or 2A</p> <p>Zoo Problem 2</p> <p style="text-align: right;">4</p>	<p>Lesson 3: Activity 3 or 3A</p> <p>Zoo Problem 3</p> <p style="text-align: right;">5</p>
<p>Lesson 4: Activity 4 or 4A</p> <p>Zoo Problem 4</p> <p style="text-align: right;">6</p>	<p>Lesson 5: Activity 5 or 5A</p> <p>Zoo Problem 5</p> <p style="text-align: right;">7</p>	<p>Lesson 6: Activity 6 or 6A</p> <p>Zoo Problem 6</p> <p style="text-align: right;">8</p>	<p>Lesson 7: Activity 7 (Zoo Keeper Examination)</p> <p>Zoo Problem 7</p> <p style="text-align: right;">9</p>	<p>Lesson 8: Activity 8 or 8A</p> <p>Zoo Problem 8</p> <p style="text-align: right;">10</p>
<p>Write zoo stories</p> <p>Study zoo animals</p> <p style="text-align: right;">11</p>	<p>Paint cardboard animals</p> <p style="text-align: right;">12</p>	<p>Paint murals for displays</p> <p style="text-align: right;">13</p>	<p>Practice Grand Reopening of Zooland</p> <p style="text-align: right;">14</p>	<p>Zooland's Grand Reopening</p> <p>Debriefing</p> <p style="text-align: right;">15</p>



5. Read or tell the following:

Living and non-living things

I want my zoo keepers to know the difference between a living thing and something that is non-living. I don't want you trying to feed a rock or trying to make friends with a bench. Therefore, here are five ways you can tell the difference between living and non-living things:

- a. **Living things reproduce.** They make more of their own kind. Elephants make elephants, trees make trees and birds make birds. Books don't make books.
- b. **Living things grow.** Animals get bigger by eating food and plants get bigger by making their own food.
- c. **Living things move.** Animals move from one place to another and plants bend toward light.
- d. **Living things react to changes in their surroundings.** If it is too hot, animals will move to shade. If there is too little water, plants will send their roots deeper.
- e. **Living things need water.**

There are a few more differences, but we won't worry about them. Instead I have a little job for all of you to help me with at the zoo. You will receive a list of some things that are in our zoo. I want you to put them in two groups. I want one group to be all of the things that are living, and the second group to be things that are non-living. I have to get back to the zoo so your teacher will send them over to me when you have finished.

5. Tell your students that following each presentation they will have a ZOO KEEPER ACTIVITY to complete. Explain to them that this activity is used to simulate their efforts in getting sponsors for Zooland, and that they can raise \$100,000 or \$500,000 or even \$1,000,000, depending on how accurately they work and how well they cooperate with each other.



TIGER

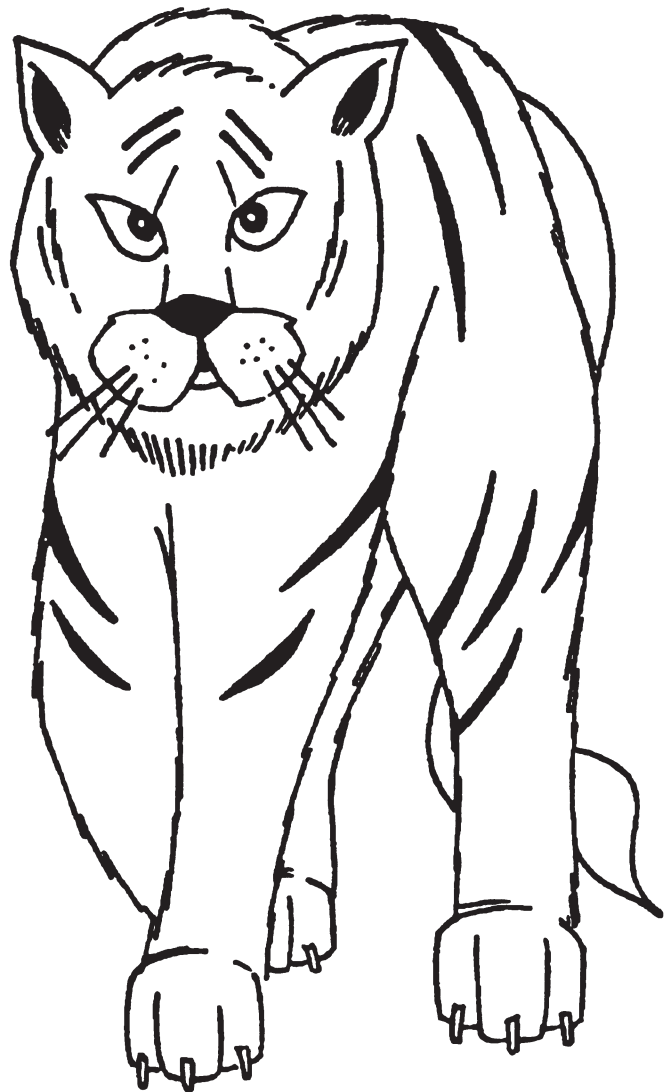
BODY: Tigers are large cats. They grow to be nine feet long and weigh more than 400 pounds. They have a brownish-yellowish coat that helps them blend in with their natural surroundings. Tigers are very powerful and can drag the body of a 500-pound animal a quarter of a mile.

FOOD: Tigers eat meat. They like large prey and will attack deer, antelope, and wild pigs. In some areas they have attacked cattle, sheep, horses, and even people. They will also eat small animals like monkeys and frogs.

WHERE FOUND: Tigers are found in India and Southeast Asia. Some have even been found in China.

HABITAT: Tigers live in jungles and in cold, snowy forests. They like places that have water, shade, and food.

INTERESTING FACTS: Tigers are very good swimmers. They swim across rivers in search of food, and on hot days, they will even play in the water.



Paint:

- orange body
- white face

