

# CHALLENGE: CREAT-URE OWN ZOO!

1. Research animals, insects, and creatures that can live in your zoo OR design NEW animals that could have a home in your zoo.
2. Brainstorm what your zoo would look like- how many exhibits would you have? What would the habitats of the animals look like in your zoo?
3. Sketch some designs and create a map of your zoo for visitors!
4. Using household materials, create models of each exhibit with the animals that will live inside.
5. Create signs of animal exhibits with facts about the animals/creatures!
6. Host "tours" of your zoo with park guests!
7. Use your imagination.



**K- 3rd  
grade**



**4th-8th  
grade**

**MATERIALS**  
**\*MUST BE APPROVED**  
**BY AN ADULT!**  
**USE ANY**  
**HOUSEHOLD ITEMS**  
**SUGGESTED:**  
**\*POPSICLE STICKS**  
**\*EMPTY TOILET**  
**PAPER ROLLS**  
**\*CARDSTOCK PAPER**  
**\*INDEX CARDS**  
**\*CARDBOARD**  
**\*YOUR IMAGINATION!**

**Educational Correlations:**  
**Engineering, Science,**  
**Mathematics, Language**  
**Arts, & 5 C's**



# CHALLENGE: CREAT-URE HABITAT FOR YOU!

1. Research various habitats/biomes on Earth.
2. Brainstorm what your dream habitat would look like. What would the climate be? What wildlife and plants would be included? Are you combining multiple habitats into one dream design? OR create your own!
3. Sketch some designs based on your research.
4. Using household materials, create a model of your dream habitat!
5. Add wildlife and plants into your habitat!
6. Host "tours" of your habitat for paying visitors on vacation!
7. Use your imagination.



K- 3rd  
grade



4th-8th  
grade

## MATERIALS

**\*MUST BE APPROVED  
BY AN ADULT!**

USE ANY HOUSEHOLD ITEMS

**SUGGESTED:**

**\*POPSICLE STICKS**

**\*EMPTY TOILET PAPER ROLLS**

**\*CARDSTOCK PAPER**

**\*INDEX CARDS**

**\*CARDBOARD**

**\*CONSTRUCTION PAPER**

**\*MARKERS/CRAYONS**

**\*TOYS YOU ALREADY**

**HAVE AT HOME**

**\*YOUR IMAGINATION!**

**Educational Correlations:**

Engineering, Science,  
Mathematics, Language  
Arts, Physical Science,  
& 5 C's