

TIPS ON HOW TO DELIVER A TOUCH TABLE ACTIVITY

A good touch table session will:

- Be fun, interactive and entertaining
- Hold the attention of your visitors
- Allow visitors to learn through 'doing'

Things to consider:

- **What are your aims?** What do you want to achieve from your activity?
- **What are your learning objectives?** What information do you want them to know?
- Are you linking to an event for example a big campaign or is this session for use year round?
- **Consider your audience** - are you aiming at adults or children? School groups or visiting families?
- **What is your topic?** Your topic may be general information on a species or focus in on an aspect of your work e.g. *how you study an animal in the wild*
- **How will visitors know about your session?** Where will you advertise?
- Decide what **time of day** is best for your session. For example if you know that the majority of your visitors pass the babirusa exhibit at 11am there is no point in running your session in the afternoon. Sessions for school children should take place within school hours, etc.
- Is it a drop in session within a set time period (e.g. anytime between 1pm and 3pm) or does your session start at a set time (e.g. 1pm) and run once for those there?
- **Where will you run your session?** In the animal house? Outdoors? In a designated learning area?
- If outdoors will the session run all year round or only during good weather?

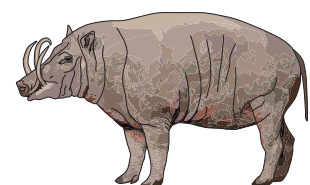


When creating your session:

- Visit the area where you will be running the session. Make sure you won't be blocking the path or leaving any items out that people may fall over.
- Think about access. If using a table, is it low enough for children or wheelchair users to reach? Are you visible to passing visitors?
- Make sure you get your information from a reliable source such as IUCN or peer reviewed papers. When you have written your text, check it with the experts in your organisation.
- Make a list of the equipment you will need. For example:
 - Artefacts to make your session exciting (preferably items that your visitors can handle e.g. feathers, skulls)
 - Pictures and interpretation to accompany your activity
 - Props (e.g. worksheets, pencils, binoculars so that participants can take part)
 - A table, if there is not one in the activity area
 - Hand wash, if handling certain artefacts
- Make sure your equipment is safe, not damaged and looks professional.
- Create a plan listing your aims, learning objectives and equipment needed to run the session.

Tips for running the session:

- Make sure you and the items in your activity are easily visible. Placing an exciting item near the front may draw people in. Chat to passing visitors and invite them to take part.
- If running a drop in session allow people to come and go as they please. Some may stay for your full activity where as others may only stay for a small part.
- Write a plan for delivering your activity in an easy to use document that can be updated if needed.



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Example: plan for a touch-table activity about Babirusa

Aims (what you want to achieve)	Learning objectives (the key messages you want them to know)	Method (how will you do this)	Equipment (what is needed).
<p>1. To connect people with wildlife – so that they have a better understanding and feel more connected to wildlife.</p>	<p>Babirusa are unique animals only found on a few Indonesian Islands.</p> <p>They are threatened by habitat loss and hunting.</p>	<p>Set up next to the Babirusa enclosure.</p> <p>Show people babirusa artefacts and pictures and chat about their features, how they live and how they behave. Allow visitors to handle artefacts and ask you questions about them.</p> <p>Use the deforestation game (see resource) to highlight that this is an issue for wild babirusa.</p>	<p>Babirusa skull with tusks</p> <p>Babirusa photos and videos</p> <p>Plaster cast babirusa footprint</p> <p>Map with the species' range highlighted.</p> <p>Deforestation game (see resource).</p>
<p>2. To connect people with your zoo – so that they have a better understanding of the conservation work you do to protect wildlife and want to support you.</p>	<p>The Global Species Management Plan (GSMP) involves:</p> <ul style="list-style-type: none"> -Breeding babirusa in zoos -Research in zoos to guide husbandry best practice -Research in the field to monitor population sizes and safeguard against hunting -Education to highlight the threats they face in the wild and allow people to be more involved in their conservation. 	<p>To highlight the breeding programme you could create a game of how to make the best breeding matches. Similar to a species stud book, looking at age, relatedness etc. of individuals to get the most healthy, genetically diverse offspring.</p> <p>You could also mark on the map all the locations around the world where people are involved in the GSMP, highlighting the global collaboration.</p> <p>If focusing on field research, ask people to pretend they are researching wild babirusa and show them equipment that they might need.</p>	<p>Breeding game – for example different cards for different babirusa with their details on them</p> <p>Map with GSMP participants marked on.</p> <p>Field research equipment like binoculars, camera traps and recording forms for population information.</p>
<p>3. To get people involved – what can they do to help?</p>	<p>Say no to hunting at the illegal wildlife trade</p> <p>Spread the word about how amazing babirusa are.</p> <p>Support zoos and conservation organisations who are working to protect babirusa.</p>	<p>Get people motivated and chat to them about the ways they could help babirusa. You could hand out leaflets or take-away items like badges which highlight babirusa and the issues. Perhaps you could get them to write or sign a pledge, for example 'I will say no to hunting and the illegal wildlife trade'.</p>	<p>Leaflets, badges or other take-away items if you have any.</p>



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Tell the story of your work with your touch table:

Connect visitors to the species

Artefacts and props
e.g. skulls, feathers
-Display morphological features
-Discuss adaptation
-Compare to other species

Videos, animations, photos

-can show work outside of the zoo
e.g. in-situ conservation work or behind the scenes



Connect visitors to the issue

Maps can highlight species ranges (e.g. geographic location, endemism and fragmentation)
Games can be a fun way to get across difficult messages or concepts e.g. deforestation

Tell visitors about the conservation work being done to protect the species

Highlight how your visitors can get involved and help with clear actions

Some people like to learn through handling props, some through doing activities and others by watching videos or listening to a talk



**GLOBAL SPECIES
MANAGEMENT PLAN**

ANOA
BANTENG
BABIRUSA



MADE BY
CHESTERZOO