Episode launch date: June 16
Program name: Learn About Animals / Animal Safari
Program Magician: Kevin Kelley

Activity Overview

In this activity we will listen to a portion of the BPL podcast **Page Flippers Take on the World**, and then read a section of a book about a type of animal (e.g., for a program about urban animals we might read Chasing Bats and Tracking Rats). While we do this, participants will create Animal Journals from paper. Then, participants will have a Safari around the children's section and look for loads of cool animal facts!

Learning Objectives

At the end of this session participants will be able to . . .

- Identify different types of animals that live in urban environments
- Recall facts about urban animals (e.g., why they thrive in urban environments)
- Identify how they themselves live and thrive in an urban environment
- Confidently browse the collection based on their navigating the collection during this program

Materials Needed

- A Book about animals with a reading section prepared
- Speaker, and capacity to play section of **Page Flippers**
- Paper, scissors, markers to create notebook.
  - Use your personal favorite notebook craft or this one
- Animal facts distributed around the children's section of your library

- Identify which 'type' of animal you would like to feature in your program. Some examples are: urban animals, marine animals, common pets, large cats, insects. Use whatever grouping you think will excite your community most.
- Find a book on that type of animal and identify a fun section to read. For example, you may read a section about how adult researchers gather their information, a section about efforts to conserve this group of animals, or a section that gives a general overview about this type of animal.
- Do some pre-research on the animals. Identify 10 or more fun facts and either write, print, or craft them onto discreet slips of paper, notecards, or card stock that can be hidden around the children's section.
- Gather enough paper, scissors, and markers for the number of participants you anticipate.
- Create a list, display, or small book bundles on animals for your patrons to peruse.

Podcast Clip

- Find and charge (if necessary) your speaker and the device from which you'll play the **Page Flippers** snippet.
- The clip will appear as a "bonus" episode on the podcast feed (you can find it on [Spotify](#), [Apple Podcasts](#), [Stitcher,](#) [RadioPublic,](#) [Google Podcasts](#), etc.) or you can preview the clip here: *[Page Flipper Bonus Clip - Animals.mp3](#) (total time: 5:48)*
- Clip summary: When a book-eating jaguar appears in the library, Rachel and Sheneatha try to rescue the book and end up getting swallowed themselves! Page Flipper Jason has to save the day by asking for help from Dr. Alicia, the veterinarian. Jason and Dr. Alicia help the jaguar throw up to save the librarians ... and the book, of course!

Process

- Before the program hide the premade animal facts around the children's section.
- Gather your physical materials together.
- Welcome the patrons to your program – play some music while they gather and settle in (if you like)
- Start your program by walking the patrons through how to create their Science Journal. Tell them they will be using this journal to collect facts they must discover all around the Children's Section!
- While the children create and decorate their science journal start playing the snippet from **Page Flippers** – ask some follow-up questions of your audience.
  - What kind of animals do they like? What did they notice? What did they learn? What surprised them?
- While the children create and decorate their science journal, read them the pre-identified section of the book – ask some follow-up questions of your audience.
  - What did they notice? What did they learn? What surprised them?

- When everyone is done creating their Science Journal make sure they have a writing utensil and let them loose to find as many facts as they can!
  - Give the patrons a time limit (e.g., ten – fifteen minutes) to collect as many facts as they can.
- Bring everyone back together to share their favorite facts!
- Invite everyone to check out a book on animals as they pack up and leave – the Science Journals are theirs to keep and continue their discovery!
- Have **Page Flipper** postcards, flyers, bookmarks, or other handouts on hand to give out to participants.

Scaling

- To Scale Younger: Consider pre-made science journals, use a simpler journal craft, or simply give everyone a sheet of paper to use as their journal.
- To Scale Younger: Consider fewer and simpler facts, make the collectable facts individual print-outs so that the patron can take the fact rather than copying it (be sure to have enough copies of the facts for everyone!), make the facts friendly to younger audiences.
- To Scale Younger: Consider reading a section of a nonfiction picture book during the program, use lots of images in your facts, and if very young consider adding in a song about the animal
- To Scale Older: Consider using a more complicated journal craft and giving the patrons more decoration options
- To Scale Older: Consider more complex facts, consider "hiding" a fact in one of our digital resources (requires reserving a computer or having a laptop or two on hand), consider hiding the fact in a harder to find area
- To Scale Older: Consider the age-appropriateness of the reading, amount of extra reading, and how much of a 'deep-dive' you do.
- To Scale for Time: Consider hiding your facts around the programming room, leading the search yourself, or limiting the amount of time for each portion of the program.