Did you know you can engage children in fun and stimulating activities that promote learning and development at the zoo? Through positive interactions with young children, during everyday moments, you can help their brain grow stronger. Get started by participating in these brain-building activities with your child to make the most of your visit at the zoo.

<table>
<thead>
<tr>
<th>Animal bigger than you</th>
<th>Animal smaller than you</th>
<th>Baby animal</th>
<th>Animal with fur</th>
<th>Animal with scales</th>
</tr>
</thead>
<tbody>
<tr>
<td>Animal with feathers</td>
<td>Animal that's brown</td>
<td>Animal that's sleeping</td>
<td>Animal that makes loud noises</td>
<td>Animal that's eating</td>
</tr>
<tr>
<td>Animal that's playing</td>
<td>Animal with spots</td>
<td>Animal with stripes</td>
<td>Animal that loves the water</td>
<td></td>
</tr>
<tr>
<td>Animal that brings you joy</td>
<td>Animal that's quiet</td>
<td>Animal with a beak</td>
<td>Animal with large ears</td>
<td>Animal that has a long neck</td>
</tr>
<tr>
<td>Colorful animal</td>
<td>Animal that crawls on the ground</td>
<td>Animal that lives in a tree</td>
<td>Animal that eats leaves</td>
<td>Animal with a long tail</td>
</tr>
</tbody>
</table>
It’s time to explore the wonderful world of animals!
Try these brain-building tips from Vroom® as you enjoy your visit at the zoo.

**Moving Creatures**

*Brainy Background™*

Think of an animal or bird your child knows about and ask them, “How does it move?” Invite them to imitate it, like a dog running, a bug creeping, a bird flapping, or a squirrel scampering. When you have played this for a while, have them imitate something and see if you can guess what it is.

**Did You Hear That?**

*Brainy Background™*

When you’re outside, ask your child, “Did you hear that?” each time you hear a sound. Imitate the sound out loud and make gestures to go along with it. Invite them to make the sound too.

**Name 2**

*Brainy Background™*

Choose a category, like animals. Going through the alphabet, help your child think of two animals that start with “A.” Next, think of two animals that start with the letter “B”? Keep going through the alphabet. Try this game with other categories too, like fruits and vegetables.

**Point It Out**

*Brainy Background™*

When your child points to something outside, you can say its name and something about it: “You see the dog! What sound does a dog make? Woof, woof!” Then you take a turn to point to something. Do they look at it? Do they point to or name the object? Encourage them to respond.

Visit [WeAreBrainBuilders.org](http://WeAreBrainBuilders.org) for more brain-building resources for families.