

# DICKER ZOOLOGY AND ANIMAL MANAGEMENT - TYPICAL WEEK

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday		
07.30	Wake Up								
08.00	Breakfast								
08.45	Student Meeting								
09.00	<b>ARRIVAL DAY</b> Students can arrive anytime, but we recommend they arrive between 9am and 6pm.  <b>EXCURSION</b> Students can enjoy an exciting and thrilling day out at <b>Thorpe Park</b> , a theme park with a variety of intense rides and attractions. The park is home to some of Europe's most famous rollercoasters and offers plenty of other activities, making it a perfect destination for a day trip. Whether you're a fan of heart-pounding drops or prefer a more laid-back water ride, there's something for everyone to enjoy.	<b>ANIMAL HUSBANDRY</b> Feeding and Nutrition: Designing Balanced Diets for Different Zoo Species.	<b>ANIMAL HUSBANDRY</b> Habitat Management: Creating Naturalistic Enclosures for Animal Wellbeing.	<b>EXCURSION</b> <b>Port Lympe Safari Park and Wild Animal Reserve</b>  Students will explore Port Lympe Reserve on a guided safari tour and go behind the scenes to learn how the animals are cared for.  They will discover conservation efforts, meet keepers, and observe endangered species up close in their natural-style habitats.	<b>ANIMAL HUSBANDRY</b> Health Monitoring and Preventative Care in Zoo Animals.	<b>ANIMAL HUSBANDRY</b> Breeding Programmes and Conservation Efforts at Bede's Zoo.	<b>DEPARTURE DAY AND LONDON EXCURSION</b>  On Departure Day, students will leave the centre, ideally in the morning. Students departing today will not be able to join the London excursion.  <b>EXCURSION</b> For those staying, the London excursion will feature a visit to the <b>London Eye</b> . Students will get to ride one of the world's most famous observation wheels, offering a unique perspective and stunning panoramic views of London's skyline. They will be able to spot key landmarks like the Houses of Parliament, Buckingham Palace, and the River Thames from above.		
10.00		Break			Break				
10.15		<b>ANIMAL CARE &amp; BEHAVIOURS</b> Behavioural Enrichment for Tree Frogs, Snakes, and Geckos.	<b>ANIMAL CARE &amp; BEHAVIOURS</b> Social Behaviours and Group Dynamics in Granddier's Vontsira and White-belted Ruffed Lemurs.		<b>ANIMAL CARE &amp; BEHAVIOURS</b> Feeding Behaviours and Diet Preferences of Invertebrates: From Giant Land Snails to Tarantulas.			<b>ANIMAL CARE &amp; BEHAVIOURS</b> Bird Behaviour and Aviary Dynamics: Case Studies with Turacos, Barbets, and Doves.	
11.15		Break			Break				
11.30		<b>ANIMAL HANDLING</b> Handling Small Mammals: Techniques for Meerkats and Chipmunks.	<b>ANIMAL HANDLING</b> Reptile Handling: Care and Safety with Rankin's Dragons and Leopard Geckos.		<b>ANIMAL HANDLING</b> Bird Handling: Managing Owls and Doves with Minimal Stress.			<b>ANIMAL HANDLING</b> Mammal Handling: Approaches for Kinkajous and Squirrel Monkeys.	
12.30		Lunch			Lunch				
13.30		<b>SPECIALIST ANIMAL CARE</b> Enhancing Animal Welfare through mental and physical stimulation.	<b>SPECIALIST ANIMAL CARE</b> The ancient art of falconry: Handling birds of prey.		<b>SPECIALIST ANIMAL CARE</b> Farm Animal Management: Livestock welfare.			<b>SPECIALIST ANIMAL CARE</b> Farm Animal Management: Sustainable farming practices.	
15.00		Break/Student Meeting			Break/Student Meeting				
15.30		<b>ACTIVITIES &amp; ACADEMIES</b> Aerobics, Bootcamp, Drama, Football, Netball, Painting, Tennis.	<b>ACTIVITIES &amp; ACADEMIES</b> Card Games, Fashion Design, Rounders, Squash, Swimming, Volleyball, Yoga.		<b>ACTIVITIES &amp; ACADEMIES</b> Chess, Circuit Training, Dance, Dodgeball, Model-Making, Stoolball, Table Tennis.			<b>ACTIVITIES &amp; ACADEMIES</b> Badminton, Basketball, Rugby, Cricket, Set Design, Singing, Zumba.	
17.00		Free Time/Phone Time			Free Time/Phone Time				
18.00	19.00 Dinner	Dinner				19.00 Dinner			
19.00	19.45 Evening Registration	Evening Registration				19.45 Evening Registration			
19.15	<b>20.00 SOCIAL EVENTS</b> Welcome Games and Activities.	<b>SOCIAL EVENTS</b> Karaoke Night or Soft Ball Sports (Handball, Benchball, Dodgeball, etc.)	<b>SOCIAL EVENTS</b> Pool Party or Trivia Night.	<b>SOCIAL EVENTS</b> "Amazing Race" Scavenger Hunt.	<b>SOCIAL EVENTS</b> Campus-Wide Art Jam	<b>SOCIAL EVENTS</b> Leavers' Ceremony followed by Disco	<b>20.00 SOCIAL EVENTS</b> Mini Olympics.		
21.15	House Meeting & Free Time								
22.30	Bedtime								

This is an example timetable for illustrative purposes only.