

Life Strategy Brainstorming

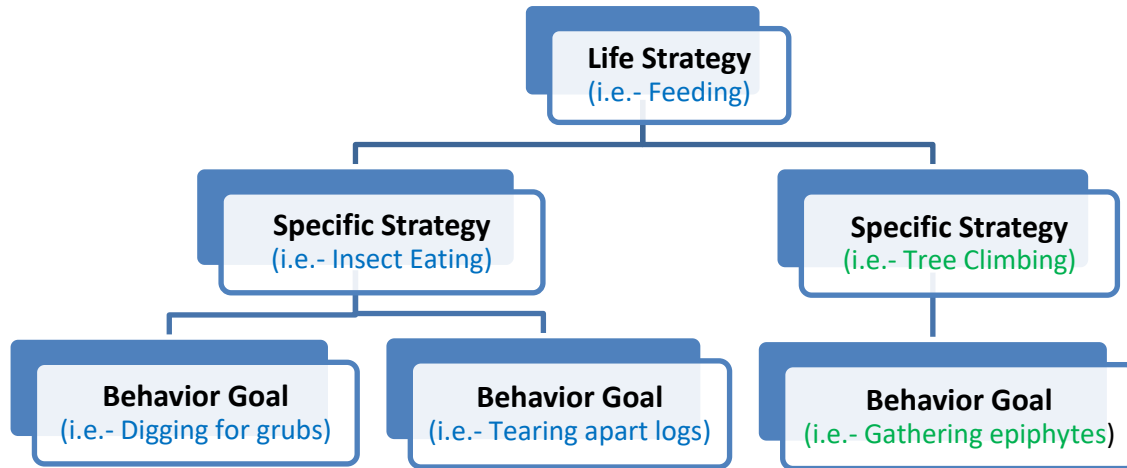
Date:

Species:

Identifying an animal’s natural history, life strategies and individual history guides the behavior-based enrichment process. Knowing which behaviors an animal would naturally exhibit enables one to focus efforts to encourage those as goal (priority) behaviors. To redirect undesired behaviors, evaluate behavioral goals and place additional emphasis on desired behaviors.

Step 1. Natural history info

- List the species’ known life strategy categories (i.e., feeding, social, nesting...)
- Break each life strategy down into specific strategies (i.e., insect eating, tree climbing, berry picking...)
- Identify behavioral goals that are natural for the species and vital for improved welfare (priority behaviors)



Step 2. Individual (collection animal) info

- List what is known about the individual’s history
- Mark the behaviors or observations that may impact behavioral goals; list ideas on incorporating these into goals

i.e.- Male is submissive to female; any training or enrichment should be done in a minimum of two locations so both animals are engaged

Step 3. Behaviors to Encourage

- Once priority behavioral goals are identified (Step 1), brainstorm enrichment or training activities to elicit those behaviors
- List behavioral management ideas and action plans that might elicit each specific behavior. List who is responsible for taking action and a reasonable deadline for completion.

Behavioral Goal	Ideas and action plans	Responsible party	Deadline
i.e.- digging for grubs	i.e.- find or build substrate containers to hide food in	Mindy	Dec 1, 2016

Step 4. Behaviors to redirect – (if any) – To help identify the cause & function of the behavior:

- List what we *DO KNOW* about the undesirable behavior
- List what we *THINK WE KNOW* about the undesirable behavior
- Are there action steps that can be taken to redirect towards an identified behavioral goal?
- Identify a responsible party & deadline for each action step

Behavior	Known, Thought known	Ideas and Action steps	Responsible party	Deadline
i.e.- Pacing at door	i.e.- happens after lunch	i.e.- provide extra enrichment designed to elicit feeding strategies	Mindy	Dec 1, 2016

Step 5. Enclosure/holding parameters

- Identify one of the behavioral goals
- List the features of the exhibit or holding area that we can use to our advantage
- List the challenges or obstacles presented by the exhibit or holding area in reaching the goal
- Brainstorm ideas on how to utilize the feature or overcome the obstacles; decide on a plan of action
- Identify a responsible party & deadline for each action

Behavioral Goal	Environmental Feature	Help or hinder?	Ideas and Action Plan	Responsible party	Deadline
i.e.- Gathering epiphytes	i.e.- no trees, all cement	i.e.-Hinder	i.e.- work with Maintenance to create a metal base we can stand/secure a log up in to climb and attach food to.	Mindy	Dec 1, 2016

Step 6. Follow up – Note whether action items are completed and if goal behaviors are being elicited. Have undesired behaviors diminished?

- If yes, work on a new plan to keep progressing
- If not, repeat steps and process to reach target behavioral goals

Assessment date	Action step	Successful?	New Plan
i.e.- Dec. 10, 2016	i.e.- add feeding life strategy enrichment after lunch daily	i.e.- intern observations recorded decrease in frequency of pacing by 37%.	i.e.- increase frequency of enrichment to 3 times a day.