



Little Rock Zoo Distance Learning Virtually Wild!

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Program Formats

Lengths:

- 30 Minute
- 45 Minute

Lengths are listed as the estimated maximum allotted time for presentation and questions.

Interaction:

- Video Interactive
 - The video interactive options include two-way video interactions, Zoo to school and school to Zoo. This option is best for groups with 22 or fewer devices logging into a program.
- Webinar
 - Are you expecting more than 22 devices to login to the program? We can accommodate similar groups by switching to a webinar format where students see/hear Zoo staff and ask questions via a chat (type).

Pricing Options

The 30 minute and 45 minute prices apply whether you choose the interactive or webinar format. Discounted pricing applies whether you purchase five classroom spots for a single program or five class spots to be spread across separate programs as long as the classes/programs are purchased within a single transaction.

Descriptions of what defines a "classroom" can be found at the bottom of this page.

- 30min
 - 1-4 classes: \$79 each
 - 5+ classes: \$69 each
- 45min
 - 1-4 classes: \$119 each
 - 5-7 classes: \$99 each
 - 8+ classes: \$89 each

For an additional \$99 you can receive a recording of your program to reuse with your classroom.

When considering partnering with more than one classroom on a program, please note that we will still have the same amount of time for questions regardless of the number of students (roughly 10-15min for questions depending on the program).

Topics, Grades and Learning Standards

Topics can be taught to any age beginning with kindergarten, but only grades K-8 will come with specifically assigned learning standards. Learning standards are listed in grade groupings of K-2, 3-5 and 6-8. Mystery Safari is the only program that does not include assigned standards for the grades listed.

- Mystery Safari
 - Travel down a path of adventure as the Zoo chooses what you will see and discover. The mysterious catch... you'll find out about the animals involved on the day of the program! This option is perfect for those that want to have fun learning and are not tied into a specific topic or certain learning standards.
 - No learning standards are associated with this topic
- Amazing Adaptations
 - Let's go on a trip around the world to learn about different animals and the very unique adaptations that help them to survive in their environments. Students will be introduced to wildlife from different regions and habitats and learn what special features help them thrive.
 - K-LS1-1, K-ESS2-2, K-ESS3-1, LS3.B, 1-LS3-1, 2-LS4-1, LS1.C, ESS2.E, ESS3.A, LS1.A, LS3.B, LS4.D
 - 3-LS3-2, 4-LS1-2, LS3.B, LS4.B, LS1.D
 - 6-LS1-5, 7-LS2-1, 7-LS2-4, 8-LS4-2, 8-LS4-4, LS2.A, LS4.A, LS4.C
- Meet the Locals
 - Get an up close and personal opportunity to meet some of Arkansas' local animal residents and learn about their very important jobs. From herbivores to scavengers, our local animals all play a very important role in the environment.
 - K-2: K-ESS3-1, K-ESS3-3, 1-LS3-1, 2-LS4-1, ESS3.C, LS1.C, LS3.A, LS3.B, LS4.D
 - 3-5: 3-LS4-3, 3-LS4-4, 3-LS3-1, 4-LS1-1, 4-LS1-2, 5-ESS3-1, LS4.C, LS2.C, LS3.A, LS1.A, LS1.D, ESS3.C
 - 6-LS1-8, LS1.D, 6-LS1-4, 6-LS1-5, LS1.B, 6-ESS3-3, 6-ESS3-4, ESS3.C, 7-LS2-2, LS2.A, 7-LS2-1, 7-LS2-3, 7-LS2-4, LS2.A, LS2.B, LS2.C, 8-LS4-4, LS4.B
- Fantastic Food Webs
 - Plants, animals, scavengers, herbivores, carnivores...everybody needs energy to live and grow. Discover how organisms in an ecosystem are all interconnected and what roles they play in fueling the system.
 - K-LS1-1, K-ESS2-2, K-ESS3-1, K-ESS3-3, LS1.C, ESS2.E, ESS3.A, ESS3.C, 1-LS3-1, LS3.A, 2-LS4-1, LS4.D
 - 3-LS2-1, 3-LS4-3, 3-LS4-4, 3-LS4-2, 4-LS1-1, 4-LS1-2, 5-ESS3-1, 5-LS2-1, LS2.C, LS2.D, LS4.C, LS4.B, LS1.A, LS1.D, ESS3.C, LS2.A

- 6-LS1-8, LS1.D, 6-LS1-4, 6-LS1-5, LS1.B, 6-ESS3-3, 6-ESS3-4, ESS3.C, 7-LS2-2, LS2.A, 7-LS2-1, 7-LS2-3, 7-LS2-4, LS2.A, LS2.B, LS2.C, 8-LS4-4, LS4.B
- Expedition Earth
 - From the depths of the ocean to the tallest tree in the rainforest, the world's ecosystems are full of incredible wildlife. Groups will learn how animals are adapted to live in these unique places.
 - K-PS2-3, K-PS2-7, 2-LS2-2, 2-LS4-1, LS1.C, PS3.B, ESS3.A, LS2.A, LS4.D
 - 3-LS2-1, 3-LS4-3, 3-ESS2-2, 4-LS1-1, 5-ESS2-2, 5-ESS3-1, LS2.D, LS4.C, ESS2.D, LS1.A, ESS2.C, ESS3.C
 - 6-LS1-5, 6-ESS3-4, 7-LS2-2, LS1.B, ESS3.C, LS2.A, LS2.C, LS4.D
- Wild Behavior
 - Animals have specific behaviors that help them survive in habitats all over the world. Learn about how they use their unique behaviors and even how zookeepers utilize wild behaviors to keep the animals at the Zoo healthy.
 - K-PS2-8, 1-LS1-2, 2-LS2-1, ESS2.E, ESS3.C, LS1.B, LS2.A
 - 3-LS2-1, 4-LS1-2, LS2.D, LS1.D
 - 6-LS1-4, 7-LS2-2, 8-LS4-4, LS1.B, LS2.A
- The "Ick" Factor
 - Certain animals have always been seen as "creepy" or unpopular, and others may do things that are considered gross... but why? Learn why these animals deserve a better reputation than they have and play very important roles in the ecosystem.
 - K-LS1-1, K-ESS2-2, K-ESS3-1, K-ESS3-3, 2-LS4-1, LS1.C, ESS2.E, ESS3.A, ESS3.C, LS4.D
 - 3-LS4-4, 3-LS1-1, 4-LS1-1, 4-LS1-2, 5-ESS3-1, 5-LS2-1, LS2.C, LS1.B, LS1.A, LS1.D, ESS3.C, LS2.A, LS2.B
 - 6-LS1-8, 6-LS1-5, 6-ESS3-3, 7-LS2-2, 7-LS2-4, 8-LS4-5, 8-LS4-4, LS1.D, ESS3.C, LS2.A, LS2.C, LS4.B, LS4.B

Definitions of a Classroom

We recognize that a classroom may be defined in different ways as organizations may have kids physically located in the same room, multiple rooms, participating online as individuals or a combination of the two. The following definitions allow for that flexibility while placing guidelines on the maximum number of participants for a virtual program with the Zoo (there is no minimum number of participants). Take a look at the options to see what fits your situation the best.

For 30 and 45 minute interactive formats a classroom is defined as:

1. A group of up to 30 students viewing a program
- OR
2. Up to 22 separate devices logged in at the same time provided that the total number of kids viewing the program does not exceed 30 kids.
- OR
3. A combination of the definitions above as long as there are no more than 30 students or 22 separate logins.
 - a. For example, a program may have 15 students physically located together in a single classroom (one login with 15 students) and seven

students logging in from their separate devices in their own homes seven logins with seven students). In this example, there are eight logins and 22 students, both below the maximum amounts allowed.

For the webinar format a classroom is defined as:

- A group of up to 30 students viewing a program

Adult attendance:

Adults will not count towards the total attendees unless there is more than one adult for every five students. Adults exceeding that ratio will be added into the total attendees for the class. For example, 25 students and 11 adults will result in 6 adults being added to the class size for a total of 31 which would result in a charge for two classes rather than one.

When attendance exceeds what was paid for in the registration:

A headcount will be taken by Zoo staff at the start of the program and the primary point of contact will be notified after the program of additional charges should attendance exceed what was paid for in the registration. If the additional attendees result in the need to pay for another class (or classes), the primary point of contact will receive another invoice. For example, if two classes were paid for in a 30 minute interactive program (max of 60 people), but 68 people attended, the group will be required to pay for a third class.

Cancellation Policy

Excluding cancellations made by the Little Rock Zoo, no refunds are given for cancellations that occur less than 14 days prior to the program. For cancellations made 14 or more days prior to the program, an 80% refund will be given. A 10% administrative fee will be charged for each case of changes made to a program following the confirmation of scheduling but prior to the start of the program. If a person/group does not attend their scheduled program, they will not receive a refund. Any programs that are not attended may not be rescheduled, but will instead need to be purchased and scheduled as a new program if desired (see below for separate guidelines for technical problems).

If a person/group encounters technical problems on the scheduled date of a program, they must contact the Zoo no later than 15 minutes following the scheduled start of the program. If contact is not made within the time limit described, the program will be cancelled. If the person/group notified the Zoo within 15 minutes following the start of the program, they may reschedule the program with no additional fees charged. If the person/group chooses not to reschedule, or if the technical issues cannot be resolved for another program date, the program fee will be charged.

The Little Rock Zoo reserves the right to cancel a program for any reason including unforeseen circumstances such as weather conditions or animal/personnel issues. In

the event that the Little Rock Zoo cancels a program and is unable to reschedule, a full refund will be given.

Questions?

Email sharris@littlerock.gov or call 501-661-7200

Please note that we do not accept special requests for customized programming. Programming must be selected from the available menu.