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Charitable Registration #88969 1044 RR0002

Small Animal Enrichment and (sample schedule below)

Before planning your enrichment program, use the MAKE A PLAN process on the [shelterhealthpro](#) website. The animal must be assessed for individual needs to determine what types of enrichment, activities, or games will benefit the individual animal.

Enrichment is:

- An on-going process, not a single object or event
- Only enriching if the animal chooses to interact with it or is affected positively by it
- Specific to the animal based on its assessment ([See Animal Assessment](#)).

A daily enrichment schedule includes all opportunities for enriching the animal's life. It incorporates a combination of sensory, physical, environmental, cognitive and social activities. Keep in mind what natural behaviours these small animals exhibit. Most of them enjoy activities such as hiding, climbing, constructing and chewing, and would find the most enrichment value if these sorts of activities were incorporated into their daily schedule.

Use a designated enrichment cart or container such as a tote or plastic carryall that contains the various enrichment items for the animals as well as a copy of your enrichment schedule.

- Record individual preferences and needs of each individual small animal
- Introduce a different scent or toy as part of your daily animal care routine
- Time out in a play pen can happen while their primary housing is being cleaned

On the sample schedule below:

- The top row designates items that are consistently provided everyday day for every small animal: Hiding Spot, Play Pen
- On each row beside the animals name, list additional daily items for each individual animal
- Items that need to be excluded for the individual animal can be listed with their name

Small Animal Enrichment Schedule T – Toy S – Socialization F – Enrichment Feeding

Small Animals Name/ Type exclusions	Sunday Hiding Spot Scent of the Day Play Pen	Monday Hiding Spot Scent of the Day Play Pen	Tuesday Hiding Spot Scent of the Day Play Pen	Wednesday Hiding Spot Scent of the Day Play Pen	Thursday Hiding Spot Scent of the Day Play Pen	Friday Hiding Spot Scent of the Day Play Pen	Saturday Hiding Spot Scent of the Day Play Pen
Thumper (rabbit)	T: Chewing Block S: In-Kennel Reading 20min F: Food Puzzle	T: Ring Toy S: Clicker Training F: Treat Ball	T: Paper Roll S: Outdoor Adventure F: Hide & Seek Paper Bag	T: Chewing Block S: In-Kennel Reading 20min F: Food Puzzle	T: Willow ball S: Clicker Training F: Hide & Seek Paper Bag	T: Ring Toy S: Outdoor Adventure F: Treat Ball	T: Paper Roll S: In-Kennel Reading 20min F: Food Puzzle