

Prince Albert National Park Nature Centre
Revised Interpretive Plan
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Executive Summary

The Prince Albert National Park (PANP) Nature Centre, located in the town of Waskesiu, Saskatchewan, was built in 1935 by relief workers and is indentified as a Federal Heritage Building. Each year, the facility sees approximately 15 000 visitors drawn by interactive exhibits, dynamic programming and knowledgeable park interpreters who operate the facility. The current offer is popular and well-received and there is a certain nostalgic attachment to the status quo that is reflected in high rate of repeat visitation to the Centre, many of whom have stopped by every summer since childhood. That said, with no major capital investment since the 1990s, exhibits are worn and certain visitor experiences dated. (A dedicated movie theatre for nature films is not the unique offer it once was in an age where children are watching DVDs on their way to the Park.)

Renewal of the Nature Centre will accomplish a number of [strategic goals](#) for the field unit and for Parks Canada: 1) increase visitors' engagement, understanding and appreciation of PANP key messages and themes; 2) attract and engage strategic audiences; 3) inspire Townsite Visitors to venture out to other zones of the Park; 4) increase the reach and impact of the Nature Centre beyond its current operating hours and season; 5) improve relations with local Aboriginal peoples; 6) enhance awareness and engagement with the stories of the Park's West Side, including those associated with the *Reconnecting Bison, Grasslands and People* initiative; and 7) help to increase visitation to PANP in the shoulder and winter seasons.

The building offers a number of [logistical challenges](#): it is unheated, lacks ventilation in summer, has no running water nor toilets, and minimal security. Exhibits and other installations may need to be removed in the off season.

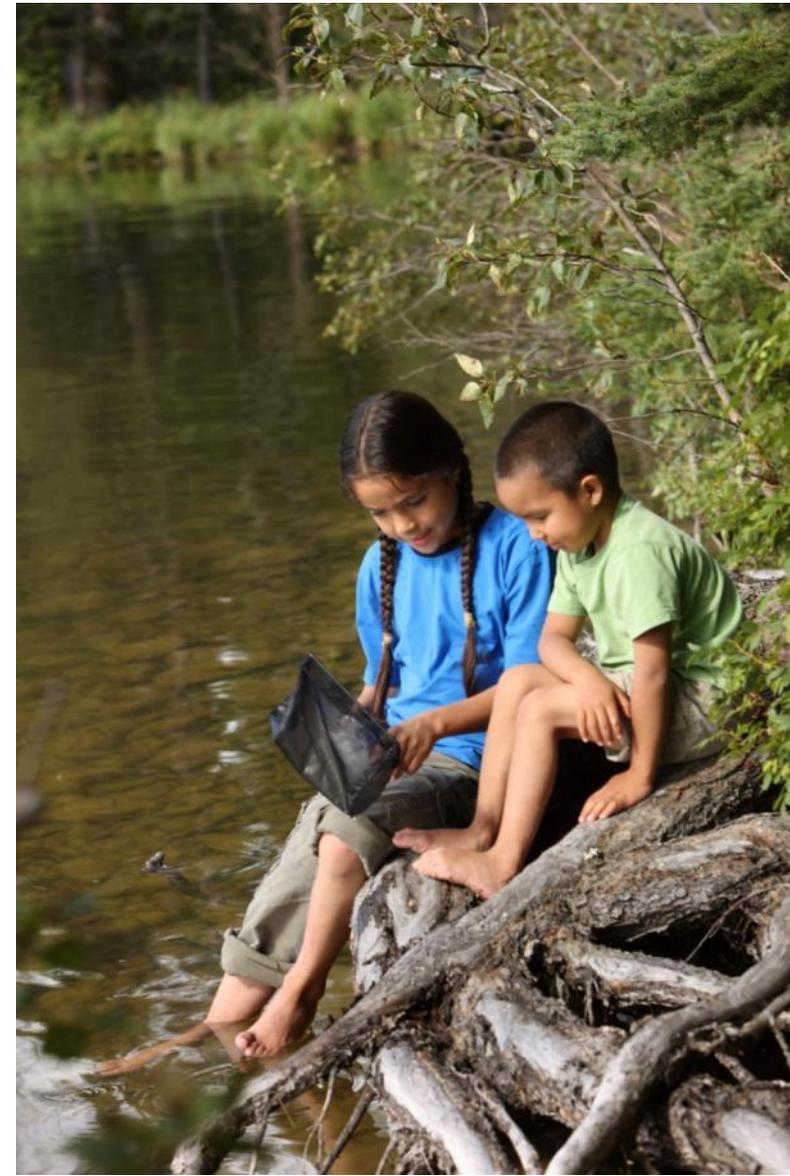
The Centre's [clientele](#) is almost exclusively Canadian, and as with other areas in the Park, there is a very high rate of repeat visitation. Most visitors (38%) spend 20 to 30 minutes in the Nature Centre. One-third (33%) spend one hour in the Nature Centre. The Centre's demographics differ from general Park visitation in attracting a higher proportion of families with children. One of the objectives of this renewal plan is to offer an enhanced experience for adult visitors who currently find little tailored to their needs.

The [vision](#) of this renewed visitor experience is one that conserves the organic and rustic style of the Nature Centre experience currently in place, while taking full advantage of current technical innovations and enhanced exhibit design capacity available. The [visitor experience](#) now spills out of the Centre and into the courtyard where interpretive flip books, native plantings and interactive exhibits serve to entice passers-by and entertain visitors even when the Centre is closed. Further, the Red Deer Trail that bridges the popular main beach on Waskesiu Lake with the Nature Centre becomes an attractive and educational walkway, with whimsical animal sculptures and family-friendly interpretive challenges. Aboriginal stories permeate the entire experience and these stories will be told in our partners' own words through a process of engagement.

Inside, the Nature Centre is divided into zones that reflect [key message areas](#) from the Park's Core Messages document and Interpretive Master Plan. The floor plan is roughly broken down as follows: the West Side; Forest; Lakes and Wetlands; People and the Land; and a Lounge where visitors can pursue the above themes in detail and at their own pace.

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A Visit to the Prince Albert National Park Nature Centre

Driving into Waskesiu for their annual holiday, the Sawchuk family's youngest boy shouts and points out the car window. There's something new at the Nature Centre! Three ungulates appear to be bounding across the courtyard. It's a sculpture, they discover, and there's more: an oversized children's storybook and a silhouette of a wolf and her cubs howling.. And is that a life-size bison? They resolve to visit their beloved Nature Centre at their first opportunity.

The next morning, when a few drops of rain begin to fall on them at the beach, they make their way together along the Red Deer Trail toward the Centre. The trail itself greets them with a new adventure: What's your wingspan? The daughter takes a moment to see how her arm span compares with that of a raven, an eagle, a white pelican... while her brother spots a sculptured pine marten making his way along a fallen log. "Can you balance like a marten?" the sign asks. He gives it a try.

A short while later, having jumped like a fox, rapped like a woodpecker and listened like a deer, the family arrives at the courtyard. The children are anxious to go inside, but Mom notices that the landscape has changed. There are sculptures of a bison, elk, deer and moose and an oversized children's storybook. Nearby, a family relaxes in the clearing in front of the Centre, while a group of adults chats over a thermos of coffee at the picnic table.

Finally, the Sawchuks can wait no longer and they follow the footprints of elk, heron and bison up the stairs and through the front door. The first sight that greets them is a familiar one: a smiling Parks Canada interpreter who welcomes them with an offer

to show them around. She's just putting an activity together, a miniature archaeological dig, and the children volunteer to be her first customers. Mom and Dad look around the foyer. A brand new interactive map of the Park highlights some of the areas they've always thought about visiting. On the opposite wall, an expansive bank of digital picture frames displays a breathtaking montage of the park they have come to love over the years. Images of grassland meeting forest, of gently rolling pine-covered hillsides, of beautiful northern lakes and stunning Saskatchewan sunsets remind them of why Prince Albert National Park has been their family's retreat for three generations.

On their right, a comfortable lounge area, complete with easy chairs, beckons the family. Historic photographs of previous generations of Park residents and visitors hang on the walls. A man is seated in one of the chairs with a tablet computer, learning to translate English into Cree. His friend is holding another tablet, watching footage of Grey Owl, before launching an interactive field guide to the birds. Not far away, beside the interpreter's desk, an activity table features one of their favourite activities from the past, and they can't resist playing the Poop Game one more time.

A large sculptured moose seems to be walking from the foyer into the main hall, and the family takes their cue from him. As they make their way through the archway into the main area of the Nature Centre, they stop for a moment to take it all in. Nearby, another family has discovered a "tickle trunk" full of animal costumes, and their children are showing off their wings, fins and hooves as Mom snaps photos on her smart phone.

Next, the children are attracted to life-like islands of forest in the middle of the Nature Centre. Sculptured songbirds chatter in the trees, but the kids are more interested in burrowing beneath the forest into a wolf's den while Dad opens and

closes a series of mini-cupboard displays featuring some of the tiny creatures of the forest. A charred forest island invites exploration. Here, the Sawchuks learn about forest fire as an agent of change in the boreal forest, and do a bit of role-playing in setting up a prescribed burn.

Nearby, a life-sized wolf appears to run from the woodland chasing a bison to a different zone of the Centre. This is the fescue grassland, and here our family learns to radio-track the movement of these great hoofed animals using exactly the same methods as Parks Canada's experts. They discover the role of the bison in the lives of the region's Aboriginal peoples who have lived off this land for countless generations.

Throughout the experience, the story told is not just one of animals and plants in isolation. People have lived on this landscape for thousands of years, and their story is woven throughout. Along the far wall, two contrasting homes beckon further exploration. A traditional wigwam and an early 20th century log cabin stand side by side, and around them are objects- snow shoes, a meat drying rack, medicinal plants- that tell of how people lived, and still live, in the region. First Nations and Metis are portrayed not only as people of the region's past, but very much a part of its present and future.

Not far away, a retired couple is relaxing in front of a video screen that has been carefully disguised as the front window of an old cabin.

Having sampled the adventures in the Nature Centre's main hall, the family walks through the doorway into the old theatre space. Suddenly, their world is transformed and they find themselves in an underwater world. A giant beaver lodge greets the

children who can't wait to climb inside. White pelicans approach for a landing searching for fish while iconic loon calls echo throughout the space. Wall projections of underwater macro-invertebrates allow visitors to get up close and personal with these creatures. We discover that the meeting place of land and water, just like the meeting place of forest and grassland, is full of boundless diversity.

It's lunch time, and with the sun shining again, the Sawchuks make their way outdoors. They'll be back- there's still more to see next time.



Background

Prince Albert National (PANP) is part of Canada's system of 44 national parks. PANP represents and protects part of the southern edge of the boreal forest and lakes ecosystem. At 3,875 km² it is a mid-sized national park (ranking about 10th in size in the national park system). The Park is the largest protected wilderness area in Saskatchewan, representing about 0.6% of the total area of the province. The Park characterizes the transition between two natural regions. Here, the northern edge of aspen parkland forest blends with the southern edge of the coniferous forest. The transition between natural regions expresses itself with a rich variety of wildlife and a relatively high biodiversity. Wildlife typical of boreal forest, aspen parkland and grassland natural regions are present. Common wildlife are black bear, bison, elk, moose, white-tailed deer, grey wolf, fox, beaver, white pelican, otter and pine marten.

There are five areas of special interest in PANP; First Nations and Métis culture and history; rare pockets of plains rough fescue grassland; a wild plains bison population; one of the largest white pelican nesting colonies in the world; and the lakeside home and resting place of well-known conservationist Grey Owl.

Open year-round with over 240 000 visitors annually, the Park is Saskatchewan's premier destination and plays a vital role in the province's tourism industry. Today, visitation occurs mainly in the summer months. Efforts are being made, however, to increase visitation in the shoulder and winter seasons. Activities include hiking, cycling, snowshoeing, cross-country skiing, camping, canoeing, kayaking, boating, wildlife viewing, picnicking, and golfing. The resort community of Waskesiu is a hub of activity and serves as a jumping off point for most visitors to the rest of the park. The West Side of the park offers visitors a different experience where visitors can explore aspen forests with pockets of grasslands and try to catch a glimpse of the Sturgeon River Plains Bison.



Nature Centre History

The Nature Centre, located in the town of Waskesiu, was built in 1935 by relief workers in a rustic Tudor style and is indentified as a Federal Heritage Building. It is therefore important that the character of the building be maintained and the building's unique features highlighted. The building was originally intended to be a museum, however today it operates as an interpretive centre from May to October. The facility sees approximately 15 000 visitors annually.

As indicated in the 2011 Nature Centre Survey, visitor satisfaction with the Nature Centre remains high and neither visitors nor staff have indicated a strong desire for radical change. Nostalgic attachment to the existing visitor experience (many visitors having frequented the Centre every summer since childhood) may affect the way in which a renewed offer is received and one of the project's challenges will be in presenting an up-to-date, refreshed visitor experience while conserving the rustic spirit that the environment and heritage building present and that traditional clientele have come to cherish. Currently the Nature Centre grounds and the portion of the Red Deer trail that leads to the main beach has limited interpretive messages (there is currently one outdoor exhibit (the fox jump) which sees significant use). The route has great potential and therefore, the scope of the Centre's recapitalization will be expanded to include it.



Project Goals and Benefits

Goal (The change we want to see)	Action (what we do)	Output (What we produce)	Outcome (Concrete results)	Impact (What is improved/changed over 5 years)
<p>Increase visitors' engagement, understanding and appreciation of PANP key messages and themes</p>	<ul style="list-style-type: none"> Plan, research, design, build and evaluate a renewed Nature Centre experience 	<ul style="list-style-type: none"> Innovative, interactive exhibits, indoors and in surrounding outdoor area 	<ul style="list-style-type: none"> 15% increase in visitation to Nature Centre by 2016 60% of visitors consider that they learned about the natural heritage of PANP. 85% of visitors at surveyed locations consider the place meaningful. 90% of visitors are satisfied and 50% are very satisfied with their visit. 	<ul style="list-style-type: none"> Improved visitor satisfaction Knowledgeable and engaged visitors Knowledgeable and engaged town site stakeholders Corporate priorities vis-à-vis attendance and key audiences realized
<p>Attract and engage strategic audiences</p>	<ul style="list-style-type: none"> Research, design, write and produce exhibits of interest to families with children, adults, new Canadians and local Aboriginal audiences Tour elements from Nature Centre to Saskatchewan urban centres 	<ul style="list-style-type: none"> 100% of zones feature interactivity and subject matter of interest to families with children aged 3-11 15% of exhibit space dedicated to needs of adult visitors 100% of exhibit zones reflect Aboriginal presence in some way Three exhibit zones feature imagery of visible minority families enjoying the Park All exhibit text has been edited with an eye to ESL readers. Reconnecting related themes feature one or two modules capable of travelling to other locations 	<ul style="list-style-type: none"> 15% increase in visitation by adult-only visitor parties by 2016 Satisfaction by families with children maintained or improved from current levels Aboriginal partners indicate interest in attending Nature Centre with families Targets for urban outreach with exhibit modules to be determined 	<ul style="list-style-type: none"> Corporate priorities met vis-à-vis strategic audience Local stakeholder relations improved Visitor satisfaction maintained or improved Increased awareness of PANP through urban exhibit outreach

Goal (The change we want to see)	Action (what we do)	Output (What we produce)	Outcome (Concrete results)	Impact (What is improved/changed over 5 years)
Inspire Town site Visitors ¹ to explore other areas of the park	<ul style="list-style-type: none"> • Feature diversity of PANP experiences in exhibits, framed in a context that appeals to Townsite Visitors' travel values • Through imagery and text, model/inspire visitation by Townsite-type Visitors to "gentle" attractions outside the townsite • Explicitly invite/encourage Townsite Visitors to explore other areas of the park through exhibit imagery and text 	<ul style="list-style-type: none"> • 80% of exhibits feature visitor experiences outside the townsite that appeal to Town site Visitors (gentle adventures, low-tech equipment, etc) • One large and inviting park map, featuring park attractions and recreational opportunities throughout the park, in Foyer zone of Nature Centre • 80% of zones feature imagery and text explicitly inviting visitors to explore areas of the park outside the townsite 	<ul style="list-style-type: none"> • 10% decrease in percentage of overall visitors who say they have no intention of visiting other areas of the Park; 	<ul style="list-style-type: none"> • Increased awareness and engagement in overall Park experience • Increased awareness and engagement in conservation/management issues touching areas of the Park outside the townsite
Increase reach and impact of Nature Centre beyond current operating hours and season	<ul style="list-style-type: none"> • Create interpretive visitor experience in the Nature Centre courtyard • Create interactive interpretive trail between Nature Centre and main beach • Design some of the Nature Centre exhibits to be mobile, able to travel to other centres in the off season 	<ul style="list-style-type: none"> • Courtyard interpretive installations, available year-round • Walking trail from beach features engaging displays and activities year-round • Mobile displays from Nature Centre to travel to other cities and other park locations (ie Park Visitor Centre) • Small interpretive installation at beach on Waskesiu Lake 	<ul style="list-style-type: none"> • At least 20 000 visitors annually exposed to Reconnecting Bison Grasslands and People story through Nature Centre, outdoor trail and Visitor Centre exhibits • 5 000 people per year see Nature Centre exhibits in other Saskatchewan centres by 2016 • Year-round trail counters establish baseline on the use of outdoor Nature Centre exhibits 	<ul style="list-style-type: none"> • Increased visitor satisfaction with Parks Canada • Increased awareness of national and Park-level messages • Improved partner relations in urban centres
Advance our relationship with local Aboriginal partners	<ul style="list-style-type: none"> • Aboriginal consultation on stories and themes 	<ul style="list-style-type: none"> • Message framework with Aboriginal themes, stories and approval, incorporated into interpretive plan and Park Core Message document 	<ul style="list-style-type: none"> • One major message with up to five sub-themes, approved through consensus with Aboriginal partners 	<ul style="list-style-type: none"> • Improved communications on Aboriginal themes/messages for all park to use

¹ Defined as visitors who never venture to other areas of the park- (PANP Patterns of Visitor Use Survey)

Goal (The change we want to see)	Action (what we do)	Output (What we produce)	Outcome (Concrete results)	Impact (What is improved/changed over 5 years)
Cont'd	Research, write and produce, in consultation, exhibits on Aboriginal themes	15-20% of exhibit area dedicated to Aboriginal stories <ul style="list-style-type: none"> • All exhibit zones reflect Aboriginal perspectives 	<ul style="list-style-type: none"> • 80% of visitors, post-visit, indicate awareness of Aboriginal people as part of their Nature Centre experience • Aboriginal communities are satisfied with the Nature Centre • Aboriginal partners indicate interest in attending Nature Centre with families 	<ul style="list-style-type: none"> • Improved visitor satisfaction • improved Aboriginal visitation to Centre • Improved visitor knowledge and appreciation of Aboriginal cultures, stories, themes • Improved relationships with Aboriginal partners
Enhance knowledge, understanding and visitation to the Park's West Side	<ul style="list-style-type: none"> • Research, write, design, produce and evaluate a large exhibit module indoors and outdoors communicating the West Side and its stories, particularly those associated with the Reconnecting Bison Grasslands and People project 	<ul style="list-style-type: none"> • 15-20% of main hall dedicated to interactive exhibit zone dedicated to the West Side, its natural history and its conservation challenges and successes • One or two large outdoor exhibits dedicated to West Side stories 	<ul style="list-style-type: none"> • 80% of visitors aware of the Park's West Side features • Visitation to the West Side increases by 10 %by 2016 	<ul style="list-style-type: none"> • Increased awareness of and visitation to West Side • Increased appreciation of complexities of bison-fescue management
Increase shoulder and winter season visitation to PANP	<ul style="list-style-type: none"> • Include beautiful and inspiring imagery of PANP in all seasons in Nature Centre exhibits • Feature year-round photography of visitors using Park • Install year-round interactive exhibit elements on Red Deer Trail and Nature Centre courtyard • Produce marketing imagery of visitors using Nature Centre outdoor displays in all seasons 	<ul style="list-style-type: none"> • Grassland, Forest and Foyer zones feature imagery of park in all seasons • Forest zone highlights cycles of the seasons • Lounge zone features photography of visitors in the park in all seasons 	<ul style="list-style-type: none"> • At least 60% of Nature Centre visitors surveyed are aware that the park is open and accessible in the off-season 	<ul style="list-style-type: none"> • Increased awareness of shoulder and winter season offer.

Goal (The change we want to see)	Action (what we do)	Output (What we produce)	Outcome (Concrete results)	Impact (What is improved/changed over 5 years)
	<ul style="list-style-type: none"> • Highlight the cycles and seasonality of the natural history of the Park through the exhibits • Move several pieces of Nature Centre exhibit to Visitor Centre when the Nature Centre is closed. 			



Markets

Priority Audiences for the Nature Centre Renewal

Given the profile of visitors to the Park, the profile of visitors currently using the Nature Centre, and the strategic goals for the project, the project team has identified the following market segments as its highest priorities for renewed visitor experience at the Nature Centre:

1. Families with children aged toddler to roughly 11 years, subdivided as follows:
 - a. Developmental stage
 - i. With children aged 2-6 years
 - ii. With children aged 7-11 years
 - b. Patterns of use:
 - i. Families visiting the Nature Centre, particularly repeat visitors
 - ii. Townsite Visitor families who are not currently visiting the Nature Centre but who may be attracted to it via attractive exhibits around the building or on the Red Deer trail, and through word of mouth about a new and improved visitor experience.
 - c. New Canadian families. While this audience has been identified as a high corporate priority, social science in the Park to date has not surveyed on citizenship, country of origin, length of time in Canada,

etc.

Census data indicate that Saskatchewan has far fewer New Canadians (in this case defined as first-generation Canadians) than the rest of Canada, and it may be safe to assume that this demographic doesn't constitute a major untapped clientele for the Nature Centre.

Data from 2006 Canadian Census								
Generation Status	Prince Albert		Saskatoon		Saskatchewan		Canada	
Total Population (15 years +)	30,900		163,550		766,235		25,664,220	
First generation Canadian	1,625	5%	18,050	11%	50,235	7%	5,124,560	20%
Second Generation Canadian	4,840	16%	28,790	18%	139,120	18%	4,006,420	16%
Third+ Generation Canadian	24,435	79%	116,715	71%	576,880	75%	15,533,240	61%

However, anecdotal input from staff indicates that visible minorities who appear (through custom and dress) to be new Canadians do visit the Waskesiu townsite. While their needs and desires can be assumed to be largely in line with those of families everywhere, they may be more inclined to be multi-generational, may have specific needs for English language comprehension, and may feel that they have a lower level of familiarity with Canadian wilderness than other groups. This group may be inclined toward day use rather than camping or cabin ownership. Including an exhibit or panel inside the waterfront picnic shelters may be the way to this group's heart; within the Nature Centre, New Canadians may respond well to seeing themselves represented in the exhibits' imagery.

- d. Local Aboriginal families. These audiences may want to see themselves represented fairly and accurately in the Nature Centre and should feel that they have been adequately consulted and involved during the Centre's development. It is through this consultation that we may gain their interest as potential audiences.

2. Adults without children

- a. This audience has been under-represented at the Nature Centre, perhaps due to the perception that the exhibits and activities are not for them. This audience may be engaged through the addition of a new level of messaging throughout the otherwise family-friendly exhibit (perhaps with text, imagery and interactivity subtly interwoven through the experience but clearly of interest to an adult with time to spare). Some of the existing visitor experience is also of special interest to this segment, particularly the "library" or reading corner.



Mechanics and Logistics

Key Issues and Challenges of the Nature Centre

The Building

The Nature Centre is identified as a Federal Heritage Building through the Federal Heritage Building Review Office (FHBRO). The general look and feel of the space should be maintained and any significant structural changes should improve or maintain the building's heritage character.

The building is not heated, air conditioned nor insulated, though space heaters are employed on cooler days. It will thus remain a seasonal offer for the foreseeable future. Exhibits and other installations must withstand winter temperatures in the -40C range, or be removed for storage at the end of the visitor season. Lack of ventilation in summer is sometimes an issue for visitor comfort.

Security has not been a major issue onsite, but new audiovisual components may need to be taken offsite during the off-season and stored regardless of temperature tolerance.

The building has no plumbing and thus, no running water or toilets. The closest washrooms are located in rustic facilities across the street. There is potential space for unisex bathroom with change table in the existing projection room of the theatre space, which will be no longer necessary in that capacity. The remainder of the projection room should be used as storage space.

The site has adequate electrical connections with potential for more outlets.

Staffing

The Nature Centre is hosted by Parks Canada interpreters and new exhibits and other installations should be conceived in the context of a facilitated visitor experience: staff can and will guide visitors through the space, though they are not always available to do so during peak times.



Staff require a workspace where they have access to a computer and the Parks Canada network, while remaining visible and available to visitors.

The main hall of the Nature Centre requires a temporary programming space where exhibit modules can be rolled aside in order to facilitate an activity for 20 or so participants.

Location

The Nature Centre is in the town of Waskesiu, just off of the high-traffic area of the town core. The building is partially obscured by trees from the downtown view, and while the character of the building is attractive, there is little about the building or its surroundings that suggests a family-friendly place of fun and discovery.

Outdoor Exhibits

Trail and courtyard elements must be designed and fabricated in such a manner that they are extremely durable as they will be self guided elements with no staff supervision. In addition they must be able to withstand extreme temperatures (-50C to +40C).

Cenotaph

A cenotaph (war memorial) stands just outside the front door of the Centre, and the installation of interpretive media nearby should consider the sensitivities of the space. Any initiative to move the cenotaph, even a short distance, will require consultation.

Landscaping

In most cases, a small amount of landscaping will be required immediately around outdoor exhibits. There is no budget for major landscaping work.

Changeability/Mobility

Both PANP and the Nature Centre have a significant number of repeat visitors. Therefore it is important that the exhibits in the Nature Centre allow the opportunity to make minor changes in a simple cost effective manner to keep regular visitors interested



and engaged. In addition to the need for change, given that the facility is only open five months of the year, it is important that some exhibits are mobile so that they can be moved to other locations (such as the park Visitor Centre) in the shoulder season and winter season.

Storage

Staff in the Nature Centre requires storage for props, brochures and other items. A portion of the Projection Room will be used for storage however additional storage opportunities (i.e. in the staff work space).

Message

Nature Centre Theme

Prince Albert National Park is on the edge of two natural regions: the boreal forest to the north and the aspen parkland to the south. This blending results in a **rich diversity of life** and has attracted and supported people for thousands of years.

SUB-THEME 1

This blend of natural regions encompasses diverse habitats: boreal forest, aspen parkland, fescue grasslands, wetlands, and lakes.

Storyline 1A

- The Sturgeon River plains bison are the only population of plains bison roaming freely on their historic range in Canada.
- The park co-operatively manages this population with other stakeholders.
- Since bison returned to the park, wolves have learned to hunt them. Prince Albert National Park is one of the few places in the world where wolves hunt plains bison.
- Plains bison were accidentally reintroduced to the park in the late 1960s.



Storyline 1B

- Fescue is more than just grass; it's a beautiful and diverse ecosystem.
- The park is protecting rare plains rough fescue prairie.

Storyline 1C

- The Park's rich forests and lakes provide food, water, shelter and space to some of Canada's most iconic wildlife: bears, loons, moose, wolves, lynx, and more.

Storyline 1D

- The park is home to one of Canada's largest white pelican nesting colonies in a protected area.

SUB-THEME 2

In Prince Albert National Park, change is constant.

Storyline 2A

- Natural disturbances, which include fire, insects, disease, drought, and herbivory are important aspects in shaping a naturally functioning ecosystem.

Storyline 2B:

- Seasonal change in the park is dramatic and has significant effects on the way plants, animals and people live. The local traditional First Nations view recognizes six seasons.

Sub-storyline:

- Over the years, people's actions have caused large and small changes in the park.



SUB-THEME 3

People have connected to the land making up PANP in all seasons and relied on it for resources, recreation and renewal of spirit.

Storyline 3A

- The park offers excellent outdoor recreation and learning opportunities.

Storyline 3B

- For a long time, people have considered this place as home.

Sub-storylines:

- Aboriginal People have called this place home since time immemorial.
- Generations of park visitors consider this place their home-away-from-home.
- The renowned English author and conservationist Archie Belaney (Grey Owl) and his wife Anahareo lived in the park from 1931 to 1938. Belaney is a controversial figure, but his conservation efforts with beaver as well as his writings inspired people across the world to care about the vanishing wilderness and protect what was left.

Storyline 3C

- The lands that make up the park have long been used by people for resources (food, fur, timber, agriculture, etc.) and transportation.

Storyline 3D

- The park is a place to renew your mind, body and spirit.



The Location: Sketches



- Themes:
- 1) Blending and biodiversity
 - 2) Change is constant
 - 3) People and the land







SIDE



TOP

Detailed Visitor Experience Grid

Zone	Serial #	Element	Description – Blue indicates changeable unit and green indicated moveable unit	Theme	Comments
Trail			<p><i>Bridging the beach and the Nature Centre, the Red Deer Trail offers family-friendly activities and attractive animal sculptures that entice new visitors toward the Centre, give repeat visitors something new to experience, and extend the value of the Nature Centre outside of normal operating hour. The overall theme of the trail is to move like various animals as you make your way to the Nature Centre.</i></p>		<p>While the overall concept of the trail will not be changed additional ideas will be considered.</p> <p>Additional conceptualization is required around new media suggestions that will enhance the trail experience.</p> <p>The primary audience for the trail is families with children.</p> <p>Additional conceptualization is required to include elements that appeal to adults</p> <p>Trail elements must be designed and fabricated in such a manner that they are extremely durable as they will be self guided element with no staff supervision. In addition they must be able to withstand extreme temperatures (-50C to +40C).</p> <p>Include names of animals in French and English as well as Aboriginal languages. Provide a mixture of Cree, Dene, Michif, and Dakota.</p>

Zone	Serial #	Element	Description – Blue indicates changeable unit and green indicated moveable unit	Theme	Comments
	TR01	Trail start with signage	Interpretive trail begins near the main beach parking area. Signage directing visitors to the trail/Nature Centre. Signage should be fun, playful and linked to the theme. Include a trail element adjacent to the sign to encourage visitors to connect the dots up to the Nature Centre.		Include one trail element adjacent to this signage. Welcome signage could include various Aboriginal languages. Other signage would be in French and English only.
	TR02	Tracks on the trail	Tracks of all of the animals on the trail leading from the silhouette to the Nature Centre.	Sub theme 1 biodiversity 1b: iconic wildlife	It will be challenging to find a media that is cost effective and durable. We will pilot different options in the summer of 2013.
	TR03	Light standards	Add thematic treatment to existing standard at parking lot. Add a new light standard or at least a thematic pole at several points in courtyard and on pathway.	TBD	
	TR04	What is your wingspan?	A silhouette of a bird's wingspan, marking the size of several different birds in the boreal forest. Visitors stretch out their arms against the silhouette to determine their own wingspan. One fact will be included for each bird, i.e. "White pelicans have the second-biggest wingspan in North America" (240-300 cm).	Sub theme 1 biodiversity 1B: iconic wildlife 1d: pelicans	
	TR05	Marten balance beam	Two horizontal logs: one with a silhouetted pine marten walking along it, the other inviting the visitor to do so too.	Sub theme 1 biodiversity 1c: iconic wildlife	Locate in forested portion of the trail
	TR06	Slide like an otter	On a natural slope, a short (2m) slide. Silhouette of an otter on the outer edges of the slide.	See above 1c: iconic wildlife	

Zone	Serial #	Element	Description – Blue indicates changeable unit and green indicated moveable unit	Theme	Comments
	TR07	Spy like a squirrel	Peering down from a tree in the forest is a realistic model of a goshawk. A small sign asks: “You are a squirrel- can you see danger? Look through the scope to find it” A fixed pipe, like a scope but without magnification, focuses your eye on the distant danger.	See above	Locate on the forested portion of the trail.
	TR08	Run like a bear	Silhouette of a bear. Text: “At full speed, a bear could reach landmark X in 15 seconds. How long will it take you?” Add a mechanical egg timer that ticks the seconds away and markers indicate the X distance.	See above	Locate on the forested portion of the trail.
	TR09	Listen like a deer	Use whisper dishes (painted like a deer or with all the animals with parabolic ears painted on it) to demonstrate how parabolic ears work.	See above	Link: whisper dish
	TR10	Jump like a fox	A long jump pit with pre marked distances inviting visitors to see if they can jump as far as a fox can. This will be refreshed version of current fox jump.	See above	
	TR11	I’m as tall as a...	A height chart with different animals as landmarks. Use cutouts of the following iconic species: bull moose, bison, wolf, lynx, beaver, otter, red squirrel, pygmy shrew.	Sub theme 1 biodiversity 1a: wild bison, 1c: iconic wildlife	
	TR12	Balance like a shorebird	Silhouettes of herons or shore birds. Balance on one foot like a shore bird.	Sub theme 1 biodiversity 1b: iconic wildlife	Located near main beach to provide a photo opportunity.
	TR13	People on the trail sculpture	Silhouettes of people engaged in different park activities available to visitors in all seasons (ski, bike, hike, snow shoe etc)	Sub theme 3 people 3a: recreation and education	

Zone	Serial #	Element	Description – Blue indicates changeable unit and green indicated moveable unit	Theme	Comments
	TR13a	Skier	Silhouette of skier on the trail with an invitation for visitors to explore the park in winter.	See above	
	TR13b	Canoeist	Silhouette of a canoe with two canoeists.	See above	
	TR14a	Drum like a woodpecker	Silhouettes of each of the park's woodpeckers on real or silhouetted trees. Visitors strike different surfaces to simulate the drumming of various woodpeckers. Woodpecker silhouettes should be placed on tree types that woodpeckers prefer. Hand cranks playback real woodpecker calls and drumming sounds.	Sub theme 1 biodiversity 1c: iconic wildlife	Located on the forested portion of the trail.
	TR14b	Real woodpecker drumming station	A high resonant surface that attracts real woodpeckers for drumming.	See above	Research required to determine whether or not this will be effective.
	TR15	Animal Yoga	Panel with a few basic Yoga poses that mimic things in nature i.e. tree pose, downward dog (or wolf) etc. Yoga-mat style pad on the ground for it. A few poses could be made into silhouettes to better demonstrate the idea.	See above	Locate in open space near main beach.
		Trail expansion options	There is interest in potentially expanding the interpretive trail along the Red Deer (red) trail south of the Nature Centre and the Red Deer trail (yellow) north of the main beach. Additional trail media suggestions are required for this possible expansion.		Additional conceptualization is required.

Zone	Serial #	Element	Description – Blue indicates changeable unit and green indicated moveable unit	Theme	Comments
Courtyard	CY		<i>The courtyard functions as a public gathering space immediately surrounding the Nature Centre. Like the Red Deer Trail, it extends the Centre’s value beyond traditional operating hours. It attracts new visitors, offers interactive and educational visitor experiences, and establishes a new and exciting look and feel to the Nature Centre environment without compromising the building’s heritage characteristics. Sculptures, flipbooks, whimsical bicycle racks, picnic table top games and an interpretive native plant display round out the experience.</i>		While the overall concept of the Courtyard will not be changed additional ideas will be considered. Additional conceptualization is required around new media suggestions that will enhance the trail experience.
	CY01	Welcome and orientation signage	A welcoming sign invites visitors into the Nature Centre, includes signage for vehicles and pedestrians. Signage with open/close information and hours of operation. Signage will be thematic not corporate. Should link thematically to signage on the trail.	Main theme: blending and biodiversity	Signage notes: Remove open/close sign on the road. Remove FIP Nature Centre sign if possible. Create thematic Nature Centre sign at the deck and on roadside. Add thematic signs to light standards in courtyard.
	CY02	Light standards	Add thematic treatment to existing standards in the courtyard.	TBD	Light standards should link to trail light standards
	CY03a	Wolf rendezvous sculpture	A silhouette at ground level of an adult wolf and a few pups lounging and playing as a family. One wolf is howling.	Sub theme 1: biodiversity 1c: iconic wildlife	Audience: families with children and adults
	CY03b	Howl like a wolf (panel accompanying CY01a)	Text inviting visitors to try howling like a wolf and describing reasons why wolves howl. Include hand crank sound recording of a real wolf howl and panel with additional information about wolf family dynamics and a QR code with more information (video and sound). Consider riddle and trivia where the answer is imbedded in the sculpture (i.e. why do wolves howl, pack dynamics) Invitation to a wolf howl evening program.	See above	Audience: families with children and adults This list of items can be prioritized according to cost and effectiveness; we do not necessarily need all of these features.

Zone	Serial #	Element	Description – Blue indicates changeable unit and green indicated moveable unit	Theme	Comments
	CY04	Life size bison skeleton sculpture or silhouette	One side of the sculpture is aesthetic and the other side didactic. Educational component: Bison anatomy (why it is built the way it is). Interactive: Bison weigh in: bison weight XX lbs- visitors stand on a pad to try to counter-balance the bison. And/or: rear side of bison has engraved text about aboriginal use of bison and visual representations of its uses.	Sub theme 1: biodiversity 1a: wild bison	Audience: families with children and adults Keep text to a minimum; use visuals as much as possible.
	CY05	Thematic bike rack and stroller parking.	Animal-shaped bike racks: stylized shapes (perhaps a heron, a moose's legs, etc) that allow visitors to secure bikes. 'Stalls' for strollers with different animals and their babies.	Sub theme 1 biodiversity 1c: iconic wildlife	Audience: families with children Provide a off the shelf recommendation as well as the costume approach.
	CY06a	Picnic tabletop trivia (bison)	A large, family-friendly map of Saskatchewan on the table top. Callout bubbles feature historical and modern trivia about the history of bison, plains and people in the province. Riddle format: What year did bison disappear from Saskatchewan? Etc with the answers perhaps provided in the corner, upside down.	Sub theme 1 biodiversity 1a: wild bison	Audience: families with children Concepts to consider including: -Traditional range and seasonal movement: (distinguishing between plains and wood bison) -Traditional hunting grounds
	CY06b	Picnic table top- lake themed	Potential for Aboriginal stories on fish. Each 'place' has a placemat with a historical/cultural 'fish tales' and images. Possible concepts: -How do Aboriginal people use fish -Fish harvesting – traditional and modern -commercial fisheries in PANP -Food webs -Fish recipes -Local fish tales -Fish ID -Fishing limits	Sub theme 3 people 1c: resources, and transportation	Audience: families with children Consider using QR codes for additional information.

Zone	Serial #	Element	Description – Blue indicates changeable unit and green indicated moveable unit	Theme	Comments
	CY06c	Forest themed table.	Six dinner plates- each marked for a bear, bat, chickadee, pelican, bison, and sundew plant. In the middle is a buffet of food items. Visitors match the food item with the animal’s dinner plate.	Sub theme 1 biodiversity 1c: iconic wildlife	Audience: families with children “Buffet” could be 2D imagery, to allow the table to be used as a fully functional picnic table.
	CY07	Interpretive rail wheelchair ramp	Rail on porch landing and wheelchair ramp become interpretive rails: embedded with footprints of and sculptures of birds.	See above	
	CY08	Interpretive flip book near or on a picnic table	An interpretive flipbook made of indestructible materials on the theme of human history on the land in the Park. Possible theme to consider: i. An economic focus, showing how Aboriginal harvesting of local resources were part of the local ecosystem, and also how it connected this ecosystem with others across North America and around the world.	Sub theme 3 people 1c: resources and transportation	Audience: adults
	CY09	An oversized children’s flip book	A first-person nature journal written by a ten-year-old.		Audience: families with children
	CY10	Garbage and recycling can enclosures	Thematic enclosures for garbage bins. Recycle bin could be covered in fire imagery – reminding visitors that fire is nature’s recycler.	TBD	Must ensure that any modifications to garbage and recycling containers does not negatively impact park staff’s ability to empty them.

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	CY11	Messaging in toilet.	In outdoor toilet or if indoor toilets are constructed – include key messaging in bathroom stalls (i.e. safety, stewardship etc)	TBD	
	CY12	Cenotaph treatment	Will cenotaph have new signage, be moved a few feet, etc? To be discussed in consultation.	N/A	Consultation required for this.
	CY13	Gathering spot (landscaping)	Major feature of courtyard: an informal gathering place. Minimal permanent seating (a couple benches) but minor landscaping could provide places for people to sit. Picnic tables should be included (see CY 06).	N/A	
	CY14	Know your hoofed critters	Silhouette sculptured ungulates with engraved label text. Deer, elk, moose. This would include the antler game (CY16). One side is silhouette and the other would be image of ungulate to help with identification and text.	Sub theme 1 biodiversity 1c: iconic wildlife	Audience: families with children and adults Include names of animals in French and English as well as Aboriginal languages. Provide a mixture of Cree, Dene, Michif, and Dakota.
	CY15	Hoofed critter hiding	Small fawn hidden in the courtyard – a clue will direct visitors to find it. The clue could be a GPS coordinate, could be a riddle.	See above	Audience: families with children Additional conceptualization is required.
	CY16	The Antler Game	If possible, antler lifting game from inside the current Centre is moved outside.	See above	Audience: families with children
	CY20	Footprints up the stairs	Continuing from the pathway, we follow animal tracks of various types up the stairs into Nature Centre.	See above	

Zone	Serial #	Element	Description – Blue indicates changeable unit and green indicated moveable unit	Theme	Comments
	CY21	Spotting scope	Permanently-mounted spotting scope pointed from front porch overlooking the lake.	Sub theme 1 biodiversity	Audience: adults
Foyer			<i>The Foyer sets the tone for the Nature Centre experience, and central to that first impression is the Parks Canada interpreter, who greets the visitors either from a welcoming desk, or who circulates throughout the space interacting informally. A large interactive park map becomes a focal point for that exchange, as visitors locate themselves and identify new zones of the park to visit. A multi-screen photographic exhibit offers further enticement to experience the park diversity. Families will spend time at an interpretive touch table, with constantly rotating games and activities. NOTE: zone LO, LOUNGE is located in this zone- and is treated as a sub-zone within FY.</i>		
	FY01	Reception desk	Ergonomic work station for staff. Matches look and feel of the space.	N/A	Ensure this is not a barrier between guest and visitor.

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	FY02	Interpretive table	A standalone island, where the interpreter can lead interactive activities or set up temporary feature exhibits. Should include some storage. When not in use, hosts a display that the interpreters create. This unit should be mobile (i.e. on casters or something similar).	Changes depending on display	A central island with drop leaves, pull-outs.
	FY03	Park map	<p>Interactive Park map (may be a large touch screen or interactive LCD panel) which will include the following:</p> <ul style="list-style-type: none"> -Trip planning information for visitors -An interactive where visitors can mark where they live on a world map or where they plan to travel in the park -Showcase a location of the week i.e. Boundary Bog, South Bay etc -Historical information around: <ul style="list-style-type: none"> -Travel patterns/routes of the people in the region -Modes of transportation; walking, snowshoeing, dogs, and canoe -Why people travelled -How the landscape influences travel patterns -How people’s movement influenced their homes -Common settlements areas (ancient/common camping sites, hunting and fishing grounds, trading locations) and how they connect to well known/used locations in the park. Key areas could be linked to specific families. 	Sub theme 3 people	<p>Audience: families with children and adults</p> <p>-Layers of modern and historical maps will be used to avoid cluttering</p>

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	FY04	Main theme welcome display	A bank of attractive picture frames, in different sizes and finishes, houses a slowly-dissolving array of breathtaking images of Prince Albert National Park, illustrating the diversity of the landscape. While the screens are independent most of the time, occasionally they all switch to a single moving image, becomes tiles in a large video display: birds flying, bison running, people paddling, etc.	Sub theme 1 biodiversity	Audience: adults To save costs, could cut the converging-to-video component and have them function independently.
	FY05	Birds overhead	Taxidermy birds hung from the ceiling.	Subtheme 1 biodiversity	
	FY06	Brochure display	Brochure racks to support trip planning.	N/A	
	FY07	Tracks on the floor	Tracks will be embedded into the floor, See TR14.	Subtheme 1 biodiversity 1c: iconic wildlife	Watch this video for an example of embedded tracks
	FY08	Rubbing activity intro	This is the 'home base' for an activity that runs throughout the Centre: pencil or crayon rubbings that children make as they move through the exhibits. For this station, we require a child-sized booth or counter, to provide supplies and demonstrate the activity. Note that rubbings throughout the exhibit might be interchangeable or perhaps reversible so one can be snapped out and reversed, to make for a variable repeat visit. -Tracks -Bark rubbings -Faux brass rubbing of insects or invertebrates -Feathers -Lichen covered rocks -Replicas of traditional artifacts	Varies	 Additional suggestions will be considered.

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	FY09	Large 3D animal walking from foyer into main hall-	A big whimsical moose (whose tracks we have been following up the trail) is walking from the foyer into the main hall, looking around.	Sub theme 1 biodiversity 1c: iconic wildlife	Audience:
Lounge in foyer(LO)			<i>The Lounge, inside the foyer, is a place for relaxation and individual exploration. Within the comfortable ambiance of a cottage living room, adults can take a moment to read books (in traditional or electronic form), watch videos on a tablet, listen to bird calls on a headset, or play with their children who are engrossed in one of the Floating Games set up for their enjoyment.</i>		
	LO01	Bookshelf	Thematically linked books for children and adults including aboriginal themed literature.	All	Inventory required on what we already have.
	LO02	Tablet interactive – History in Focus	Digital tablet with archival photos, stories and artifacts from PANP (similar to current “History in Focus” exhibit.) Consider integrating historical interview transcripts where appropriate. Tablet frame designed to look like an old photo album.	Sub theme 3 people	Audience: adults. Additional conceptualization is required on ensuring tablets can be left unsupervised by staff.
	LO03	Tablet Interactive – Field Guides	A Digital tablet with a variety of interactive field guide type applications focusing on the park’s flora and fauna.	Sub theme 1 biodiversity 1c: iconic wildlife	Audience: adults. Audubon app Additional conceptualization is required on ensuring tablets can be left unsupervised by staff.

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	LO04	Tablet Interactive – Cree language	A digital tablet with a Cree language application.	Sub theme 3 people	Audience: adults. Yes, there's an app for that. Additional conceptualization is required on ensuring tablets can be left unsupervised by staff.
	LO05	Tablet interactive -Birds With headphones/ listening station	Bird field guide with headphones to listen to birds calls.	Sub theme 1 biodiversity 1c: iconic wildlife	Audience: adults. Additional conceptualization is required on ensuring tablets can be left unsupervised by staff.
	LO06	Tablet Interactive – Grey Owl	Digital tablet with in-depth treatment of the Grey Owl story: videos, images, letters, artifacts, interactive quiz or game, links for more information. Include a section about planning a trip to Grey Owl's cabin and promotion of cabin replica at the Friends of the Park bookstore. Frame of tablet designed to look like an old journal.	Sub theme 3 people 3b: home	Additional conceptualization is required on ensuring tablets can be left unsupervised by staff.
	LO07	Grey Owl nook	Small bookshelf featuring his books, images, 3D pieces etc about Grey Owl's life. Include information about planning a trip to Grey Owl's cabin and the cabin replica at Friends of the Park bookstore.	Sub theme 3 people 3b: home	Audience: adults.
	LO08	Digital picture frames.	Wall photos of people experiencing the park, modern and historic- some from the current era, others going back through different decades including pre park establishment. Photos should reflect all seasons.	Sub theme 3 people 3a: recreation and education	Audience: adults.
	LO09	Comfy chairs or love seats	Somewhere to sit	N/A	

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	LO10	Side table	A multipurpose table surface for visitors to discover floating games.	N/A	
	LO12	Thematic toybox	Storage for small thematic toys and puppets for young children. Floating games could also be included inside.	Potentially all. Specifics to be determined.	Audience: families with children
	LO13	Children's chair(s)	Somewhere to sit	N/A	Children's chairs may be thematic (animal shapes etc) like beanbag chairs.
	LO14	Cabin-style decor	Lamps and other decor elements that suggest a comfy corner in a cottage.	N/A	
	LO17	Art	Aboriginal art	Sub theme 3 people	Audience: adults
	LO18	Tablet Interactive – theme TBD	Interactive text books or slide shows on the park. Use historical and ecological information to build small stories or content pieces.	TBD	Additional conceptualization is required on ensuring tablets can be left unsupervised by staff. Click here to see I Book Textbooks
	LO19	Quiet Books	Cloth interactive children's books with park themes.	TBD	Audience: families with children 2-6 Click here for quiet books examples And here
		Tablets interactive - other	We are looking for additional digital media that could be provided on tablets.	TBD	Additional conceptualization is required on ensuring tablets can be left unsupervised by staff.

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Floating Games	FG		“Floating Games” are not exhibits, per se. The term refers to small, mobile activity kits that are chosen and set out by interpreters, to provide a cost-effective, constantly changing experience for repeat visitors. Some of these will be brand-new, and others will be much-loved activities carried over from the existing Centre. Most of them will be in storage at any given moment, but at least one or two should be available during operating hours of the Centre. Platforms for these games are available throughout the space.		
	FG01	The Poo Game	Match the poop with the pooper. An updated version of the existing game.	Sub theme 1 biodiversity 1c: iconic wildlife	Audience: families with children 7-11
	FG02	Skull Game	Match the skull to the animal. An updated version of the existing game.	Sub theme 1 biodiversity 1c: iconic wildlife	Audience: families with children 7-11
	FG03	Archaeological Dig Game	A bin of sand and soil, in which visitors dig and brush for “artifacts” and discover a bit about the human story of the park.	Sub theme 3 people	Audience: families with children 7-11
	FG04	Fur Match	Match the fur to animal. An updated version of an activity once found in the Nature Centre.	Sub theme 1 biodiversity 1c: iconic wildlife	Audience: families with children 2-11
	FG05	Find the Track	Young visitors take rubber track casts and match them to the track on the floor, or make prints in sand or snow.	Sub theme 1 biodiversity	Audience: families with children 7-11

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				1c: iconic wildlife	
	FG06	Name that Tree	Match bark, cones and leaves to tree name. An updated version of an activity once found in the Nature Centre. Includes needle/bark rubbing activity.	Sub theme 1 biodiversity	Audience: families with children 7-11
	FG07	Egg Matching	Match the egg and nest to the bird. An updated version of a current Nature Centre activity.	Sub theme 1 biodiversity	Audience: families with children 7-11
	FG08	Walk like the animals	Outdoor floating game. A selection of animal tracks on a version of 'tin case stilts'. Visitors walk through the snow or sand and leave animal tracks.	Sub theme 1 biodiversity	Audience: families with children 7-11 Web link: track stilts
	FG09	Bison supermarket	Match the bison parts to its traditional use; bladder bags, sinew rope, bone tools, and leather from hide. Possible approaches: -3D replicas of real items matched to photos of modern items -3D or 2D puzzle of a bison that visitors can dissect and discovers how each part is used. Text and images included on each part will describe its traditional use.	Sub theme 1 biodiversity 1a: bison Sub theme 3 people	Audience: families with children 7-11 What is a 3D puzzle?
	FG10	Ecological KerPlunk	The classic game with an ecological twist. Sticks that are removed represent threats to the ecosystem.	Sub theme 2 change	Audience: families with children 7-11 What's Kerplunk?

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	FG11	Tools of yesterday and today	Match the traditional with a modern day version. Replicas of actual artifact matched to images of modern tools: hammer, scraper, atl atl, axe, knife, needle, fishing hooks, paint brush, basket, beads (quills), bow drill, etc	Sub theme 3 people 3c: resources, and transportation	Audience: families with children 7-11
	FG22	Grassland wildflower Twister	Themed twister game where colored dots are replaced by common flowering plants, animals, birds etc. There could be several versions available (tracks, mammals, birds). Aboriginal names of items could be used.	TBD	Audience: families with children 7-11
	FG23	Animal mirrors	A series of hand-held mirrors where you see yourself as various animals in the boreal forest (using mirror paint or decals). Visitors answer a riddle based question and look in the mirror to find the answer.	Sub theme 1 biodiversity	Audience: families with children 7-11 Examples of mirror decals
	FG24	Macro Invertebrate discovery pack	Dip nets and ID cards in backpacks to sign out.	Sub theme 1 biodiversity	
		Beadwork game	Abacus type structure with multicolor spinning blocks. Visitors can build beadwork patterns with the blocks. Provide photographs and real samples of beadwork.	Sub theme 3 people	

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West Side pod			<i>The West Side area is dedicated to showcasing a little-visited but ecologically vital portion of the park. The connection between bison, fescue grassland and people is featured here. Children may open cupboards to watch ground squirrels “hibernate”, or track the plains bison that live in and around the park. Adults may take time to read in-depth accounts of some of the innovative ecological initiatives that Parks Canada is undertaking in this zone. Beautiful imagery portrays the unique features of this zone, and entices visitors to consider making a trip.</i>		
	WS01	Big hero photo on the wall, attached 3D interactive landscape	Large, beautiful photo of West Side, featuring a typical large grassy area with forest in the distance. Springtime flowers in the foreground. At the bottom of the photograph, the wildflowers and grass spill out onto the floor and project into the room as a 3D interactive model of the prairie. This model should be high enough to allow interactivity: 2 or 3 feet, perhaps, with peek-drawers, places to hide and pop up, places to manipulate puppets through the ground (child-places, not necessarily adult sized).	Sub theme 1 biodiversity 1b: fescue grasslands Sub theme 3 3b: recreation and education	Additional conceptualization is required to ensure this exhibit is also appealing to adults. Audience: families with children 2-11
	WS01b	Soil profile pull-out	Pull-out drawer with soil profile, roots. (linked to interactive habitat)	See above	
				See above	
	WS01c	Prairie critter puppets	Part of the interactive prairie landscape where visitors can manipulate puppet of a meadowlark, ground squirrel, bison calf or a flicker.	See above	Puppets
	WS01d	Pocket gopher peek-ins	Peek-a-boo cupboard, low down, where you discover a northern pocket gopher in its burrow	See above	
	WS01e	Wildflowers flipbook with rubbings	A flipbook of grassland flowers. Wildflower rubbings.	See above	Alternative ideas for this section are welcome.

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	WS02a	West Side pod (inside)	This is a stand alone room divider, perhaps in a slightly irregular or rounded shape, to delineate the West Side zone from the forest. On the outside (forest side) we see a bison in 3D disappearing into the pod itself, as if running toward the photograph (WS01) pursued by wolves from the forest. Images and text talk about the transition or blend between forest and parkland/grassland. Could feature wolves as animal that bridges the two habitats. Text about important of small pockets of grasslands, transition to grasslands, etc.	Sub theme 1 biodiversity 1a: bison 1b: fescue grasslands	Audience: adults
	WS02b	Tracking Bison and Wolves	On the inside (prairie side) of the above pod, there is a digital interactive screen that uses GPS data from the park's bison and wolves to show where these animals have been located recently in the park. It may provide specific information about the individual animals with collars. Describe connection between wolf and bison movement. Information about predator/prey interaction between bison and wolves. Include messaging associated with the importance of bison to Aboriginal people. Visitors would be able to enter specific dates (ie their birthday) to see where bison or wolves were on that day. Note: Sensitive tracking data will be staggered or delayed to ensure safety of the animals being tracked. Note: there may be a moveable element to this sub-exhibit- can this tracking screen be removed to travel as its own exhibit in the off season?	Sub theme 1 biodiversity 1a: bison	Audience: adults and families with children 7-11
	WS02c	Accompanying graphic and text panels	Text about the wild bison population, their reintroduction and information about how they are managed. Include messaging associated with the importance of bison to Aboriginal people. Bison rubbing activity (hoof) here as well.	Sub theme 1 biodiversity 1a: bison	Audience: adults and families with children 7-11

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	WS03	Fire story	Dissolving digital images and text on a large flat screen. Before and after photos of fire on the landscape. Messaging and quiz about fire and its uses/benefits– expansion of grasslands, influencing animal movement, warfare, protection resources from large scale fire (fuel breaks). Scenarios presented – visitor comes up with solution using fire.	Sub theme 2 change 2a: natural disturbances	Audience: adults and families with children 7-11
	WS04	Fire story on video	On the wall nearby, virtual reality video glasses with a POV of fire management in action in PANP. Use GoPro footage to piece together a simple narrated story.	Sub theme 2 change 2a: natural disturbances	Audience: adults and families with children 7-11 Like this.
	WS05	West Side sounds	Directional sound: wind, bison hooves, red-tailed hawk, meadowlark, people		
	WS06	Birds flying overhead	Overhead, some type of bird- a curlew or a couple of snipes	Sub theme 1 biodiversity	
	WS08	Thematic seating	Provide seating for visitors.		
Forest zone	FR		<i>The Forest Zone is a group of forest “island” where visitors can listen and learn about the park’s many bird species, crawl into a wolf den, and discover traditional plant uses. Climb into an eagle’s nest for a bird’s eye view and animal costumes provide an ideal photos opportunity. An important message here is that the diversity of our forests is great, and this diversity has attracted people here who have lived off of these resources for countless generations.</i>		
	FR01	Wolf	A single life sized wolf running out of forest toward the bison in the Grasslands zone. The base of this structure contains pull outs and discovery drawers based on a series of questions and answers about wolves. This piece is intended to illustrate the connection and transition between the grassland and forest ecosystem.	Sub theme 1 biodiversity 1c iconic wildlife	

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	FR02a	Mural	Lower half of back wall is a forest mural with deciduous to coniferous trees and an area burned by a forest fire. All seasons should be showcased including the 6 seasons of the Cree people.	Main theme: blending and biodiversity	
	FR02b	Tree trunk spy boxes	<p>Back wall has loose silhouettes of a forest. On the wall are cylinders, holes, peek-a-boo boxes that visitors can open and/or peer into, containing:</p> <ul style="list-style-type: none"> -Red squirrel nest with babies inside (medium height). -Owl pellets, as if regurgitated from the owl’s nest above (see FR07). (ground level) -Tree cross section slice, asking visitors to count the rings and determine the age of the tree. Tree cookie should also show a fire scar. (medium height) <p>Goldeneye (duck) nest in cavity hole (high)</p> <ul style="list-style-type: none"> -Various rubbings (TBD) <p>Forest insects –a burnt tree with sawyer beetle, ants etc. Describe what they use the tree for and how the agent of change. Samples of sawyer beetles bores could be included.(medium)</p> <p>Beaver – Open the door and find a beaver chewed tree with basic facts about beavers (low)</p> <p>People’s impact on the land - Open and see chain saw scar or the stump. Messages about impacts of forestry and how you can do to protect forests (low).</p>	<p>Sub theme 1 biodiversity</p> <p>Sub theme 2 change</p>	<p>Audience: families with children 2-11</p> <p>Boxes should be developed in manner in which the contents could be easily changed over time. Please provide suggestions on how this could work.</p>

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			Hibernating ground squirrel/woodchuck. Ground level peek-a-boo box (snow covered to show winter). *If not enough space for the all of the above some could be integrated into the bases of some of the other forest modules.		
	FR03	Stand-up bird tree in both summer and winter attire (potential mobile exhibit)	Free-standing 3D tree (hybrid aspen and spruce) which showcases the parks many bird species. One side focuses on neo-tropical migrant birds and their life in the boreal forest and their journey to the tropics (Canada warbler, olive sided flycatcher, common nighthawk are listed in SARA). The opposite side focuses on winter residents- owls, woodpeckers, ravens, etc. Rubbing - bird silhouette or feather rubbing.	Sub theme 1 biodiversity Sub theme 2 change 2b: seasonal change	Audience: adult, families with children 7-11
	FR04	Bear	Life-size black bear (with messages about natural history, bear safety and Aboriginal perspectives). The base includes peek-a-boo boxes with changeable content- bear scat from different seasons, or calendar of bear activities etc. Reversible rubbing -Bear paw print and TBD.	Sub theme 1 biodiversity	
	FR05	Owl's nest	A large, high, 3D owl's nest that young visitors can climb up into looking down at the NC's main floor. From the nest visitors look for prey (birds and mice etc) hidden in the exhibits below. Owl puppets and audio recordings of different owl calls will be integrated into the nest. Text about year round life of an owl and their adaptations: eyes, hearing, neck, feet. Owl footprint rubbing.	Subtheme 1 biodiversity 1c: iconic wildlife Sub theme 2 change 2b: seasonal change	Audience: families with children 2-11

Zone	Serial #	Element	Description – Blue indicates changeable unit and green indicated moveable unit	Theme	Comments
	FR06	Wall projections	A video or gobo montage of birds and other nature images- ambient, beautiful, not instructional. Consider incorporating all seasons.	TBD	
	FR07	Burnt forest 3D walk around module	<p>A 3D walk around module that features the importance of fire in the boreal forest. This component will include:</p> <ul style="list-style-type: none"> -2-3 realistic snags that are burned and broken with a woodpecker on the bark of one of the trees. Fire weed, blueberries and small saplings are growing at the base of the burned trees. -Content related to plants adapted to fire. Jack pine cones could be provided as an example - one closed pre-fire and one open post-fire (with seeds). -Stills of time lapse images of post-burn area regenerating. -Large imagery of actual fire and content about the impact of fire on the landscape. -Reversible rubbing plate: sawyer beetle and TBD 	Sub theme 2 change 2a: natural disturbances	<p>This module is in early stages of development. Additional conceptualization is required.</p> <p>Alternative ideas for this section are welcome.</p> <p>Interactivity needs to be enhanced for this component.</p> <p>Reference for beetle</p> <p>Here is what a forest looks like after fire.</p>

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	FR08	Aspen forest 3D walk around module	3D walk around module that features the beauty of the aspen forest and ethnobotany. This component will include: -Realistic or stylized aspen with distinctive beautiful bark. -Activity: match the plant with its modern use i.e. willow - aspirin, rose hips - vitamin C, sphagnum for absorbency – diapers etc. -Possible platform for floating games	Sub theme 1 biodiversity Sub theme 3 people	This module is in early stages of development. Additional conceptualization is required. Alternative ideas for this section are welcome. This unit will be placed near the Human Zone.
	FR09	Winter in the boreal forest 3D walk around module	3D walk around module that features winter in the boreal forest. This component will include: -A winter scene with plants and animals characteristic of the boreal forest (spruce, lichens, a small mammal such as a red squirrel) -Messaging associated with: -Winter in the forest. How plants and animals are impacted by winter and how it changes how they move and live on the landscape. -People in winter: how winter influences how people move on the landscape (both in the past and today) -Tracking animals in winter -Consider location for floating game such as match the animal to the track -Reversible rubbing station – snowflake and TBD	Sub theme 2 change 2b: seasonal change Sub theme 2	This module is in early stages of development. Additional conceptualization is required. Alternative ideas for this section are welcome.

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	FR10	Wolf den	<p>A crawl through wolf den that incorporates the following components:</p> <ul style="list-style-type: none"> -Dim lighting -A simple wolf costume for visitors to wear (i.e. ears and tail) -Discovery elements inside such as: wolf pups (photo, painting, sculpture, or stuffed animals or puppets), tracks on the floor, fur, other underground elements (roots, insects etc), bones? -Facts about wolves and their dens -Reversible rubbing – outline of a pup and paw print on the floor -Call to action to check out to check out wolf sculptures in the courtyard 	Subtheme 1 biodiversity 1c: iconic wildlife	<p>Audience: families with children 2-11</p> <p>Wolf puppet reference</p> <p>The den could be incorporated into one of the other units in the Forest Zone</p>
	FR11	Dressup trunk and mirror	A trunk or wardrobe with various animal costumes to dress up in. Include animals from grasslands, forest and water.	Subtheme 1 biodiversity 1c: iconic wildlife	<p>Design should allow for this module to be mobile for use at conferences, trade shows and at the Visitor Centre</p> <p>Proposed location: where antler pull is currently found</p>
	FR12	Self-photo station/green screen	Self digital-photo station against thematic backdrop or green screen. Photos are instantly uploaded to a visitor's Facebook page or email account. Green screen or backdrop will include various habitats found in the Park (forest, water, grasslands etc). Four seasons will be showcased in backdrops. To be used in conjunction with dress-up trunk (FO11)	Subtheme 1 biodiversity 1c: iconic wildlife	Audience: All
	FR15	Dressup trunk and mirror	A trunk or wardrobe with various animal costumes to dress up in. Include animals from grasslands, forest and water. A puppet tree with puppets could also be integrated in this component.	Subtheme 1 biodiversity 1c: iconic wildlife	<p>Design should allow for this module to be mobile for use at conferences, trade shows and at the Visitor Centre</p> <p>Proposed location: where antler pull is currently found</p>
	FR16	Thematic seating	Provide comfy thematic seating for visitors.	N/A	

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Human story	HU		<p><i>People On The Land- the visitor experience in this zone must be confirmed in consultation, but will address the following areas: Who are the people who have lived here for thousands of years? How have Aboriginal People used the land in the past? How have they been sustained by the land? How do we depend on and interact with the land here today? This zone is anchored by two home structures that invite us to explore. On the left a traditional wigwam structure invites to enter. On the right, an early-20th century log cabin. Around these structures, images bring us from past into present. Early Cree people in canoes, early trappers, 20th century recreationalists, 1940's tennis players, 1960's families jumping into lakes, modern Aboriginal people at work and at play, present-day skiers etc. Text: People and the Land.</i></p> <p><i>Around the home structures, small 3D details- a chopping block, a meat drying rack. Plants and herbs drying, with text about ethnobotanical use. More modern items as well- an outboard motor, a Coleman stove...</i></p>		<p>This zone is in early stages of development. Additional conceptualization is required. Alternative ideas for this section are welcome. Consultation for with the Aboriginal community and Parks Canada historian assigned to this project is required for all aspects of this zone.</p>

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	HU01	On demand video station/programming space	<p>This component consists of the following:</p> <ul style="list-style-type: none"> - An interactive screen appears in the window of the log cabin, with a self-guided airplane style monitor where visitors select from a menu of videos. Screen can also be used by interpreters delivering programming. -Rustic lightweight and moveable seating for 6-8 people. -Two lightweight modules that provide a privacy screen for those watching the videos. Modules remain in place when visitors are watching videos but slide out to create a larger programming space for interpreters. Modules will double as exhibits and will include content and interactive associated with theme of people on the land. 	Videos: various	Videos will come from the park's current library. Content for modules will be based on the elements below.
	HU02a	Traditional homes	<p>This module showcases traditional homes:</p> <ul style="list-style-type: none"> -A wigwam projecting from the wall and is continued in 2D as imagery on the wall. -A log cabin unit (interior or exterior) 	Sub theme 3 people 3b: home	This zone is in the early stages of development. Additional conceptualization is required. Alternative ideas are welcome.
	HU02b	Environment around home structures	<p>These elements, centered on the home structures, will showcase how plants and animals where/are used for household items and how food was prepared. Possible items to include:-Leather/fur its preparation and uses</p> <ul style="list-style-type: none"> -Birch and willow products -Meat preparation and drying -Hunting practices and the relationships people had with the animals they hunted. -Division of labor -Pottery -Use and preparation of clothing 	Sub theme 3 people 3b: home	Additional conceptualization is required. Alternative ideas are welcome.

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	HU02c	A kids life	<p>Elements of the home environments show how children’s work and play were connected.</p> <p>Interactive: Sample/replica of traditional games (stick games or cup and ball games)</p> <p>A stylized job jar to show children’s home responsibilities. – reach and pull out a task from a particular era.</p>	<p>Sub theme 3 people</p> <p>3b: home</p>	Additional conceptualization is required. Alternative ideas are welcome.
	HU03	Historic photo montage on the wall	Photo montage of people who have lived on the lands that make up Prince Albert National Park. Include a selection of modern and historical images of both Aboriginal peoples and Euro Canadians.	Sub theme 3 people	Historical interviews could be integrated into this exhibit.
	HU 04	Evidence of people on the land	<p>A soil profile that includes items that people have left on the land. Items might include: spearpoints, flint, pottery, cooper items, beads, knife blades, axe heads, animal bones, building foundations (or remnants of), fire circles, tipi rings, tin cans, glass bottles, bottle caps, modern garbage etc</p> <p>Text: People leave evidence of about how and where they live by what they leave behind. What will be your legacy?</p>	<p>Sub theme 3 people</p> <p>3b: home</p> <p>3c: resources and transportation</p>	
Water room	WA		<i>The old Theatre becomes a strange and wondrous water world. A beaver lodge beckons children to enter and become kits; a projection allows older children and adults to discover the diversity of wetlands on a very small scale. We hear loons and water lappin...</i>		
	WA01	Water room ambiance	Lighting, color, sound and texture imagery or 3d representation of animals, plants, rocks, logs create a fun underwater world. Priority features: loons, fish, pelicans, humans using water, beaver.	Subtheme 1 biodiversity	

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	WA02	Beaver lodge	A big beaver lodge where children crawl inside, above water level. Inside children will discover images of baby beavers, a food raft, beaver scat. Include a few picture books about beavers. Can accommodate maybe four children.	Subtheme 1 biodiversity 1c: iconic wildlife	Audience: Families with children 2-11 Ensure there is a way for parents to peek in and supervise, perhaps photograph children.
	WA03	Caddisfly activity (part of WA06)	Be a caddisfly, create your own exoskeleton. A sleeping-bag like wrapping that children get inside and then attach their caddisfly casing material, perhaps by Velcro.	Subtheme 1 biodiversity	Audience: families with children 7-11 background
	WA04	Pelican text wall projection	Describe to visitors the park's famous pelican colony.	Subtheme 1 biodiversity 1d: pelican	Audience: adults If a projection is not feasible, could be a text panel.
	WA05	Pelicans in Action	Showcase pelican fishing techniques (through images or projection). Panel describing the pelican's pouch and a replicated pouch that visitors can fill with soft (foam like) fish.	Subtheme 1 biodiversity 1d: pelican	Audience: Families with children 2-6
	WA06	Invertebrate Blow-up	Showcase the underwater world through an enlarged view of dragonfly nymphs, water tigers, leeches. Visitors can choose from various 'slides' and get a closer look. Avoid stiff traditional microscope consider bubbles, or magic goggles or projections. Linked to caddisfly model – WA03 Add rubbing station of mayfly larva or similar	Subtheme 1 biodiversity	Audience: Families with children 7-11

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	WA07	The language of loons	Digital activity- listen to loon call, match it to the meaning. When exhibit is not in use loon calls are playing through on a loop as part of the ambiance of the room. Share PANP's loon survey data. Encourage visitors to get involved in Canadian Loon Survey (in PANP or elsewhere). Taxidermy loon could be incorporated into this exhibit.	Subtheme 1 biodiversity 1c: iconic wildlife	Audience: Adults
	WA08	Thematic Seating	Seating in the form of lily pads, muskrat house, bolders or rocks. Drop leaf style seating could be used to save space. Tablet WA09 should be placed near seating.		
	WA09	Water digital tablet	A tablet computer featuring images, video, field guides and sounds of the watery world.	Sub theme 1 biodiversity	Audience: Adults
	WA24	People In the Water	Within this watery world, evidence of people- beer bottles, pier pylons, fish hooks, and a few small text panels or callouts addressing the effects people have on water locally and globally.	Sub theme 3 people	
	WA25	Fish hunt	Find the fish in the room- a numbered scavenger hunt featuring the major fish species found in the park- the fish can be hiding under things, around corners, etc. – ID them, learn a fact, perhaps report back to the staff.	Sub theme 1 biodiversity	