

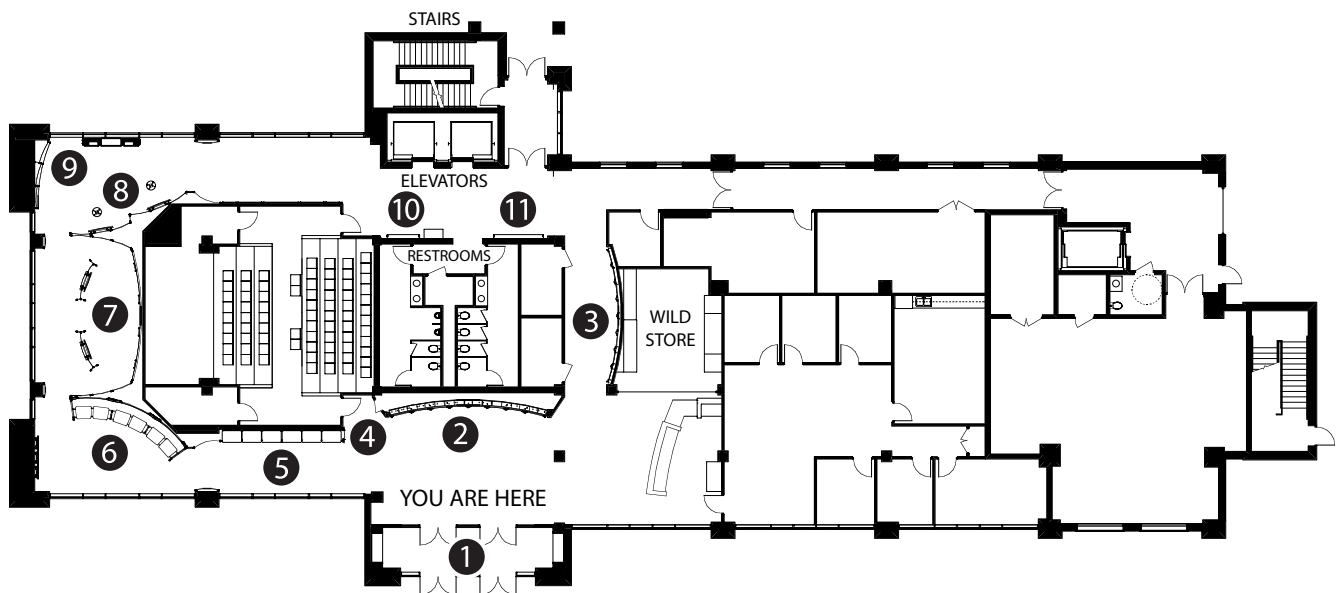
Centennial Campus Center for Wildlife Education: Self-Guided Tour



Welcome to the N.C. Wildlife Resources Commission's Centennial Campus Center for Wildlife Education. Take a self-guided tour of our new exhibits and classrooms. You are now on the first floor. Staff members are available to answer questions.

First Floor—Lobby Area

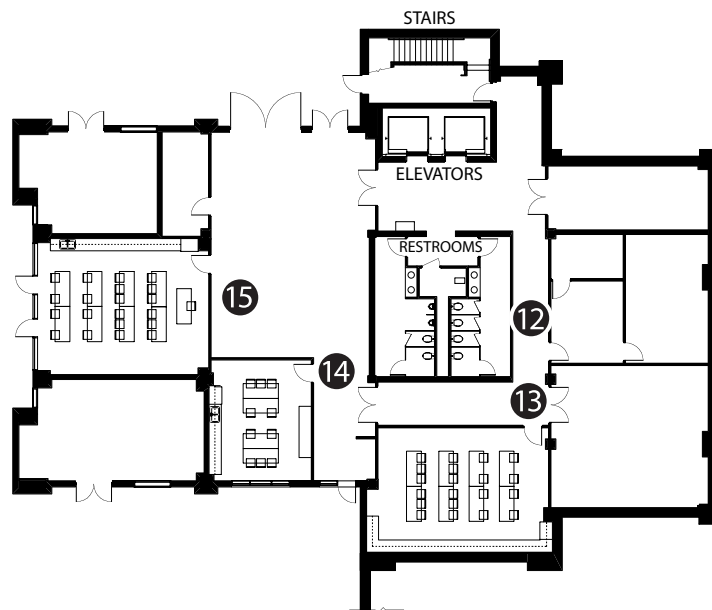
1. **Entry**—Check out the Commission's two other wildlife education centers.
2. **North Carolina Wild Map**—Use this large satellite map of North Carolina to look for streams, watersheds and vegetation that are home to the state's wildlife. Center staff members can select your Piedmont County for a special presentation using the four screens on the left.
3. **Living With Wildlife: North Carolina's Story**—Learn about wildlife conservation in North Carolina through historic and contemporary artwork and photographs.
4. **Auditorium Video, The North Carolina Piedmont: Our Changing Habitats**—Take a break in the auditorium to view this 20-minute video on Piedmont habitats. The show begins every 30 minutes.



First Floor—Main Gallery

5. **North Carolina's Wild Piedmont**—At one time, nearly all of North Carolina was cleared for farms or timber. How the woods grew back—and changed from bare fields to soaring forests—is called ecological succession. Learn about various Piedmont habitats and the role ecological succession has played in their evolution.
6. **Piedmont Portraits**—Habitat: it's where the wild things live. Three floor-to-ceiling murals interpret the vegetation and signature animal species of classic Piedmont habitats: Old Field, Stream and Woodland. Audio loops replicate the sounds of each habitat, including insect sounds, bird calls and animal sounds.

7. **Wetlands and Wild Lives**—You're in command at the Piedmont Virtual Field Guide where twin touch-screen monitors illustrate the natural history, range, call and song (where applicable) of 100 Piedmont animals.
8. **The Science of Nature**—Wildlife scientists fish with electricity, catch birds with rockets, and track turtles with high-tech transmitters to help make Piedmont habitats a better home for wildlife. Visitors can use two computer stations to navigate interactive storylines using photographs, artwork, text and video. A colorful mural illustrates how to improve wildlife habitat.
9. **Wetland Overlook**—Expansive windows look out on a constructed wetland—part of the building's bio-retention system used for surface water-quality improvements and wildlife habitat. Joystick-operated, high-magnification video cameras allow you to explore the site simply by operating a camera.
10. **Division Spotlight**—Changing exhibit panels highlight topics from one of our six divisions: Inland Fisheries, Wildlife Management, Conservation Education, Enforcement, Engineering and Administration.
11. **Agency at-a-Glance**—Learn about the agency's mission, function and programs.



Ground Floor—Classrooms/Labs and Distance Learning Telecast Facility

After viewing the exhibits, continue your tour by taking the elevator or stairs to the ground floor where staff will introduce you to the center's classrooms, labs and distance learning conference facilities.

12. **Distance Learning Control Room and Studio**—From this location, center staff teaches wildlife education classes (live) in schools across North Carolina. Students at distant locations can see and interact with the instructors. Live programs can also be conducted outdoors, up to 2000 ft. from the building.
13. **Groundhog Lab**—This dry classroom is used for computer lab-based classes, such as Geographic Information Systems (GIS), that don't require wet environments. Students and the instructor can also participate in a live teleconference that is broadcast from this room to remote locations.
14. **Grasshopper Lab**—Typically used with younger students, this small classroom houses many of the center's collections of skins, skulls and other specimens.
15. **Bullfrog Lab**—This is the center's wet lab where students work with experiments, activities and projects that use wet environments such as rivers, ponds and lakes.