

## EMPATHY

Empathy is a stimulated emotional state that relies on the ability to perceive, understand, and care about the experiences or perspectives of another person or animal.

- Affective Empathy is described as the vicarious feelings or emotions that arise in response to observing the emotions or experience of another. In this construct one can physically feel the (perceived) emotions or experience of another.
- Cognitive Empathy is the ability to identify or understand another's emotions. In other words, it's the mental process where one is able to see things from another's perspective, but not necessarily experience that same emotion.
- Motivational Empathy is an empathy-driven desire to act in the best interest of another. Rather than thinking about your own needs, motivation empathy -- often a combination of cognitive and affective empathy -- inspires action based on another's actual needs and feelings.

FEEL	LEARN	ACT
<p>As a result of programming, our audiences will develop/strengthen or reduce/end their:</p> <p><u>Related Emotions</u> </p> <ul style="list-style-type: none"> <li>- connection to __</li> <li>- desire to spend more time with __</li> <li>- confidence in animal welfare at CPZC/DZ</li> <li>- feelings of love, like, admiration of __</li> <li>- appreciation for __</li> <li>- interest in learning about __</li> <li>- curiosity for __</li> </ul> <p><u>Related Emotions</u> </p> <ul style="list-style-type: none"> <li>- fear or disgust of __</li> <li>- prejudice/cultural stigma (?) of __</li> </ul> <p><u>Empathy-Based Emotions</u></p> <ul style="list-style-type: none"> <li>- desire to help (motivational empathy)</li> <li>- accurate "emotional sharing" or vicarious feelings (affective empathy)</li> </ul>	<p>As a result of programming, our audiences will know or comprehend:</p> <p><u>Knowledge that builds empathy</u></p> <ul style="list-style-type: none"> <li>- animal welfare at</li> <li>- the life/personal history of</li> <li>- the natural history of</li> <li>- the needs and wants of</li> <li>- similarities and differences</li> <li>- another as an individual/whole being with agency and mind</li> <li>- staff's emotions and knowledge about</li> </ul> <p><u>Cognitive Empathy</u></p> <ul style="list-style-type: none"> <li>- emotions of another</li> <li>- experience of another</li> <li>- perspective of another</li> </ul> <p><u>Empathic Skills</u></p> <ul style="list-style-type: none"> <li>- how to observe another</li> <li>- how to interpret behavior</li> <li>- how to take another's perspective</li> <li>- how to use empathic language</li> <li>- how to model empathy</li> <li>- how to take caring action</li> <li>- how to take conservation action</li> </ul>	<p>As a result of programming, our audiences will be more likely to:</p> <p><u>Empathic Behavior:</u></p> <ul style="list-style-type: none"> <li>- model empathy</li> <li>- teach others</li> <li>- use empathic language</li> <li>- use observation skills</li> <li>- spend more time with</li> <li>- practice perspective taking, take the perspective of</li> <li>- demonstrate recognition of animal as an individual (uses names and pronouns, greets animal, comments on individuality, etc)</li> </ul> <p><u>Caring Action</u></p> <ul style="list-style-type: none"> <li>- express a desire to help an individual</li> <li>- make a commitment to help an individual</li> <li>- take action to help an individual (behave respectfully around, provide direct care for, protect from danger, donate time or money to care of individual, etc)</li> </ul> <p><u>Conservation Action</u></p> <ul style="list-style-type: none"> <li>- express (verbally, written, etc) a desire to help species/ecosystems</li> <li>- make a commitment to help species/ecosystems</li> <li>- take action to help (donation of time or money to conservation, change in personal behavior/life choices,</li> </ul>