Activity: Puzzle Feeder

Background: Orangutans are incredibly smart. In the wild, they must learn which foods they can eat and teach this to their young. They use many problem solving skills to survive in the wild. While in human care, it is very important to provide them with mental and physical stimulation. Providing orangutans with enrichment encourages them to avoid unnatural behaviors. Orangutans use their knowledge to find appropriate food and then have to work to eat them (like breaking open fruits, and using fingers and lips to extract termites from mounds).

Description: For this activity, guests will have the opportunity to make a puzzle feeder like the enrichment given to orangutans in human care. This is best done in pairs. One person can make the enrichment with hidden goodies like candy, and then the other person (who did not watch this be made) can work to figure out the puzzle feeder and retrieve the treats.

Materials Needed:

- Treats (candy, snacks, etc.)
- Sticks or branches of various sizes
- Table
- Poster Board
- Scissors
- Regular Paper

Procedure:

- 1. Place various snacks all over a table. You can even place crumpled bits of paper on the table too to make it more difficult.
- 2. Cut various sized holes all over the poster board.
- 3. Lay the different sticks out in front of the poster board.
- 4. The person who made the activity will hold the poster board up between the table and the person trying to get the treats.
- The person attempting the puzzle will choose a stick and then stick it into a hole of their choosing. They can only look through the holes to the table, do not look around the poster board.
- 6. Use the stick to pull the treats to the edge of the table close to the poster board.
- 7. Use fingers through the holes to pull the treats through the poster board.
- 8. Eat the prize!

Program Adaptations: This can be made as easy or as difficult as desired. Choose any treats that are a favorite. For an added challenge, this can be timed and a challenge as to who can get the treat the fastest!

