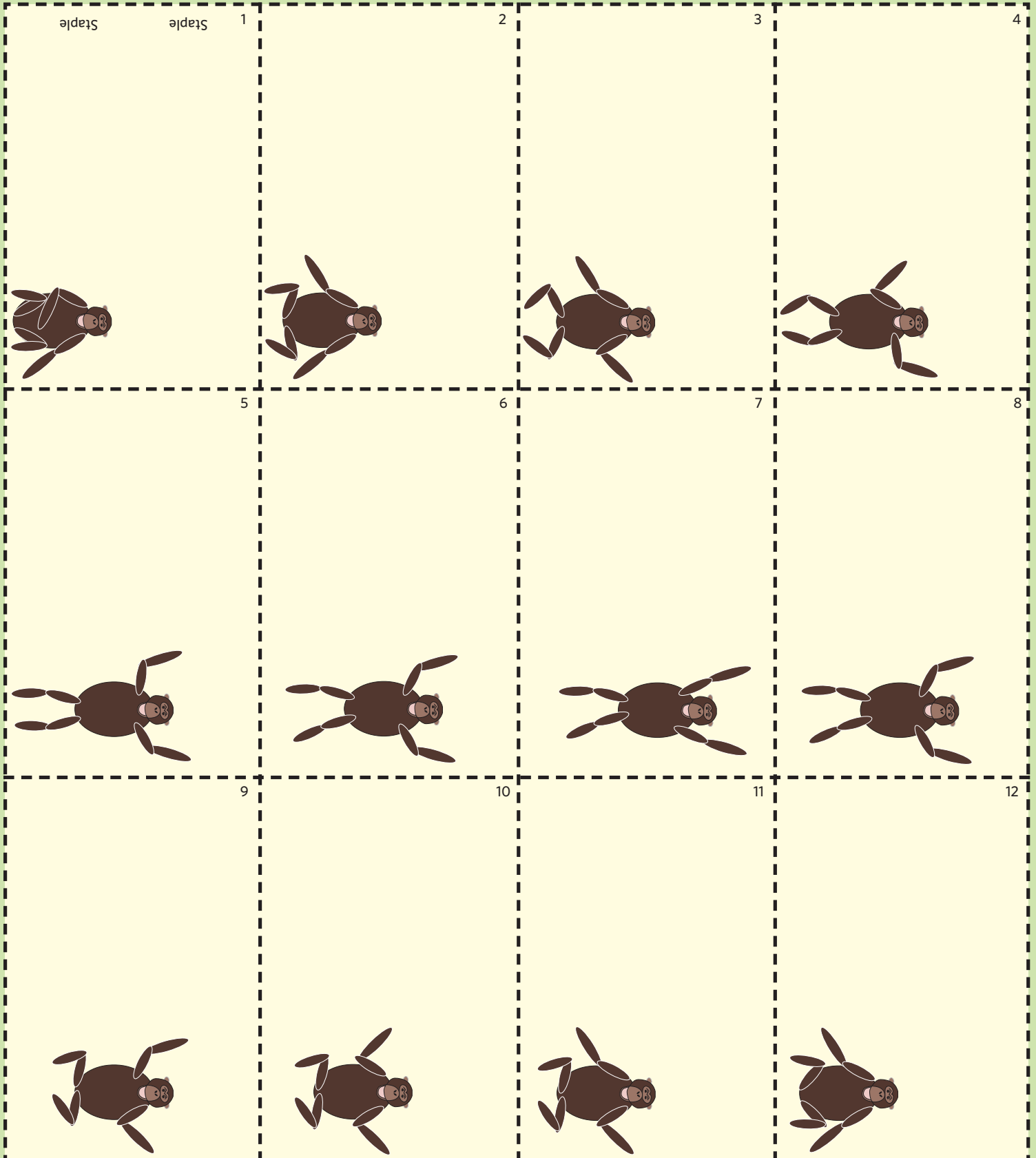


Flip Book

Flip over this animated chimp! Make a flip-book cartoon.

1. Cut out on the dashed lines.
2. Put the pages in order.
3. Staple where marked.

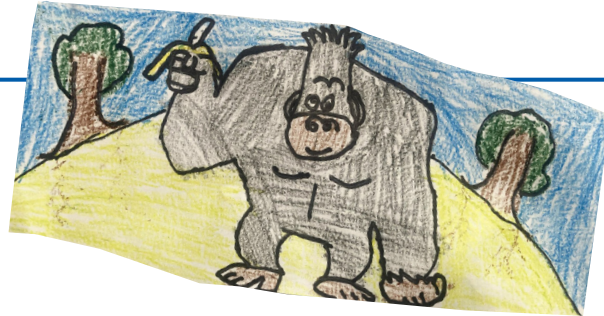
4. Flip through the pages to see the chimp move.
5. Design your own flip book.
6. Change each picture slightly to show movement.



Zooworks®

Do you like apes?
 More than cakes?
 Apes are very smart.
 They have a good heart.
 Apes are black, brown, red.
 They even sleep in a bed.

By Ember K., age 6



Geir J.,
 age 11



Luke L., age 8



Lucy R., age 13



Aislee T., age 10

I'm an orangutan
 Strong and bold
 A great big story I unfold.
 I'm big and orange
 I love to play
 I'd be your sidekick
 And save the day.

By Lilah P., age 10



Mia S., age 7

Danny was a chimpanzee whose arms couldn't stretch like other chimpanzees. Everyone was mean to him except his friend Max. Danny and his classmates were swinging from ropes. Danny couldn't reach the ropes and he fell to the ground. Everyone was laughing at him except Max. The next day playing kickball, his team was losing 12-15. It was bases loaded and Danny was up. The ball was pitched. He kicked mightily. The ball sailed high, over the fence. He got a game winning **GRAND SLAM!** The lesson is everyone can be good at something if they believe in themselves.

By Josh K., age 9



Jarett M.,
 age 8



Jack K., age 6



Tell us what
 you thought of
 this book!

Look for Activity Pages Online!

Visit Rangerrick.org/ZBactivities
 That's where you'll find fun activities
 to print or download.

Plus you'll find:

- Interactive games
- Animal videos

Would you like to see your
 work published in
Ranger Rick Zoobooks?

Here's what to do: Go to
[www.rangerrick.org/
 zooworks](http://www.rangerrick.org/zooworks) for rules
 and deadlines.



We want to see your original
 poem, story, or drawing by
 May 28, 2024 for Turtles
 or June 25, 2024 for Koalas.

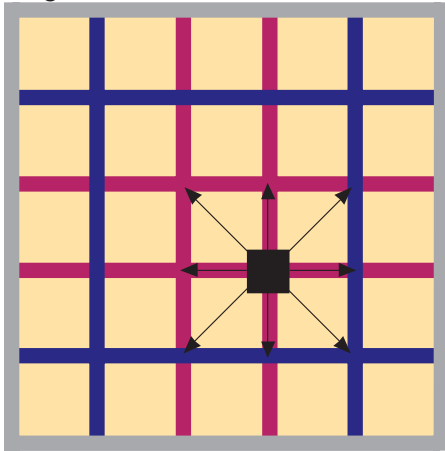
From the Land of Silvery Gibbons

Java—land of the silvery gibbon—is an island in Indonesia in Southeast Asia. It is a rugged volcanic island. Dense rain forest abounds on its damp mountain slopes. Along with the silvery gibbon, there are one-horned rhinos, tigers, wild oxen, wild pigs, leopards, deer, bats, crocodiles, and many other animals. With approximately 2,000 people per square mile, Java is one of the most densely populated regions of the world. The Javanese people have developed a complex, interesting culture.

Surakarta is a favorite Javanese game. It is played by moving markers around a board to capture an opponent's markers. We have created a Surakarta game board on page c to give you the chance to play this exciting game. Follow the directions below to learn how. It is complicated, so you may need help from an older family member.



Diagram 1



How to Play Surakarta

For Two Players

Materials: Each player will need 12 markers. For example, one player may use 12 small stones while the other player uses 12 small shells. 12 small squares of paper will also work. If both players use paper, make sure the two sets are different colors. Dimes and pennies also work.

To Start: Put your 12 markers on the white dots on your side of the board. Your opponent puts his or her markers on the black dots on the other side of the board.

To Play: You and your opponent take turns. When it is your turn, you will either move or capture.

To Move: You can move one space in any direction on the square grid. The point you move to must be empty, or unoccupied. See *Diagram 1*.

To Capture: Capturing is more complicated than moving, and a lot more fun. You can capture if you are on one of the dark pink lines of the board. Whichever line you are on, you must stay on it. You must go around at least one of the loops. You cannot jump over any markers. To capture, you land on your opponent's marker, bumping it off. That marker goes onto your prisoner pile.

Diagram 2 shows an example of a capture. The white arrows show how the black square marker could move to capture one of the triangle markers. It counts as one turn. Notice that the black square stays on the dark pink line, and it goes around one loop. Also notice that it does not jump over any markers.

Diagram 3 shows a more difficult capture. The white arrows show how the black square marker could move to capture another triangle marker. For this capture, the black square goes around three loops. This capture, like all captures, counts as one turn.

To Win:
Capture all your opponent's markers.

Diagram 2

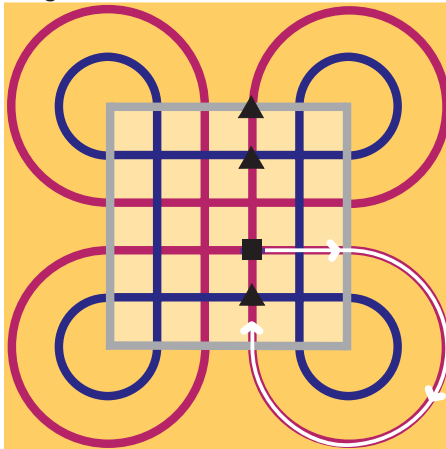
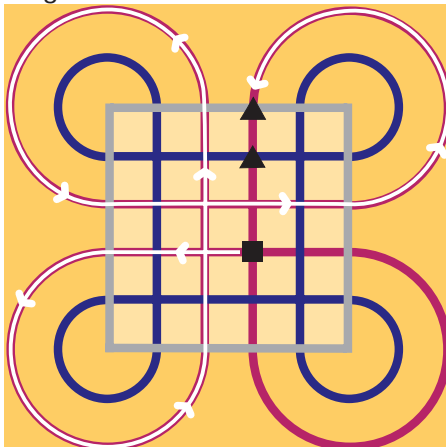
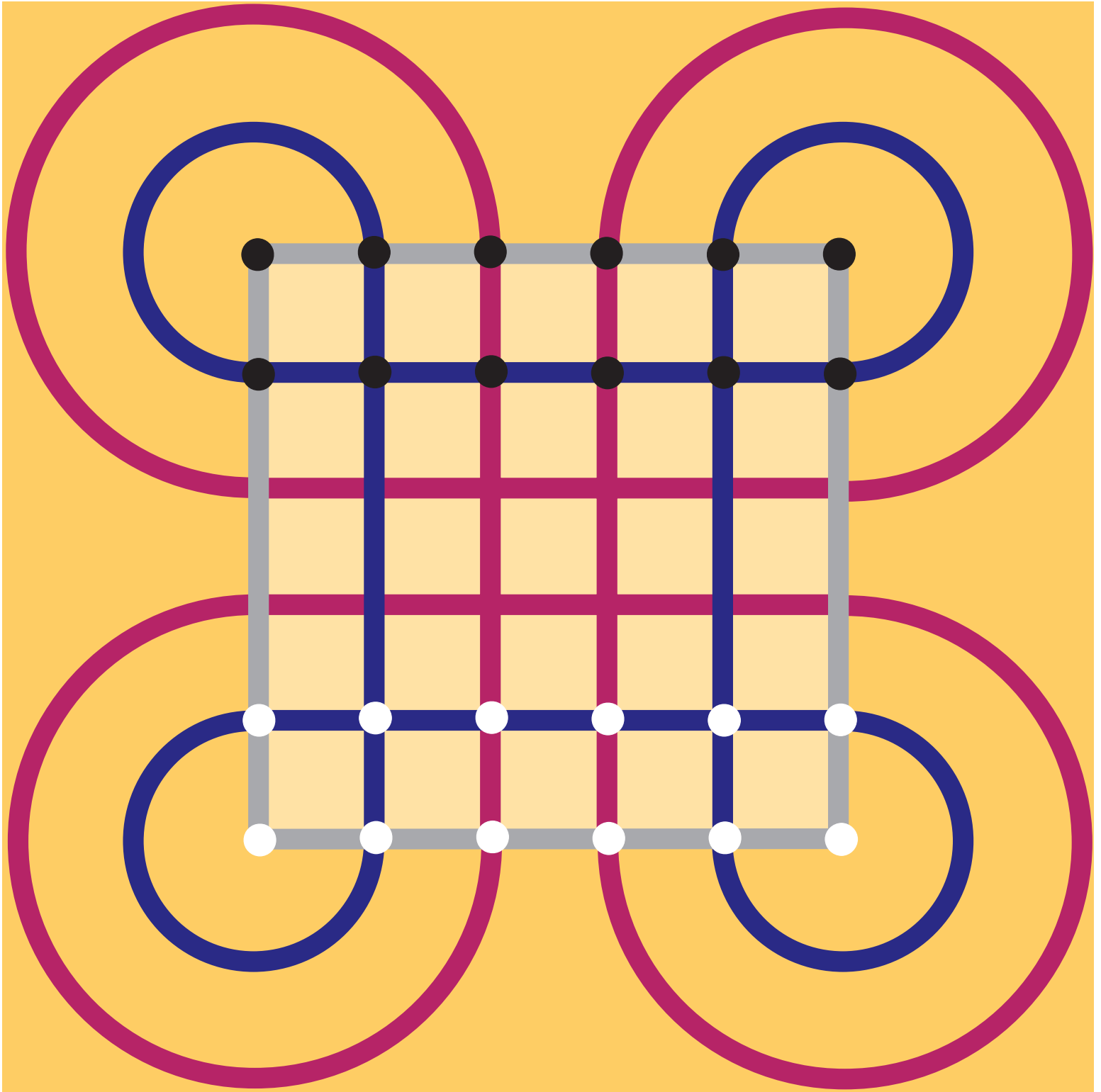


Diagram 3



Surakarta



Surakarta