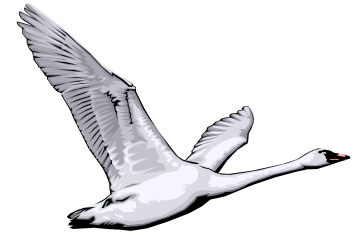


Migration - It's a Risky Business

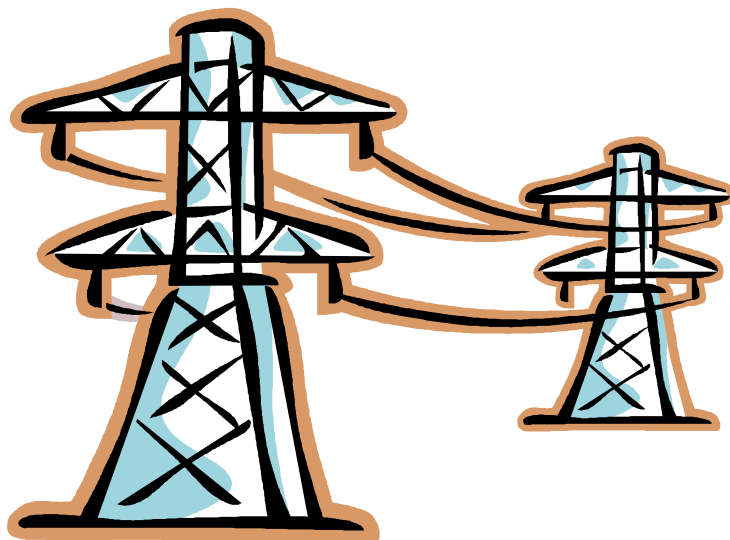


Explore the hazards and helpers that migratory birds encounter on their long distance journeys. A series of numbered cards are placed along your migration path in this area. Begin by choosing one of the birds in the envelope to travel with on your journey. Then follow the steps below:

1. To start your journey, roll the dice and begin at the station with the number you roll.
2. Follow the directions on each station's card. When conditions are favorable, the card tells you to move ahead. When you encounter a hazard, you may be delayed or have to go back.
3. **REMEMBER!** Not all birds survive migration. Some live, and some die. At the end of the journey, return your bird card and fill out the chart.
4. When everyone has finished, look at how many birds completed their journey and how many didn't.

1

Watch out! Power lines ahead.
Don't hit them!
Crawl ahead 5 feet.
Then roll the die and move
ahead the number of stations
indicated.



2

Good News! Food is plentiful.
Many berries, seeds, grains
and insects are available in
this overgrown field near a
river. Smack your "beak" 10
times and move ahead 5
stations.



3

Bad news. You land by a polluted marsh and become sick from the food you eat. Sit down hold your stomach and count to 30. Groan 10 times. Then move ahead 1 station.



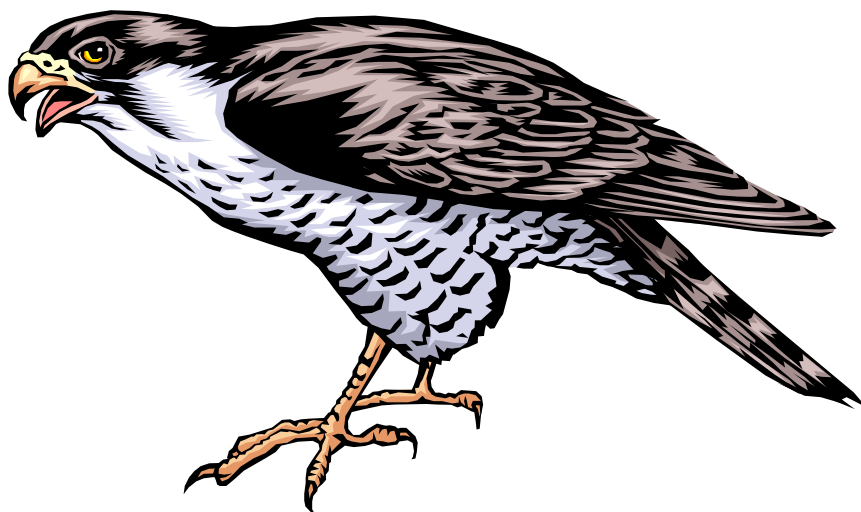
4

Watch out for the predator -
it wants to eat you!
Freeze, count to 40, and then
sneak ahead 2 stations.



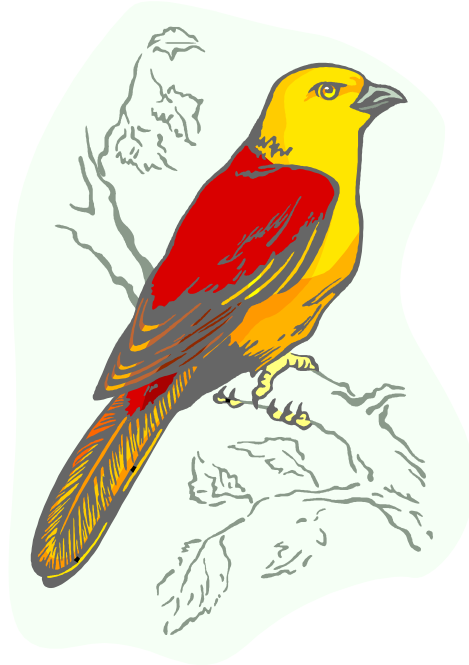
5

You escape capture by a predator, but slightly sprained your wing in the escape. Get it back in shape, slowly swing your left arm around 10 times. Move ahead 1 station.



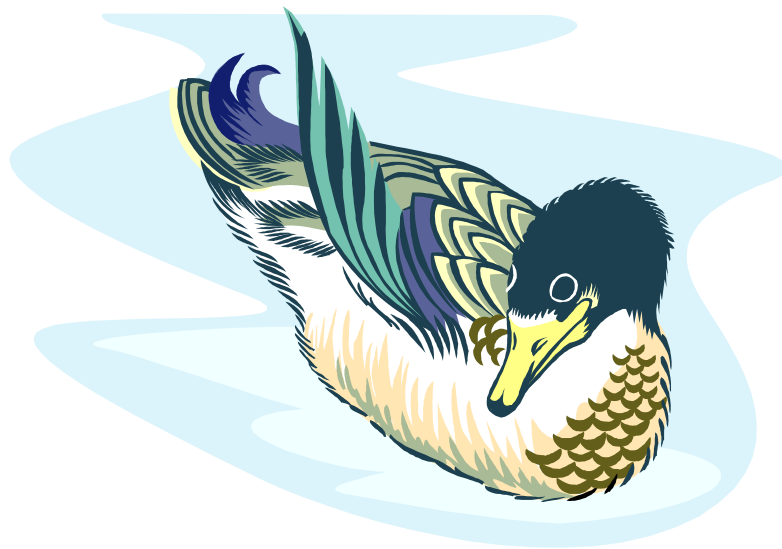
6

Scientists catch you for research. They put a metal band on your leg and set you free. Slip a band on your wrist. Move ahead 2 stations.



7

You get tangled in fishing line and can't eat. You are weak from hunger. A wildlife rehabilitator cuts the line and feeds you. Hop on 1 leg in a circle, count to 40 and then move ahead 4 stations.



8

You land at a school where students created a schoolyard habitat. There is a bird feeder; you eat seeds, fruit, insects and nectar. Peck or sip 20 times. Roll the die, and then move ahead that number.



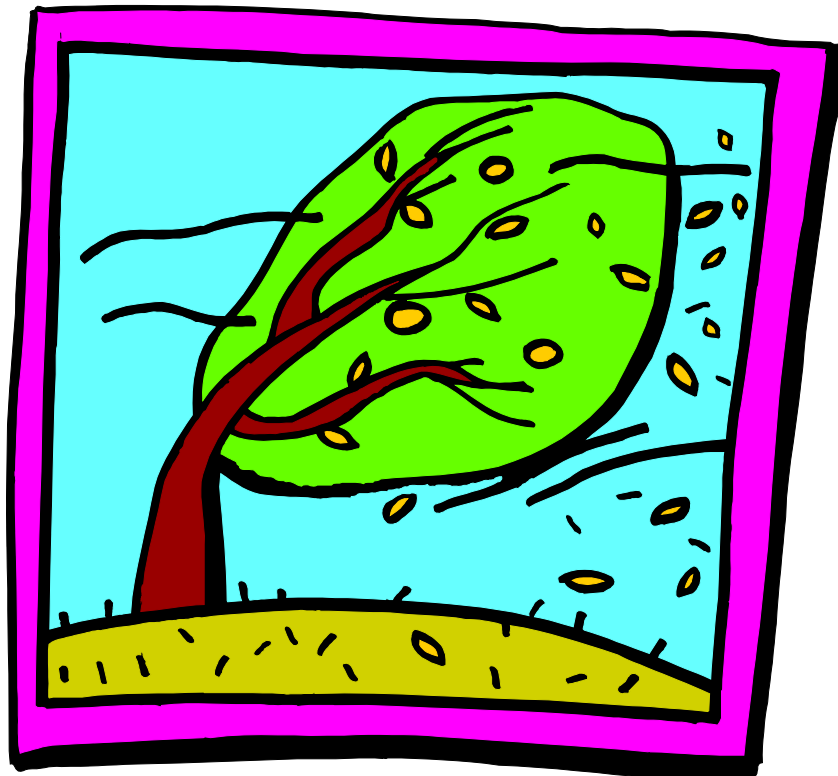
9

It's raining, it's pouring and you don't want to fly in this rainstorm. Count to 50 while you wait for the storm to stop, roll the die, and then move ahead that number of stations.



10

Strong winds from the wrong direction keep you from migrating. Roll the die and blow back that many stations.



11

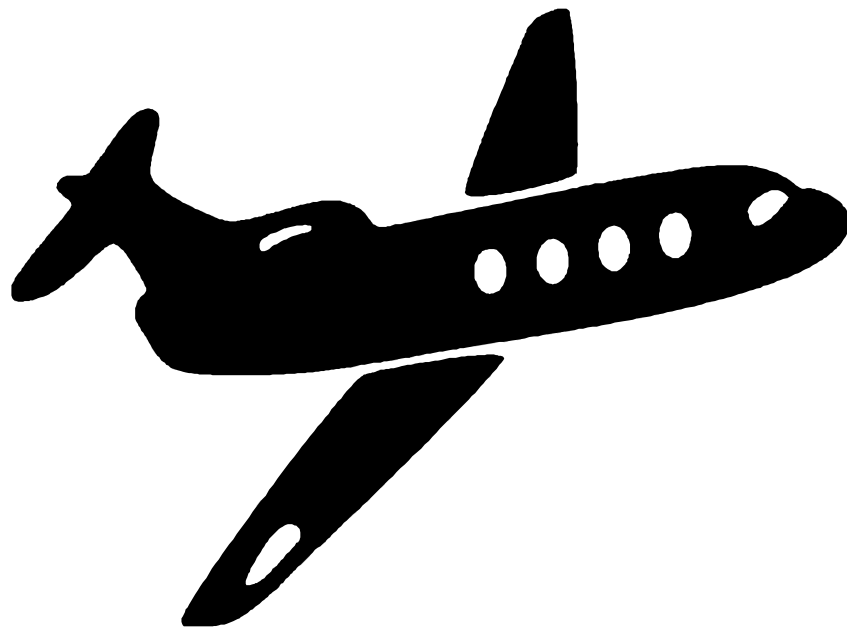
You can't find last year's resting spot because a new shopping mall has been built there. Walk around in 3 wide circles searching for rest and food. You are still hungry and only have strength to move ahead 1 station.



12

Whew! While flying near a large city, you almost collide with a jet.

Go back 3 stations while you recover.



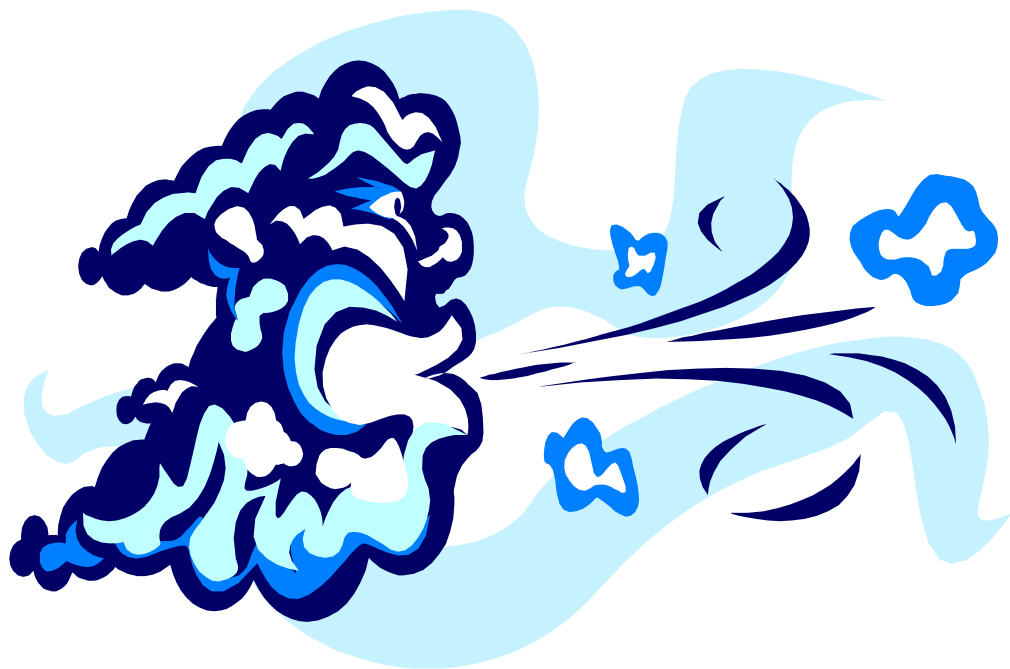
13

You arrive at a large lake,
where there is plenty of clean
water, food and shelter. Rub
your stomach 15 times and
move ahead 4 stations.



14

You are able to fly a long distance in one day because of good winds. Roll the die and move ahead that number of stations.



15

Bad Storm! No flying today.

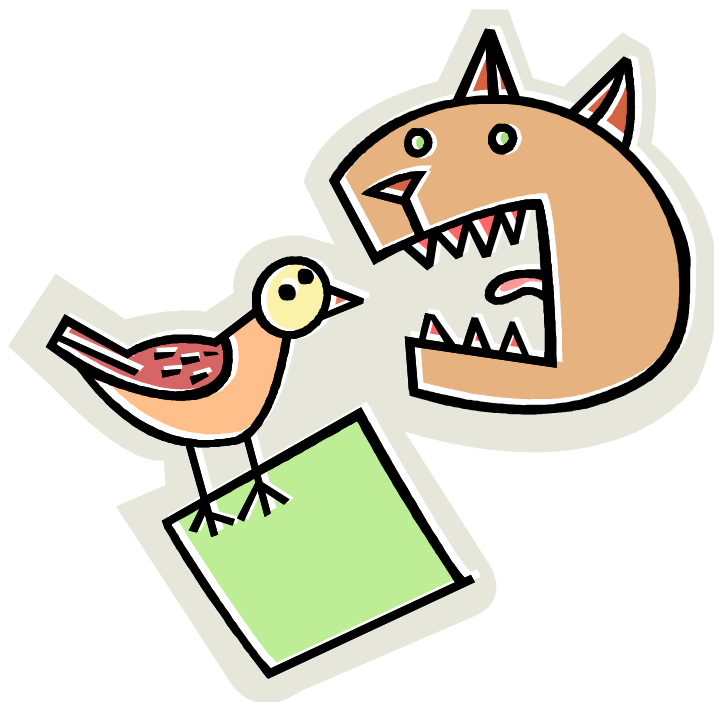
BRRRR!

You are cold and hungry.
Shiver for 10 counts, hold
your belly and
go back 1 station.



16

A pet cat catches you and eats you. The game is over for you. SORRY! You died, die dramatically...then go back to the beginning and mark the chart.



17

You just flew into a tall glass building in town. Sit down, hold your head, count to 35, Then roll the die and move ahead the number of stations indicated.



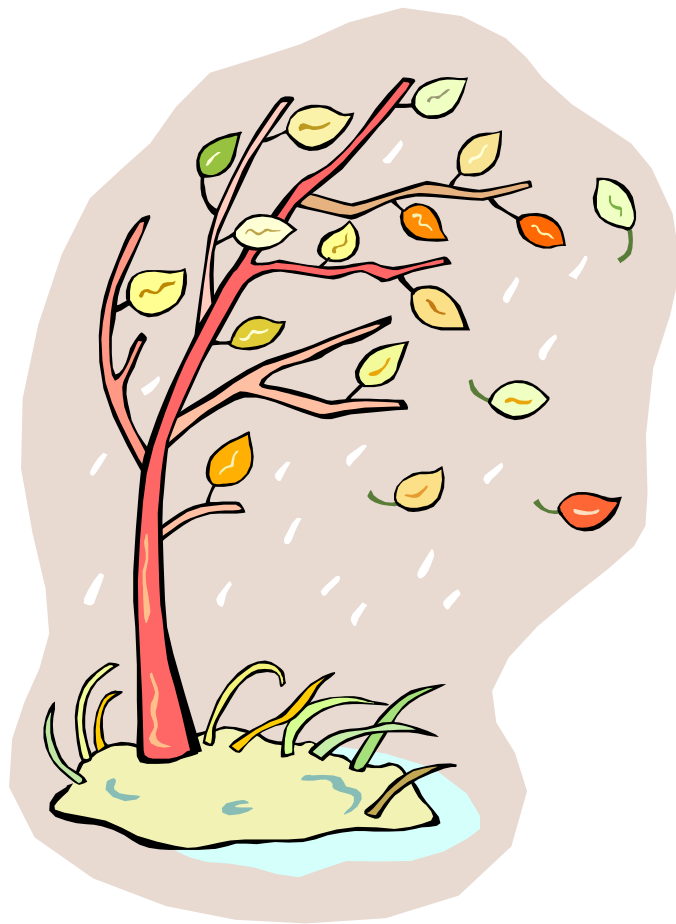
18

You have just flew into a communication tower. The game is over for you. **SORRY!** Go back to the beginning and mark the chart.



19

Good news!!! A good wind
helps you fly.
Move ahead 5 stations.



20

After flying for several days,
you land in a wildlife refuge.
Spend time resting and eating
from the abundance of food.
Gulp 10 times, take a rest, and
move ahead 4 stations.



21

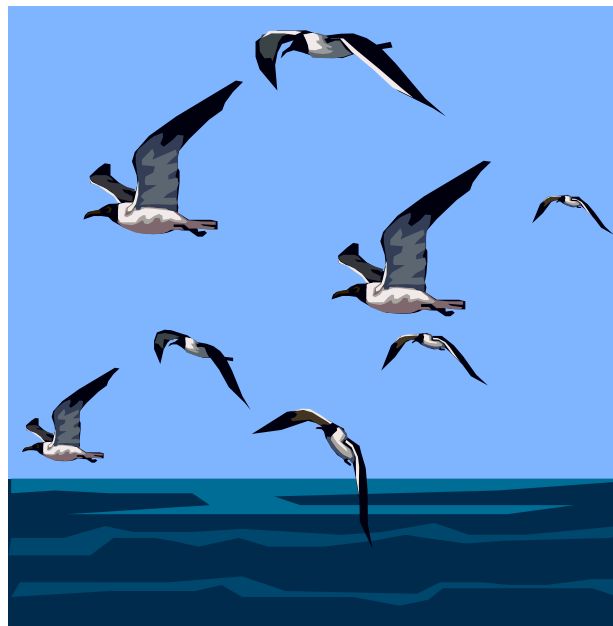
OOPS! An unexpected freeze
causes food to become
scarce.

Go back 2 stations as you try
to find more food.



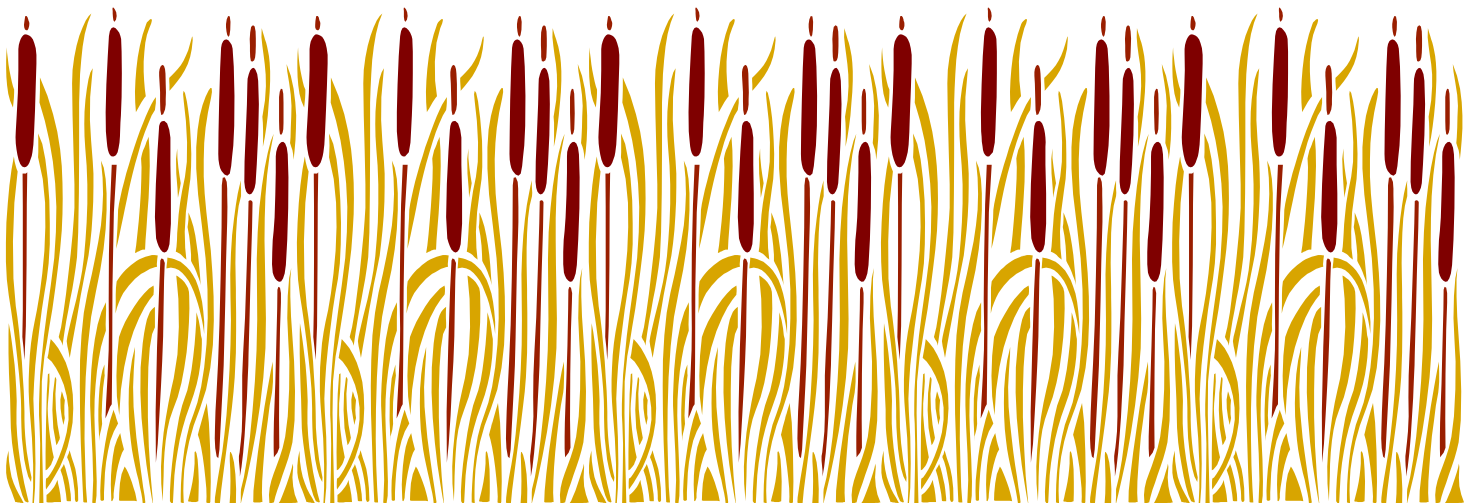
22

Bad luck! You have just joined a large flock of birds that has been exposed to disease. You get sick and die. SORRY! Die dramatically...then go back to the beginning and mark the chart.



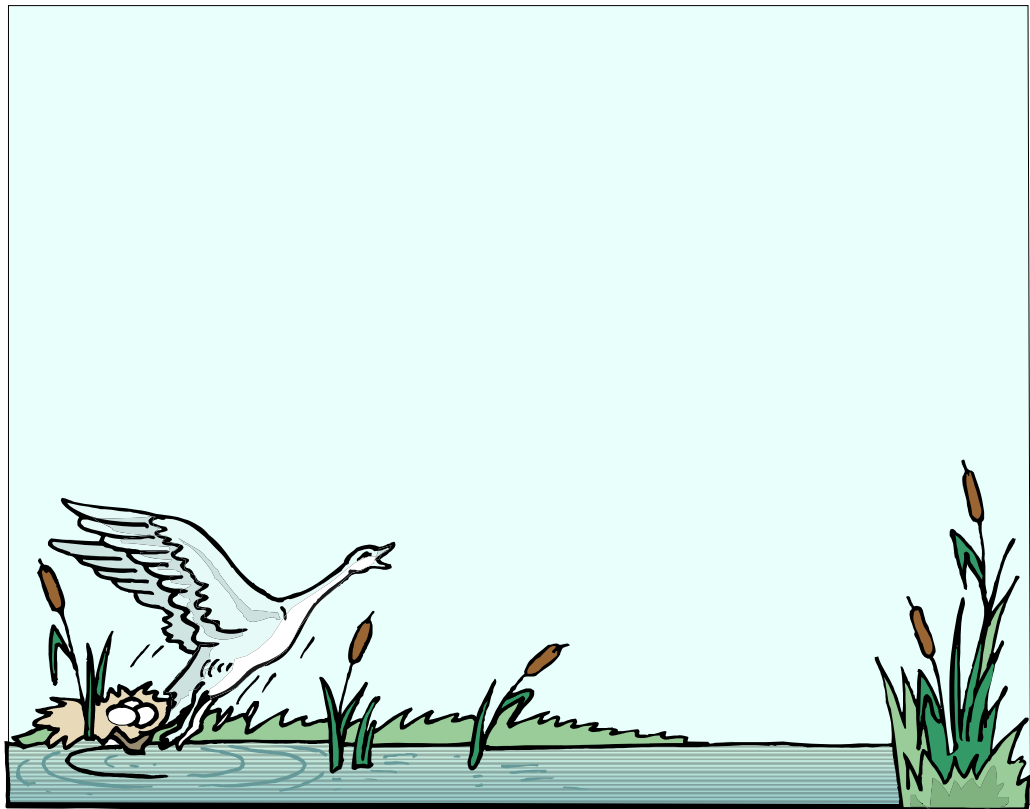
23

Uh-oh! You lost an important stopover spot when the wetlands were recently drained for a new building.
Go back 1 station.



24

Spend 5 days resting and feeding in another wildlife refuge. Count to 40. Because you are so strong, you can fly to the finish!



25

Congratulations!!

**You have successfully completed your
migration!**

**Fly over to the finish and record your success
on the chart!**



These pages are to place along the migration trail if desired

The distance champion for migration is the Arctic Tern. Each year it flies from the Arctic to the Antarctic and back again - a distance of 22,000 miles!

The Pacific Golden Plover flies five days across the ocean without stopping. All of that flying takes lots of energy. Plovers and other birds eat huge amounts of food that is stored as fat for the journey.

How do they find their way?

Some birds follow landmarks, such as, rivers, mountain ranges or coastlines. Birds that migrate during the day may use the sun to help them find their way. Indigo buntings and other species that migrate at night may use sunsets to get them off in the right direction and then use the stars to guide them. The earth's magnetic field may guide some species. The magnetic field may feel stronger as the birds get closer to the poles.



How to tell if you are Mom's favorite?



While at a backyard feeder a
Coopers Hawk dives at you and
you become lunch.

The game is over for you.

SORRY! You died, die
dramatically...then go back to
the beginning and mark the
chart.



Extra stop if needed

Birds for “Great Migration Challenge” Flying WILD

Cut apart the species cards and place in ziplock bag for students to select the species they will represent as migrating

Black Duck	Robin	Bald Eagle
Artic Tern	Barn Swallow	Barn Owl
Baltimore Oriole	Black & White Warbler	Black Bellied Plover
Cedar Waxwing	Chimney Swift	Whip-Poor Will
Clapper Rail	Common Grackle	Greater Shearwater
Eastern Phoebe	Evening Grosbeak	Henslow’s Sparrow
House Finch	Kirkland’s warbler	Mourning Dove
Northern Shoveler	Arcadian Flycatcher	Peregrine Falcon
Red Crossbill	Red-eyed Vireo	Red Knot
Rose –breasted Grosbeak	Red Throated Hummingbird	Scarlet Tanager
Snow Goose	Yellow-bellied Sapsucker	Yellow-billed Cuckoo

Dice pages:

