

## MIGRATION ACTIVITY

### **Purpose:**

This activity will teach youth/students about the many things that can happen to birds on their journey south for winter. They will take on the role of a bird and embark on their own journey to see if they can survive the trip to Mexico.

There are prompts that will tell the youth/students they have died because of negative conditions along their path. If you don't want to use that language with them, or want to make sure they will win regardless, you can remove that language and instruct them to start from a different number until they make it to Mexico.

### **How to facilitate:**

1. Print out the "Area Cards" on the following pages.
2. Place the cards around the area you will be doing your activity in. Make sure you place them in an order that makes it easy for the youth/students to follow along with the numbers. Add arrows to guide them if necessary
3. Split youth/students into groups of 2 or 3.
4. Advise the groups to pick any number and start their journey down south by following the instructions on the cards.
5. Once youth/students make it to Mexico, they have finished their migration and completed the game!

### **Suggestions for Debrief:**

1. Ask the youth/students to differentiate or list the things that helped/hurt the birds on their journey.
2. Explain the effects of climate change and human waste on bird migration.
3. Pair this lesson with a DIY bird feeder activity to explain to the youth/students that they can help create more beneficial resting points for the birds on their journey down south.

**Area Cards:**

1. WATCH OUT! A young bird wants to take a bite out of you! Crawl ahead 4 spaces on your hands and knees.
2. Many flowers with nectar are available in an overgrown field. Smack your lips 10 times and move ahead 5 spaces.
3. You landed in a polluted marsh along the side of the highway and you got sick from the food you ate. Sit down and hold your stomach for a count of 30, groan 10 times, then move ahead 3 spaces.
4. Watch out for the hungry Blue jay! Freeze and count to 40, then move ahead 4 spaces.
5. You escape being caught by a cat in Hamden but slightly damage your wing in the escape. Get it back in shape. Slowly swing your left arm around 10 times and then move ahead 1 space.

6. Scientists catch you for research. After putting a numbered sticker on your wing to track your migration they let you go. Move ahead 3 spaces.
  
7. You got caught in a very sticky spider web. You can't eat and are weak from hunger. A kind person releases you. Hop on 1 leg in a circle, count to 40, then move ahead 4 spaces.
  
8. You find a backyard full of butterfly bush and other yummy flowers. You spend a few days enjoying the food. Swallow 5 times and then move ahead 3 spaces.
9. It's raining, it's pouring, and you don't want to fly in a rainstorm. Count to 50 while you wait for the rain to stop then move ahead 4 spaces.
  
10. Your brain is confused by the magnetic pulses of telephone wires and you start to fly north by accident! Move back 1 space.
  
11. While flying down the CT coastline you get confused by the manmade landmarks like roads and bridges. You are tired of flying in circles and need a rest. Sit down, count to 40, then move ahead 3 spaces.

12. You arrive at a pollinator garden planted at a school. So much food! Rub your stomach 15 times and move ahead 3 spaces.
  
13. You are able to fly a long distance in one day because of good winds. Move ahead 4 spaces.
  
14. You see a farmer spraying pesticides on crops and you fly in the opposite direction! Open and close your eyes 25 times to get the chemicals out. Move ahead 2 spaces.
  
15. Strong winds from the wrong direction push you north. Move back 2 spaces.
  
16. A strong gust of wind blows you into a building and breaks your wing. YOU DIE! Ask the teacher what to do next.
  
17. You just flew into a tall glass building in Hartford. Sit down and hold your head for 35 seconds. Move ahead 3 spaces.
  
18. A good wind helps you fly. Move ahead 3 spaces.

19. A kid hits you with a tennis racquet. YOU DIE! Ask the teacher what to do next.
  
20. After flying for several days you land at a state park. You spend time resting and drinking nectar from native flowers. Move ahead 3 spaces.
  
21. An unexpected cold snap chills you and you cannot fly. Move back 1 space.
  
22. A hurricane blows you into the Atlantic Ocean. You are too wet to get out of the water and YOU DIE. Ask the teacher what to do next.
  
23. Spend five days resting and feeding at a lovely park. Count to 40. Because you are so strong, you can fly to the finish!
  
24. MEXICO!