

# MIGRATION

## It's A Risky Journey

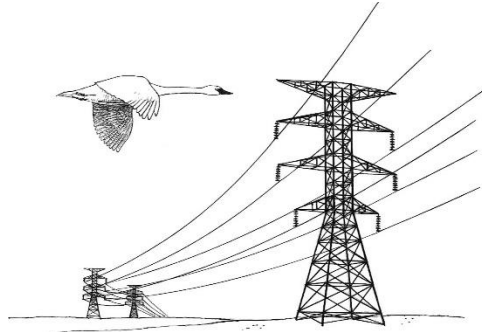
Play this game to explore the hazards and helpers that cranes encounter on their long-distance journeys. A series of numbered cards are placed in this area. Begin by choosing the crane you will be on your migratory journey. Then, follow these steps.

Set-up: Use chairs, tape, or circles of yarn to make a life sized game board on the ground. Mark key stopover points relevant to the EMP flyway. Have surprise trivia questions for kids to win resources (representing food, water, rest) that they can trade in if they were to land on a card that kills them.

1. To start your journey, roll the die and begin on the card with the number you roll.
2. Follow the instructions on each card. When conditions are favorable, the card will tell you to move ahead. When you encounter a hazard, you may be delayed or have to go back. Sometimes, you will need to roll a die.
3. Start out in pairs if there are enough people. If adult is "killed", must wait for another bird to come along to show juvenile path.
3. REMEMBER! Not all birds survive migration. Some will live, and some will not. Fill out the chart at the end of the journey.
4. Return your card at the end of your journey.

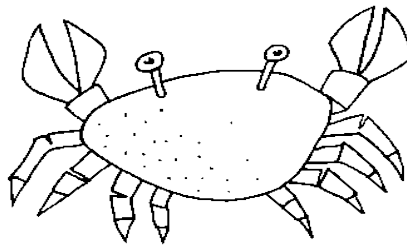
# 1

Watch out! Power lines ahead. Don't hit them! Crawl ahead 5 feet. Then move ahead 2 stations.



# 2

Good news! Food is plentiful. Many fish, amphibians, insects, and tubers are available in this wetland right next to an overgrown field. Smack your lips 10 times and move ahead 3 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 5. Groan 3 times. Rest and do not move this turn.



4

Watch out for the predator. It wants to eat you! Freeze, count to 4, and then sneak ahead 2 stations.



This Photo by Unknown Author is licensed

# 5

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



This Photo by Unknown Author is licensed under CC BY-SA-NC

# 6

Scientists catch you for research. They put some colored bands on your leg and set you free. Tie a piece of flagging around your ankle. Move ahead 3 stations.



# 7

You land in a 5th grader's backyard, with great habitat. Spend a few days enjoying the food. There is a bird feeder full of corn and a stream running along the back yard. Peck or sip 5 times. Roll the die and move ahead that number of stations.



# 8

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.



# 9

You can't find the resting spot you came to last year, because a new shopping mall has been built on the site. Walk around in 3 wide circles searching for a place to rest and feed. Because you are still hungry, you have only enough strength to move ahead 1 station.



# 10

Whew! While flying near a large city, you almost collide with a jet. Go back 2 stations while you recover.



This Photo by Unknown Author is licensed under CC BY

# 11

You arrive at a large wetland, where there is plenty of clean water, food, and shelter. Rub your stomach 15 times and move ahead 3 stations.



# 12

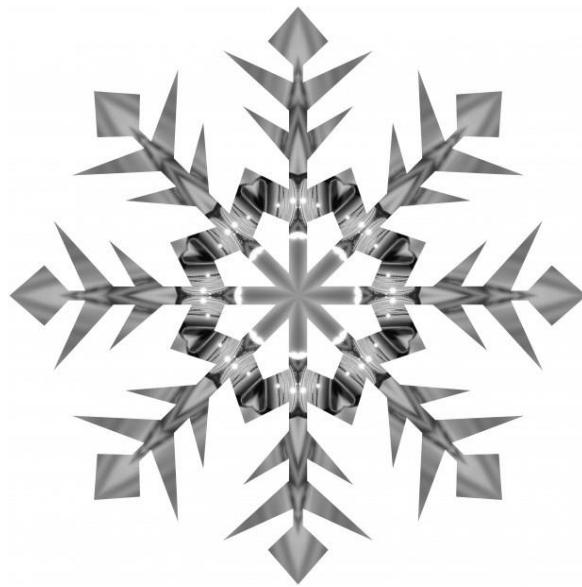
You are able to fly long distance in one day, because of good winds. Roll the die and move ahead that number of stations.



[This Photo](#) by Unknown Author is licensed under [CC BY-NC-ND](#)

# 13

Bad Storm! No flying today. BRRR! You are cold and hungry. Shiver for 10 counts, hold your belly, and go back 1 station.



# 14

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

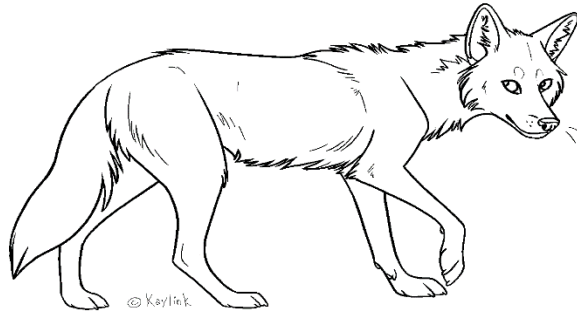


This Photo by Unknown Author is



# 15

A coyote catches you in the middle of the night while you're roosting and eats you. The game is over for you. SORRY! You died. Die dramatically...then go back to the beginning and mark the chart.



# 16

You have just been shot with a gun. The game is over for you. SORRY! You died. Go back to the beginning and mark the chart.



[This Photo](#) by Unknown Author is licensed under [CC BY-SA](#)

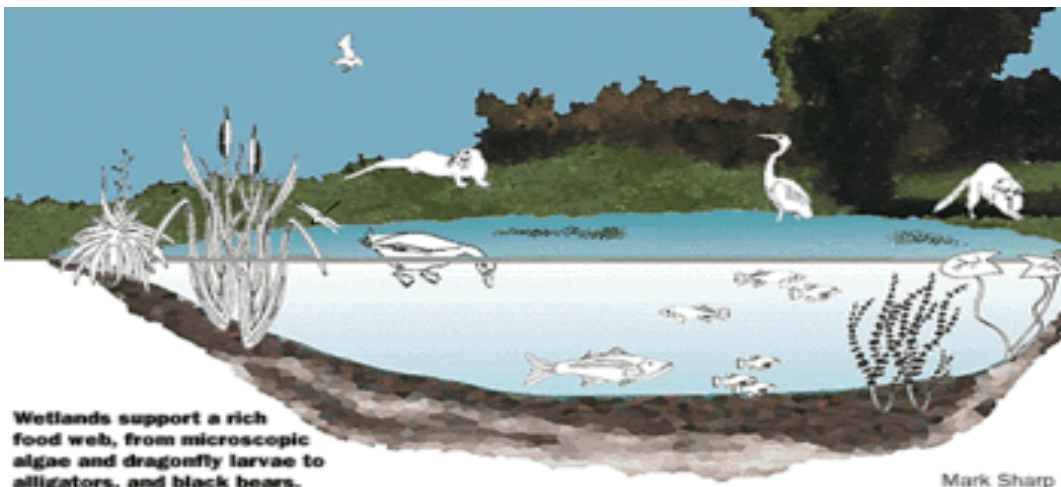
# 17

Good News!!! A good citizen reported suspicious activity of some people harassing you. The local authorities intervened and you were not harassed or harmed. Move ahead 5 stations.



# 18

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



**Wetlands support a rich food web, from microscopic algae and dragonfly larvae to alligators, and black bears.**

Mark Sharp

[This Photo](#) by Unknown Author is licensed under [CC BY-SA](#)

# 19

OOPS! An unexpected drought causes food to become scarce.  
Go back 2 stations as you try to find more food.



This Photo by Unknown Author is licensed under [CC BY-NC-ND](#)

# 20

Oh no!! Your Sandhill Crane parents were killed by predators  
and you don't know who those other white birds are. Stay  
where you are until another Sandhill Crane come along and  
follow them. Otherwise you cannot finish migrating! SORRY!



I



This Photo by Unknown Author is licensed under [CC BY-NC-ND](#)

# 21

Strong winds blow you off course. Blow back 1 station.



# 22

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



[This Photo](#) by Unknown Author is licensed under [CC BY](#)