

Monarch Madness!

Modified from Flying WILD's Great Migration

Materials Needed:

- *Station cards*
 - *Stickers for station 6*
 - *Large foam dice for stations 1, 8, 9, 10, 14, & 17*
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- Before beginning the activity, review the migration route of the monarch and ask students what perils the butterflies may experience while migrating.
 - Tell students they are going to explore the hazards and helpers that migratory animals encounter on their long-distance journeys. A series of numbered cards are placed in this area.
 - To start their journey, students will roll the dice and begin at the station with the number you roll.
 - Students should follow the instructions on each station's card. When conditions are favorable, the card tells them to move ahead. When they encounter a hazard, they may be delayed or have to go back. Sometimes, they need to roll again.
 - **REMEMBER!** Not all monarchs survive migration. Some live, and some die. At the end of the journey have students fill out the chart.
 - When everyone in the group has finished, look at how many monarchs successfully complete their journeys, and how many do not. Discuss hazards with students and how they can work to reduce hazards for migrating butterflies.

GOOD LUCK AND HAPPY FLYING!



Station #1

Watch out! A bird swoops down to eat you! *Duck!* Roll the die and move ahead the number of stations indicated, while ducking.



Station #2

Good news! Food is plentiful. Many flowers are available in an overgrown field. Say 'YUM' 10 times and move ahead 5 stations.



Station #3

Bad news. ☹️ You drank nectar from a plant sprayed with pesticides and become sick. Sit down, hold your stomach and count to 30. Groan 10 times then move ahead 1 station.



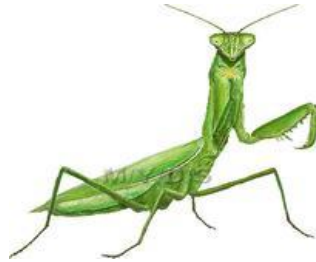
Station #4

Watch out for that predator- it wants to eat you! Freeze, count to 30, and then sneak ahead 2 stations.



Station #5

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



Station #6

Scientists catch you for research. They put a sticker on your wing and set you free. Place a sticker on your shirt and move ahead 2 stations.



Station #7

You get tangled in a spider web.
You manage to escape by
fluttering really fast. Flail both
your arms, count to 30, then
move ahead 4 stations.



Station #8

You land at a school where
students created a schoolyard
habitat. There is a pollinator
garden; you grab a bite to eat.
Slurp 20 times. Roll the die, then
move ahead that number.



Station #9

It's raining, it's pouring, and you don't want to fly in this rainstorm. Count to 30 while you wait for the storm to stop. Roll the die and move ahead that number of stations.



Station #10

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



Station #11

You can't find nectar because a new shopping mall has been built there. Walk around in 3 wide circles searching for food. You are still hungry and only have enough strength to move ahead 1 space.

Station #12

Whew! While flying near a large city, you almost collide with a car. Go back 3 stations while you recover.



Station #13

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



Station #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. 😊



Station #15

Bad storm!! No flying today.
BRR!! You are cold and hungry.
Shiver and hold your belly while
you say BRR 10 times. Go back 1
station.



Station #16

A blue jay catches you and eats
you. The game is over for you,
SORRY! You died. Die
dramatically, and mark the chart.



Station #17

You just flew by a lady who tried to hit you with a fly swatter. Sit down, hold your head and say "OW" 20 times. Roll the die and move ahead the number of stations indicated.



Station #18

A butterfly collector captured you! Unfortunately, they want to make a mount of you. Die dramatically and mark the chart.



Station #19

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



Station #20

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

Station #21

Uh oh! An unexpected freeze causes food to become scarce. Go back 2 stations in search of food.



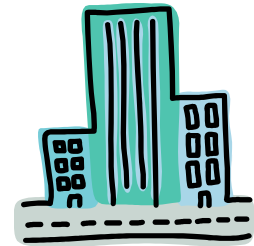
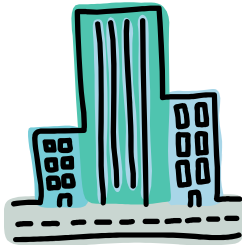
Station #22

Bad luck! You get sick and die. Sorry! Die dramatically, then mark the chart.



Station #23

Uh oh! You lost an important stopover spot when the wildflower meadow was replaced with a building. Go back 1 station and shout "I'm hungry!".



Station #24

Yay! You have reached a wildlife refuge. Take a quick nap, grab a bite to eat and then fly to the finish!



Station #25

You made it!!! Congrats! You just flew over 3,000 miles and dodged multiple obstacles. You will overwinter here from late October-March.

