MONARCH MIGRATION MAYHEM

START

Roll your dice and move ahead that many stations.

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Watch out! Power lines ahead.

Do not hit them!

Fly ahead to the next station.





2

Good news! You found a field full of flowers and rotting fruit.

Rub your antennae together 10 times, roll the die and move ahead that many stations.





Bad news! You land by a polluted marsh and become sick from the water you drank using your proboscis.

Count to 30 while you locate a place to land, then move ahead 1 station.





4

Watch out for the predator!

It wants to eat you!

Speed up and fly ahead 2 stations.





Scientists catch you for tracking purposes.

They put a sticker wing tag on your one of your forewings and set you free.

Roll your die and move ahead that many stations.





6

You have flown many miles today and are too hot to continue. Find a shady place to rest a bit. *Flap your wings and carefully move ahead 3 stations*.





You have been flying for 5 hours and are in need of water. You look down, see a small pond, and land for a drink.

Count to 15 while you get a nice long drink, and then move ahead 4 stations.





8

You land in a 5th grader's backyard with great habitat. Spend a day drinking from the flowers filled with nectar.

Sip 20 times. Roll your die and move ahead that many stations.





It's raining, it's pouring, and you should not fly in a rainstorm.

Count to 20 while you wait for the storm to stop, roll the die, and move ahead that number of stations.





The field you visited last year is now the site of a new museum. Fly ahead searching for a new place to rest and feed.

Roll your die and move ahead that many stations.





You escape capture by a predator but hurt your hindwings in the escape and must seek shelter. Slowly flap your wings 10 times, and then move ahead 1 station.





12

Whew! While flying near a large city, you must avoid fast moving cars on the highway. Roll your die and go back that many stations while you recover.





A large fireworks display throws you off course. *Go back 3 stations*.





14

You arrive at a large lake, where you find plenty of clean water, food, and shelter. *Fly safely ahead 5 stations*.





You are able to fly a long distance in one day because of good wind currents.

Roll the die, spread out your wings, and soar ahead that number of stations.





16

No flying today. BRRR! It is too chilly. Take air into your spiracles or breathing holes and go back 1 station to bask in the sunlight.





Strong winds from the wrong direction keep you from migrating.

Roll the die and blow back that many spaces!





18

A bird catches you and eats you. The game is over for you. SORRY! You died.

Die dramatically, and then go back to the beginning and mark the chart.





Good news! Flap your wings quickly to join a group of migrating Monarchs.

Roll the die and move ahead that many stations.





20

A student tries to catch you using a net, and your crazy escape makes you dizzy.

Spin around 3 times and then go back 1 station as you recover.





After flying for several days, you land in a city park. Spend time resting and enjoying the food and water.

Sip 10 times, take a rest, then move ahead 3 stations.





22

A strong wind blows you off course. You land on the ground, and can no longer fly as your wings are torn.

SORRY! You are dead. Go back to the beginning and mark the chart.



Spend a day resting and feeding in a wildlife refuge.

Count to 40. Now you are strong enough to fly to the finish! Move ahead one station.



TO COCIATION

24



Congratulations, you made it to the Oyamel Fir Forest in Mexico!

