

Monarch Migration Mayhem – Teacher Page

1. 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.*
3. 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.*
5. Scientists catch you for tracking purposes. They put a sticker wing tag on 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.*
7. 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.*
9. 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.*
10. 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.*
11. 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.*
13. 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.*
15. 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.*
17. Strong winds from the wrong direction keep you from migrating. *Roll the die and blowback 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.*
19. 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.*
21. 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. *Die dramatically, and then go back to the beginning.*
23. 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.*
24. Congratulations, you made it to the Oyamel Fir Forest in Mexico!