

Migration Board Game Pack

KS2 and KS3



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Instructions for teachers

The aim of this game is to introduce the idea of migration in birds to key stage 2 or 3, in support of the national curriculum for science (KS2: Sc2.5a, KS3: Sc2.5a, 5c). This topic is also in conjunction with Marwell Wildlife's FLIGHT campaign for 2010, for which one of the core messages is that "some birds migrate, and there are problems that inhibit bird migration today".

This pack contains 2 versions of the migration board game:

1. the pre-made game pack: in which the game is complete and ready to play
2. the matching game pack: in which the game's event squares need to be cut out, matched to the correct position on the board, and stuck in before the game can be played.

Either version of the game can be used according to time constraints and group ability.

Coins or counters can be used as playing pieces. Alternatively, you could print out pictures of migratory birds and use those. The game is designed to be played by rolling dice, however if no dice are available then a simple spinner could be used instead. Instructions for making a spinner are supplied at the end of this resource.

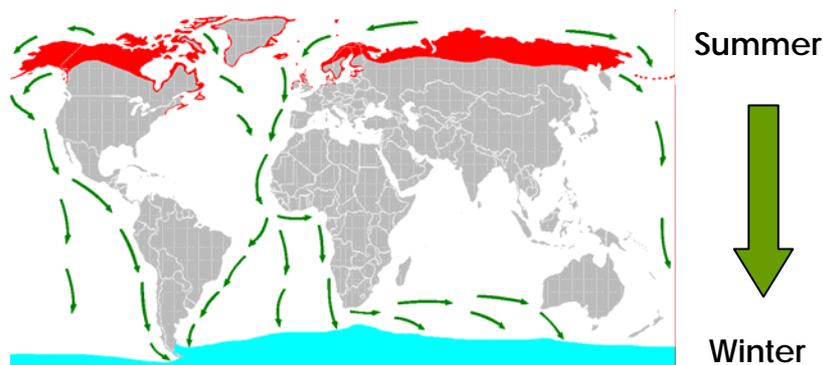
The winner is the first player to successfully migrate to the finish line (Antarctica!). To extend the game time, the game can also be played in reverse (from the finish to the start) to see how the return journey would go.

Migration Board Game



Have you ever gone away in winter to a hot, sunny country? Lots of types of birds do the same thing! They fly a very long way to reach warmer places where there is more chance of finding food. This journey is called **migration**.

The arctic tern migrates further than any other animal. It lives in the Arctic and Northern Europe, Asia and North America over the summer, then flies all the way to Antarctica in the winter. They fly an amazing 70,000 km every year!



Sadly, migrating birds like the arctic tern now face many threats. You will find out about some of them playing this game. One of the worst problems is habitat destruction, where humans do things like cutting down trees. This is bad because it makes it harder for the birds to find good stopping places to eat and rest on the way. So watch out for that danger when you play!



Habitat destruction

You will need:

- Dice (or spinners – template at end of pack)
- Playing pieces (eg. coins or counters)

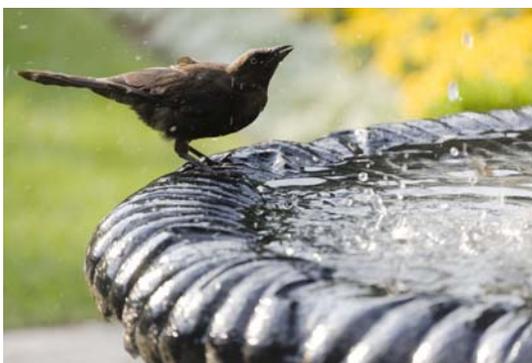
How to play:

To begin, each player should roll the die once (or spin the spinner). The person with the highest score goes first. Then take it in turns to roll (or spin) and move that number of squares around the board. If you land on a good luck or danger square, then read the writing and do what the square tells you. It does not matter if more than one player lands on a square at a time.

The winner is the first one to migrate to the finish square. You do not need to roll the exact number to land on it. If you have time, you can then race back to the start to see how the return journey would go!

When you have finished:

Well done for making it to the end of the game! As you have found out, migration is a risky journey. But many birds need to migrate to survive, so it is important that we do our best to help them travel safely.



You can help by putting a bird feeder and a bird bath full of water in your garden. The food and drink will help attract worn out birds to rest in your garden. Here in the UK, you are most likely to see an arctic tern as they pass through in the summer. Keep an eye out for any other unusual visitors, they may have come a long way!

START



The UK

Crash into a window!
Miss a go while you recover.

Find plenty of food to refuel.
Have an extra go!



Hunters!
Go back 2 spaces to hide.

Stormy weather!
Miss a go.

Find a short cut!
Move forward 3 spaces.

Dodge a predator!
Move on 2 spaces to escape!

Stopover habitat destroyed!
Go back to the start!

Find plenty of food to refuel.
Have an extra go!



Fly into power lines!
Miss a go.

Good winds help save energy.
Speed on 2 spaces!

FINISH



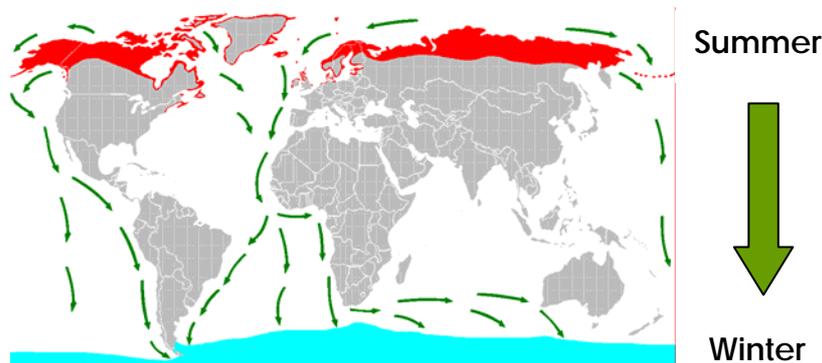
ANTARCTICA!

Migration Board Game



Have you ever gone away in winter to a hot, sunny country? Lots of types of birds do the same thing! They fly a very long way to reach warmer places where there is more chance of finding food. This journey is called **migration**.

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Sadly, migrating birds like the arctic tern now face many threats. You will find out about some of them playing this game. One of the worst problems is habitat destruction, where humans do things like cutting down trees. This is bad because it makes it harder for the birds to find good stopping places to eat and rest on the way. So watch out for that danger when you play!



Habitat destruction

You will need:

- Safety Scissors
- Glue
- Dice (or spinners – template at end of pack)
- Playing pieces (eg. coins or counters)

The aim of the game:

You are an arctic tern. Your challenge is to be the first to migrate all the way from the UK to Antarctica! Watch out for any dangers on the way!

How to play:

Carefully cut out the good luck and danger squares using safety scissors. Match the squares to the pictures on the board template. When you think you have them all in the right place, ask your teacher to check your answers. If you got it right, then glue the squares onto the board. Now the game is ready for you to play!

Before you start, each player should roll the die once (or spin the spinner). The person with the highest score goes first. Then take it in turns to roll (or spin) and move that number of squares around the board. If you land on a good luck or danger square, then read the writing and do what the square tells you. It does not matter if more than one player lands on a square at a time.

The winner is the first one to migrate to the finish square. You do not need to roll the exact number to land on it. If you have time, you can then race back to the start to see how the return journey would go!



Danger squares:

Hunters!
Go back
2 spaces
to hide.

Stormy
weather!
Miss a
go.

Stopover
habitat
destroyed!
Go back
to the start!

Fly into
power
lines! Miss
a go.

Crash into
a window!
Miss a go
while you
recover.

Good luck squares:

Find plenty
of food to
refuel.
Have an
extra go!

Find plenty
of food to
refuel.
Have an
extra go!

Find a
short cut!
Move
forward 3
spaces.

Good winds
help save
energy.
Speed on 2
spaces!

Dodge a
predator!
Move on 2
spaces to
escape!

When you have finished:



Well done for making it to the end of the game! As you have found out, migration is a risky journey. But many birds need to migrate to survive, so it is important that we do our best to help them travel safely.

You can help by putting a bird feeder and a bird bath full of water in your garden. The food and drink will help attract worn out birds to rest in your garden. Here in the UK, you are most likely to see an arctic tern as they pass through in the summer. Keep an eye out for any other unusual visitors, they may have come a long way!

Spinner instructions

1. Roughly cut out the spinner with safety scissors
2. Glue it onto a piece of thin card
3. Neatly trim around the edge of the card spinner
4. Use a pencil and a lump of blue tack to punch a hole through the centre
5. Push the pencil partway through the hole to complete the spinner.



