

MIGRATION DICE GAME

Grades 2 to 6 – Small group, class

This game helps students understand the negative impact of windows on migrating birds.

Before playing the game teachers should:

- ▶ Ask students to imagine that they are a bird flying from their warm southern wintering ground to their northern breeding/nesting ground.
- ▶ Draw 3 concentric circles on the board, and label them as “City”, “Suburbs”, “Country” (from innermost to outermost).
- ▶ Ask students – What’s the same and what’s different about each of these areas?
- ▶ Record all answers. Prompt: Think about how a bird might see each of these places. What do they like and not like about each place?
- ▶ May prompt towards thinking about buildings, light, places for birds to get food and shelter
- ▶ Introduce concept of migration – some birds need to be warm all the time, so they go to different countries in each season. How do they get there?
- ▶ Do you think it’s easy to get there? Why or why not?
- ▶ What do birds need to get all the way to where they’re going?
- ▶ Do you think it’s easier to fly in a city like Toronto or out in the forest or country? Why? Refer to chart on board.
- ▶ Hand out dice handouts – students can colour each picture (optional, time dependent) then cut out and assemble the dice
- ▶ Dice feature one picture or direction on each side. Sun = Good weather! Move ahead 2 steps. Tree = Shelter! Move ahead 1 step. Water = Have a drink! Move ahead 1 step. Flowers and insects = Time to eat! Move ahead 3 steps. Window = You hit a window in the daytime! Go to a wildlife rehabilitation centre. Lightbulb = You hit a window during the night! Go to a wildlife rehabilitation centre.

PLAYING THE GAME:

- ▶ Once dice are assembled, students should line up at one end of the classroom.

GOAL: Get to the other end of the classroom (or as far as you can).

- ▶ Designate one student (or teacher) as “helpful human” – they have “TWC” cards that they can give to any birds who roll a “window” or a “lightbulb” to bring the bird to the wildlife rehabilitator.
- ▶ When the student goes to the rehabilitator they must sit on the side and count to 60 – they can then return to the game in the same spot where they last rolled a window.
- ▶ Students should roll the dice and follow directions (will need to demonstrate with younger students).

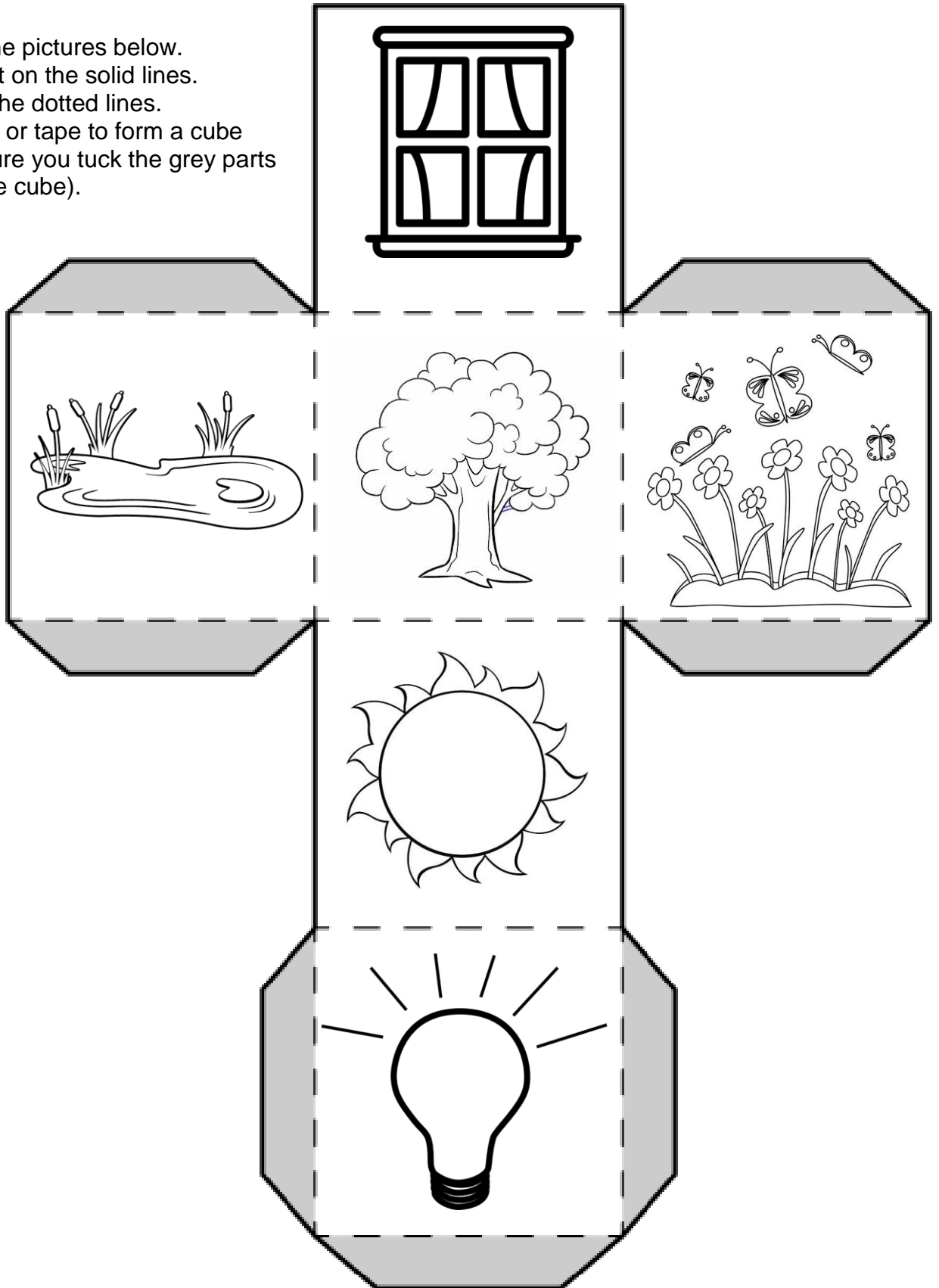
- ▶ Play the game for a specific period of time (e.g. 5 minutes, 10 minutes). All students may not get to the other side of the room.

AFTER THE GAME:

- ▶ Discuss what was hard/easy about the game? Do you think that the dice represented flying through city, suburbs, or country? Why? How do you think the game would change if you were flying where there were no humans?
- ▶ How did it feel when you rolled a window? What do you think that means in real life for migrating birds?
- ▶ Provide students with the “Design Your Bird-Safe Window” worksheet – ask them to design a window that would be safe for birds.

Migration Dice Game

1. Colour the pictures below.
2. Then, cut on the solid lines.
3. Fold on the dotted lines.
4. Use glue or tape to form a cube (make sure you tuck the grey parts inside the cube).



Roll until you've rolled "You're all better!" to rejoin the game

