

Monarch Migration - it's a risky journey

Roll a die to start the journey. Go to that station. Remember: Not all monarchs survive the journey.

Station

- 1 Spiderwebs ahead. Duck down and move to Station 3.
- 2 Food is plentiful. Milk and wildflowers near a river. Smack your lips 10 times and move to station 8.
- 3 You land by a polluted marsh and get sick. Groan 10 times and move to station 4
- 4 Predator Alert! Freeze, count to 20, sneak ahead to station 6.
- 5 Almost captured by a bird and sprained your wing. Flap left arm slowly 10 times. Move to station 6
- 6 Pollinator garden. Spend a few days sipping nectar. Roll die and move that number of stations.
- 7 Caught and released by a child. Count to 5. After release, roll the die and move ahead that number stations.
- 8 Trees have been cut down so cannot rest. Turn around 3 times. Go to station 10.
- 9 While flying near a large city, you almost collide with a large truck. Take a deep breath and go back to station 8.
- 10 Arrive at a large lake with lots of swamp milkweed and other flowers. Rub your tummy 3 times and move to station 13.
- 11 Fly a long distance because of good winds. Roll the die and move ahead that number of stations
- 12 Bad Storm! No flying today. Flap your arms while you count to 10. Go back to station 11.
- 13 Flew into a spider web but escaped. Flap your arms 5 times. Roll the die and move ahead that number of stations.
- 14 A young bird captures you and eats you. SORRY! You died. Die dramatically!!!
- 15 Good news! A good wind helps you fly. Move to station 18.
- 16 You just ran into a windshield of a car. SORRY! You died. Die dramatically!!!
- 17 Strong winds blow you off course. Blow back to station 15.
- 18 Spend 5 days resting and feeding at a wildlife refuge. Count to 40. Fly to the finish!!