

Migration Cards

Photocopy, cut, and mount on 3X5 index cards.

- 1. Watch out! On your migration route, there is a wind farm ahead. Don't get hit by a turbine!**

Swerve around the towers as you fly ahead 3 spaces, and take a Life Card.

- 2. Careful! There is a Cooper's Hawk nearby! But you can't stop – you need to migrate!**

Either fly very cautiously and move ahead 2 spaces, or make a break for it and take a Wild Card.

- 3. You are in luck! There are lots of bugs and beetles flying today so you have a great mid-air food source.**

Smack your bill (lips) 4 times and fly ahead 4 spaces.

- 4. You are smart and know that free-ranging cats can be bad news for birds, so continue to fly high over the loose cat in the neighborhood.**

Take a Wild Card.

- 5. Oh no! You are caught in a storm and far from a place to roost on migration.**

You struggle on through the storm. Fly ahead 1 space, and take a Life Card.

- 6. You are catching insects along a roadway, when you are almost hit by a truck! You are not badly injured, but you are sore and dazed.**

Sit down and moan 5 times and then slowly fly back 2 spaces.

- 7. You mistake the reflection of the sky on a window for the real thing. You crash into the glass! You now have a terrible headache and a bloody nose.**

Use your Wildlife Hospital Card! Place it at the bottom of the Wild Card deck and draw another card. If you don't have a Wildlife Hospital Card, your migration is over. Take this card and sit down with your flock and wait for others to finish the game.

- 8. You have a favorite old chimney that you always roost in during migration. But this year it's been torn down!**

Fly around in 3 big circles, looking for a new roost. You can either take a Wild Card, or if you are too tired, only fly ahead 1 space.

<p>9. Yahoo! You found a new “chimney” to roost in – it is a Chimney Swift tower built specifically for you!</p> <p>Flap your wings and jump for joy 5 times, and then fly ahead 4 spaces. Take a Life Card.</p>	<p>10. While migrating through a big city at dusk, looking for a place to roost, you are confused by all of the lights and become separated from your flock.</p> <p>Fly in a circle 3 times, then either fly ahead 1 space, or take a Wild Card.</p>
<p>11. Jackpot! You have found (and eaten) a lot of insects while flying over a state park – you were able to put on 1 entire gram of fat!</p> <p>Fat is energy – shake your tail and flap your wings with excitement, then fly ahead 3 spaces and take a Life Card.</p>	<p>12. Today on your migration, you hit some cold, windy weather.</p> <p>Not only are you cold, but hungry too – no insects are flying in this weather. Move back 1 space and take a Life Card.</p>
<p>13. Luck is on your side today. You are able to fly a good distance in one day on your migration because of good tail winds.</p> <p>Fly ahead 4 spaces and take a Life Card.</p>	<p>14. A large industrial farm you fly over on migration is using way too much pesticide (bug spray). There are no flying insects to eat and you are SO hungry.</p> <p>Sit down for 8 seconds and make a gurgling sound, like your empty stomach, then slowly fly ahead 1 space.</p>
<p>15. Strong winds from the wrong direction keep you from migrating very far today.</p> <p>Flap your wings hard for 10 flaps, but only fly ahead 1 space and take a Life Card.</p>	<p>16. Heavy rains have limited your food supply, leading you to get very weak. Use your Wildlife Hospital Card! Place it at the bottom of the Wild Card deck and draw another card.</p> <p>If you don't have a Wildlife Hospital Card, your migration is over. Take this card and sit down with your flock and wait for others to finish the game.</p>

<p>17. The reflections on the windows of a tall building confuse you. You hit the window and fall to the ground.</p> <p>Use your Wildlife Hospital Card! Place it at the bottom of the Wild Card deck and draw another card. If you don't have a Wildlife Hospital Card, your migration is over. Take this card and sit down with your flock and wait for others to finish the game.</p>	<p>18. Yay! Students helped preserve the old chimney on their school that you and your flock roost in each fall.</p> <p>For five seconds close your eyes and pretend you are a swift clinging to the inside of the chimney, safe and warm. Fly ahead 2 spaces and take a Life Card.</p>
<p>19. Beautiful, warm weather and a good tail-wind help you continue your migration.</p> <p>Fly ahead 4 spaces and take a Life Card.</p>	<p>20. You migrate over a town where nearly everyone is recycling. This helps the whole planet – and that helps all animals and humans.</p> <p>Say, "I love recycling!" and move ahead 1space and take a Life Card.</p>
<p>21. Strong winds along the lakeshore blow you off course and delay your migration.</p> <p>Puff and pant because you are tired. Fly back 2 spaces AND take a Wild Card.</p>	<p>22. On your migration, you see a school with a lot of windows. Luckily, the students and teachers put up window decals on the glass so you won't crash into them.</p> <p>Since you see the glass, swerve around it, say, "Window decals saved my life!" and move ahead 2 spaces.</p>
<p>23. There is a huge chimney that you and your flock love to roost in during migration. You find it easily this year and it is warm and safe inside.</p> <p>Fly in a spiral 3 times, and rest in your roost. Take a Life Card and fly on over to your final destination!</p>	<p>24. Due to tree-cutting and habitat destruction, there are a lot fewer insects. This also means a lot less food for you to eat during your migration.</p> <p>Since you are hungry and tired, you need to rest. Stay where you are and take a Life Card.</p>

WILD CARDS

Photocopy, cut, and mount on 3X5 index cards.

Wahoo! Fly ahead 3 spaces.

(Place this card on the bottom of the Wild Card deck)

Fly backwards 3 spaces.

(If you can't fly backwards, place this card on the bottom of the deck and take another Wild Card.)

Yipee! Fly ahead 2 spaces.

(Place this card on the bottom of the Wild Card deck)

WILDLIFE HOSPITAL!

(Save this card in case you become injured! Take this card with you and move ahead 1 space.)

Yeah! Fly ahead 1 space.

(Place this card on the bottom of the Wild Card deck)

Fly backwards 2 spaces.

(If you can't fly backwards, place this card on the bottom of the deck and take another Wild Card.)

WILDLIFE HOSPITAL!

(Save this card in case you become injured! Take this card with you and move ahead 1 space.)

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Fly backwards 2 spaces.

(If you can't fly backwards, place this card on the bottom of the deck and take another Wild Card.)

Yeah! Fly ahead 1 space.

(Place this card on the bottom of the Wild Card deck)

Fly backwards 1 space.

(If you can't fly backwards, place this card on the bottom of the deck and take another Wild Card.)

Life Cards

Photocopy, cut, and mount on 3X5 index cards.

<p>You've got feather lice! These tiny parasitic insects make you itchy all over.</p> <p>Lose 1 feather (If you have no feathers to lose, use your Hospital Card to gain 3 Feathers. If you don't have a Hospital Card, move back 3 spaces.)</p> <p>(Place this card on the bottom of the Life Card deck)</p>	<p>Look at you – you just evaded a hungry Peregrine Falcon. Swift you are, indeed!</p> <p>Gain 2 feathers</p> <p>(Place this card on the bottom of the Life Card deck)</p>
<p>You're lucky! The federal Migratory Bird Treaty Act helps protect you from harm caused intentionally by people.</p> <p>Gain 1 feather</p> <p>(Place this card on the bottom of the Life Card deck)</p>	<p>A heavy rainstorm washed your nest out of the chimney during the summer.</p> <p>Lose 1 feather (If you have no feathers to lose, use your Hospital Card to gain 3 Feathers. If you don't have a Hospital Card, move back 3 spaces.)</p> <p>(Place this card on the bottom of the Life Card deck)</p>
<p>It is a good time for Chimney Swifts this summer because flying insects are plentiful. You are well-fed and healthy, and your babies are well-fed and healthy too!</p> <p>Gain 3 feathers</p> <p>(Place this card on the bottom of the Life Card deck)</p>	<p>It's really, really windy! You were blown to the ground in mid-flight!</p> <p>Lose 3 feathers (If you have no feathers to lose, use your Hospital Card to gain 3 Feathers. If you don't have a Hospital Card, move back 3 spaces.)</p> <p>(Place this card on the bottom of the Life Card deck)</p>
<p>The habitat on your wintering grounds in South America was protected from destruction while you were in Wisconsin.</p> <p>Gain 1 feather</p> <p>(Place this card on the bottom of the Life Card deck)</p>	<p>A chimney sweep comes to clean the chimney you are nesting in. Your nest is protected because the sweep saw your nest and knows that he mustn't disturb it. He'll come back in the late fall to clean the chimney after you leave on migration.</p> <p>Gain 2 feathers (Place this card on the bottom of the Life Card deck)</p>

An egg fell out of your nest during the summer and didn't hatch!

Lose 2 feathers

(If you have no feathers to lose, use your Hospital Card to gain 3 Feathers. If you don't have a Hospital Card, move back 3 spaces.)

(Place this card on the bottom of the Life Card deck)

Your chicks grew well during the summer, and they all fledged (learned to fly)!

Gain 3 feathers

(Place this card on the bottom of the Life Card deck)

The chimney you nested in last summer has been capped. You have lost your summer home, but you are still migrating so you don't even know it yet.

Lose 3 feathers

(If you have no feathers to lose, use your Hospital Card to gain 3 Feathers. If you don't have a Hospital Card, move back 3 spaces.)

(Place this card on the bottom of the Life Card deck)

You're flying high and see a group of people below. They see you, too. They are bird-watchers and they are happy to see you!

Gain 1 feather

(Place this card on the bottom of the Life Card deck)

Congratulations! All of your eggs hatched this summer. Good job!

Gain 3 feathers

(Place this card on the bottom of the Life Card deck)

Your nest was discovered in the chimney by the homeowners. They searched online and learned how beneficial Chimney Swifts are. They were happy to let you nest in their chimney this summer.

Gain 2 feathers

(Place this card on the bottom of the Life Card deck)

You looked so many places, but couldn't find a chimney to nest in this summer. You never got a chance to nest.

Lose 2 feathers

(If you have no feathers to lose, use your Hospital Card to gain 3 Feathers. If you don't have a Hospital Card, move back 3 spaces.)

(Place this card on the bottom of the Life Card deck)

The house with the chimney you nested in is on a block where most of the people who live there use lawn pesticides. This made for fewer insects for you to eat.

Lose 2 feathers

(If you have no feathers to lose, use your Hospital Card to gain 3 Feathers. If you don't have a Hospital Card, move back 3 spaces.)

(Place this card on the bottom of the Life Card deck)

You were nesting in chimney but the owners didn't know you were there. They lit a fire in their fireplace. You escaped, but your nest was destroyed.

Lose 2 feathers

(If you have no feathers to lose, use your Hospital Card to gain 3 Feathers. If you don't have a Hospital Card, move back 3 spaces.)
(Place this card on the bottom of the Life Card deck)

You were confused by a reflection in a window and tried to fly into it. You were injured and are grounded. Luckily, a kind person took you to a wildlife rehabilitation center.

Lose 1 feather

(Place this card on the bottom of the Life Card deck)

You found a Chimney Swift tower, made especially for you. You nested there, with great success.

Gain 4 feathers

(Place this card on the bottom of the Life Card deck)

Climate change made the insects you eat hatch before you get to your usual nesting area, decreasing the food supply available after you arrive.

Lose 1 feather

(If you have no feathers to lose, use your Hospital Card to gain 3 Feathers. If you don't have a Hospital Card, move back 3 spaces.)
(Place this card on the bottom of the Life Card deck)

A hungry mother raccoon found your nest in the chimney you selected. Your nest was completely destroyed and your eggs were eaten.

Lose 1 feather

(If you have no feathers to lose, use your Hospital Card to gain 3 Feathers. If you don't have a Hospital Card, move back 3 spaces.)
(Place this card on the bottom of the Life Card deck)

You are molting (growing new feathers). You're itchy, so you're a little cranky.

Gain 1 feather

(Place this card on the bottom of the Life Card deck)

One of the chimneys you roost in on migration was torn down.

Lose 2 feathers

(If you have no feathers to lose, use your Hospital Card to gain 3 Feathers. If you don't have a Hospital Card, move back 3 spaces.)
(Place this card on the bottom of the Life Card deck)

You've been noticed! A group of bird-watchers organized a Swift Sit to watch you and your flock fly into your late-season roost just before you migrate.

Gain 2 feathers

(Place this card on the bottom of the Life Card deck)

Feathers

Photocopy 4 copies and cut. Instructor is “feather keeper”, and hands out feathers to each flock as instructed by Life Cards. Each “flock” starts the game with 3 feathers.

