

Welcome to the life of a migratory bird!
Today, you are hatched as wader chick
in the Arctic.

You need energy to survive.
You start life with 10 energy points.
Feeding gives you more energy
points. Flying and keeping
yourself warm uses them up.
If your energy score drops
to 0 you die.



THROW THE DICE TO MOVE

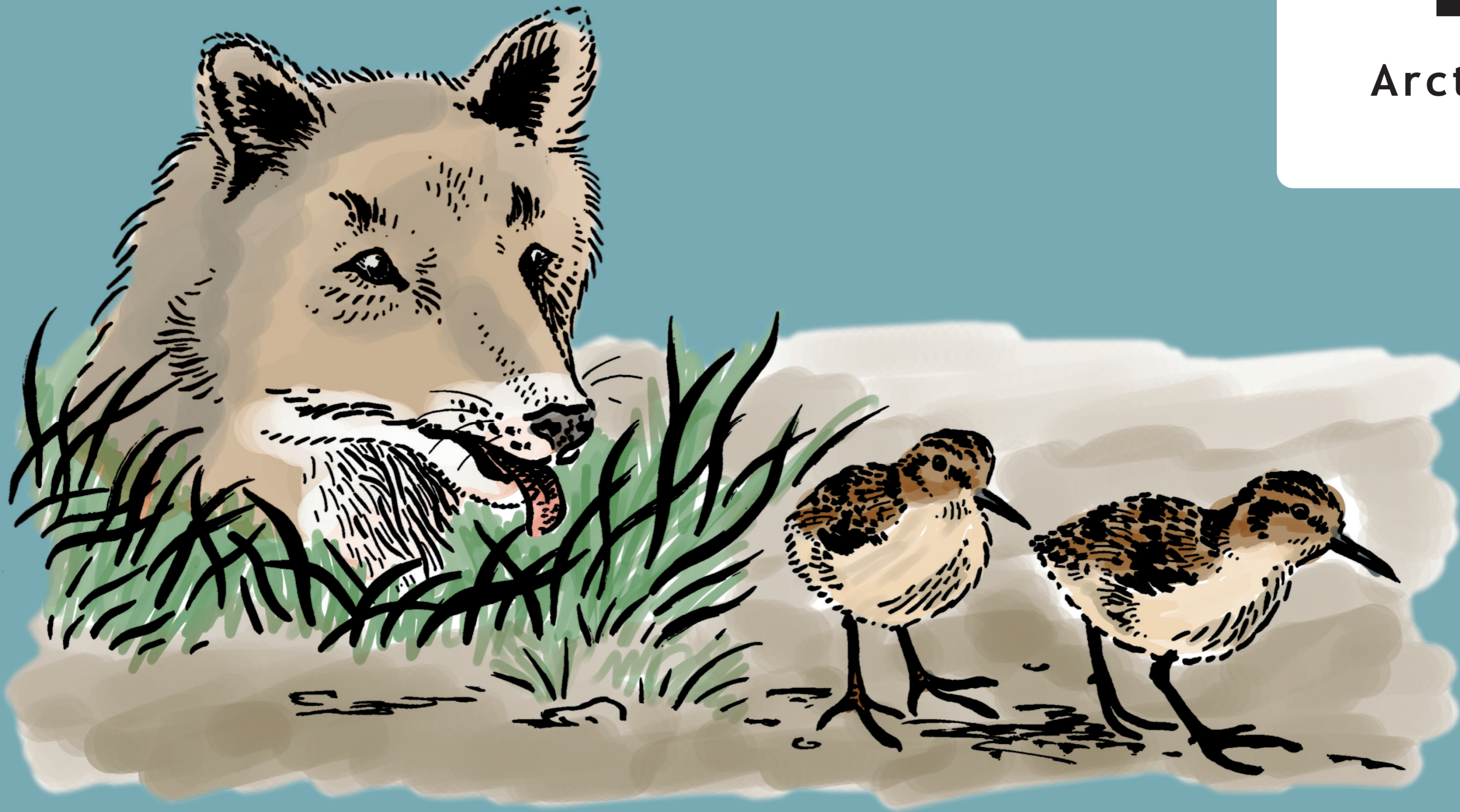
START

Arctic

You are eaten by an arctic fox.

1

Arctic

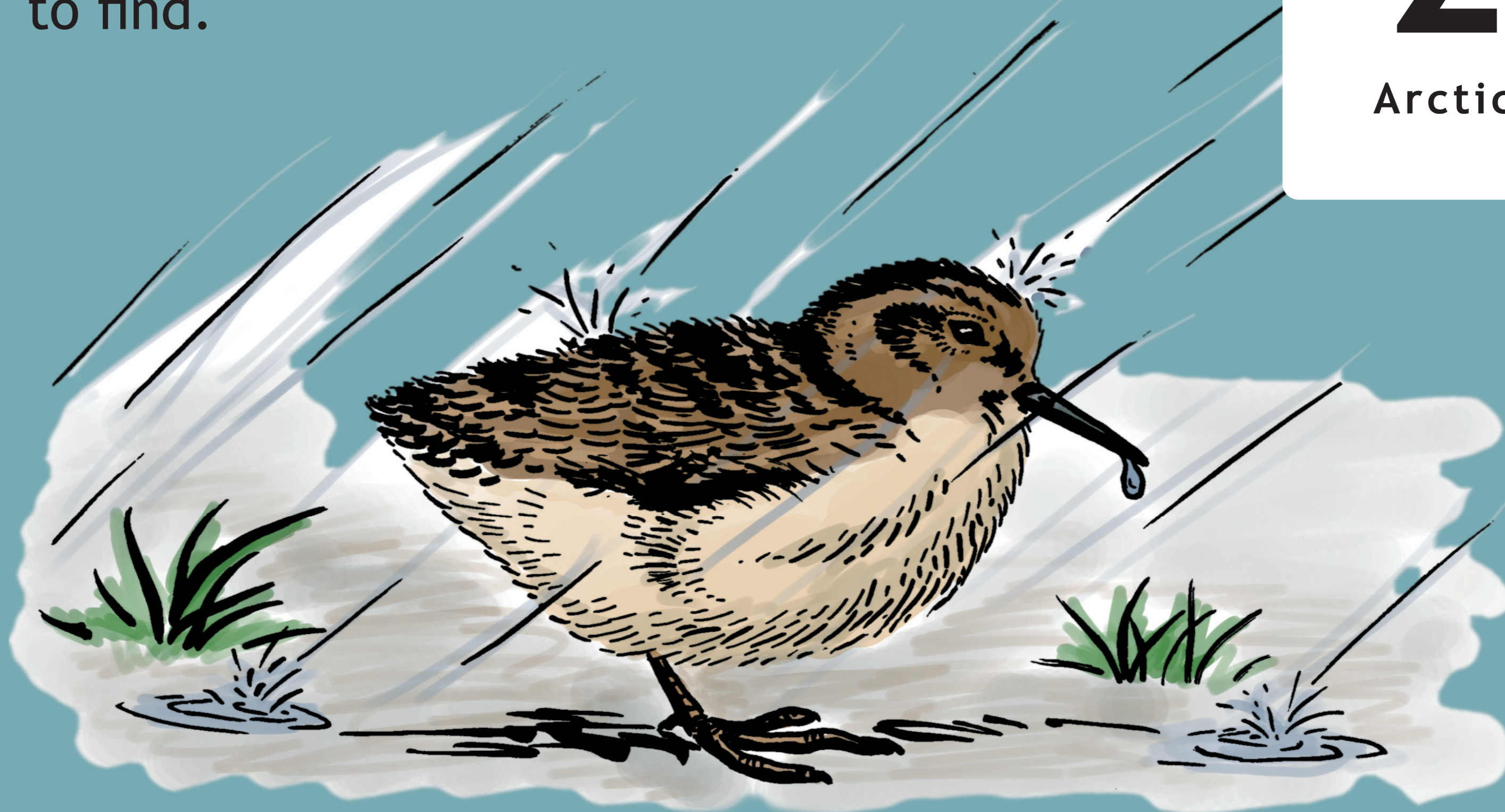


YOU DIE. START AGAIN!

It is bad weather and food is hard for you to find.

2

Arctic

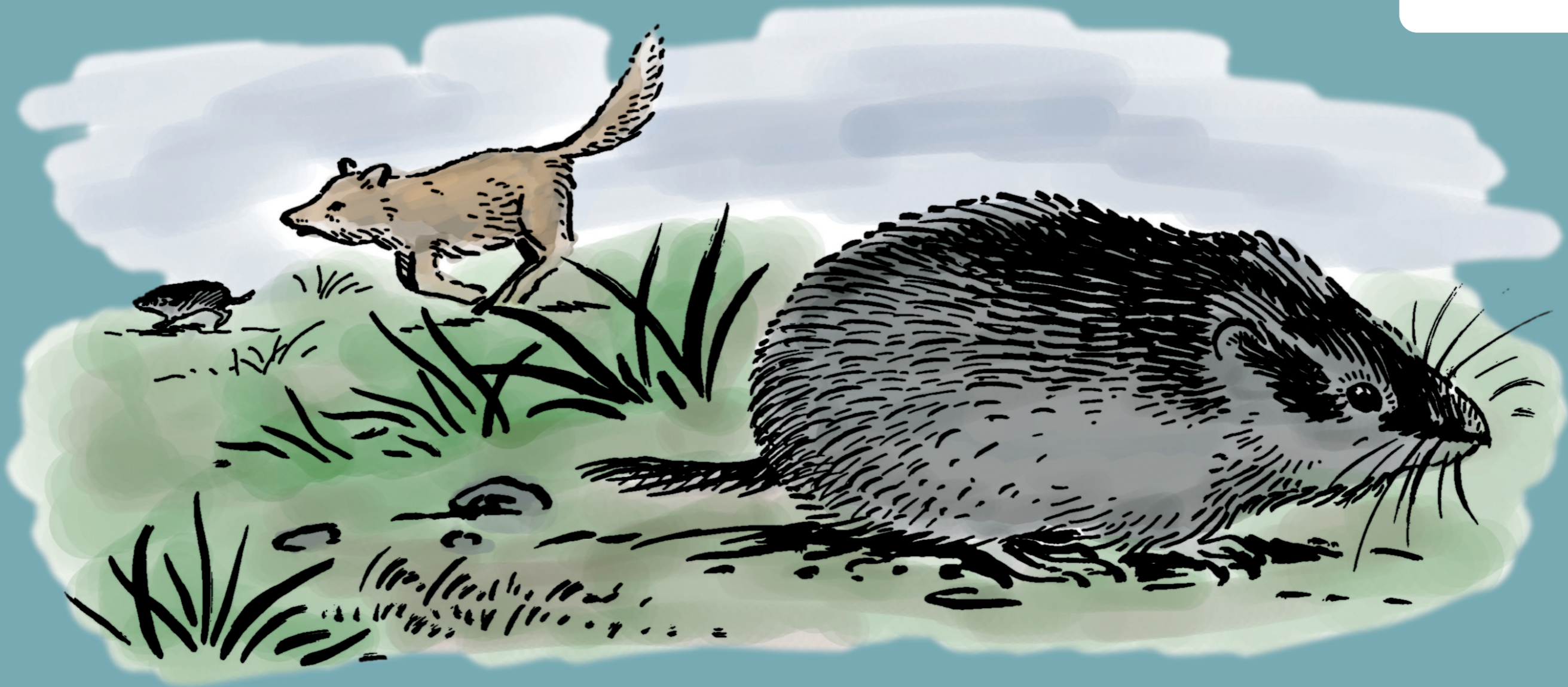


YOU LOSE 3 ENERGY POINTS AND MOVE TO SQUARE 5

There are many lemmings this year.
The foxes eat lemmings instead of you.

3

Arctic

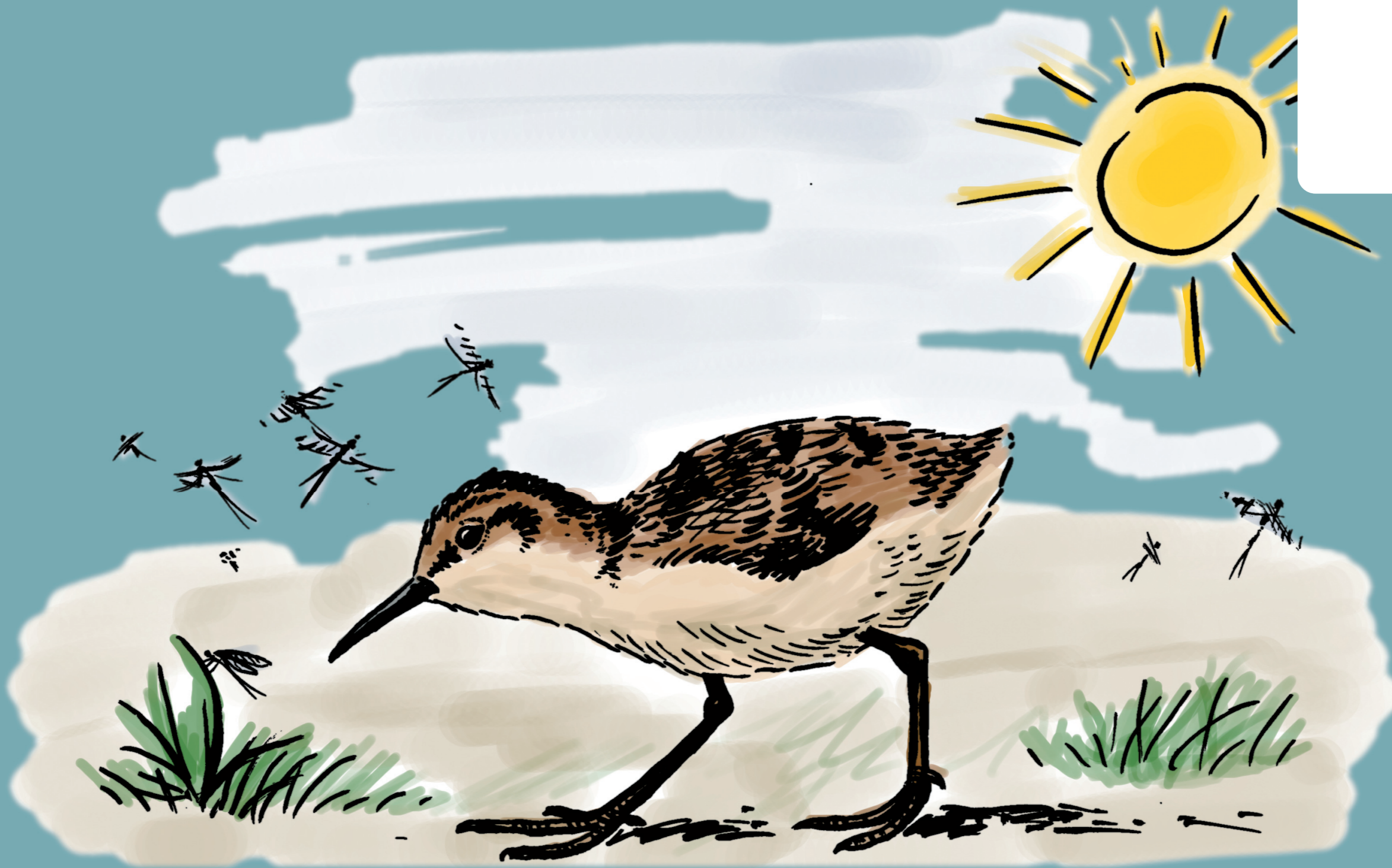


YOU WIN 3 ENERGY POINTS AND MOVE TO SQUARE 5

Sunny weather makes it easy to find food.

4

Arctic

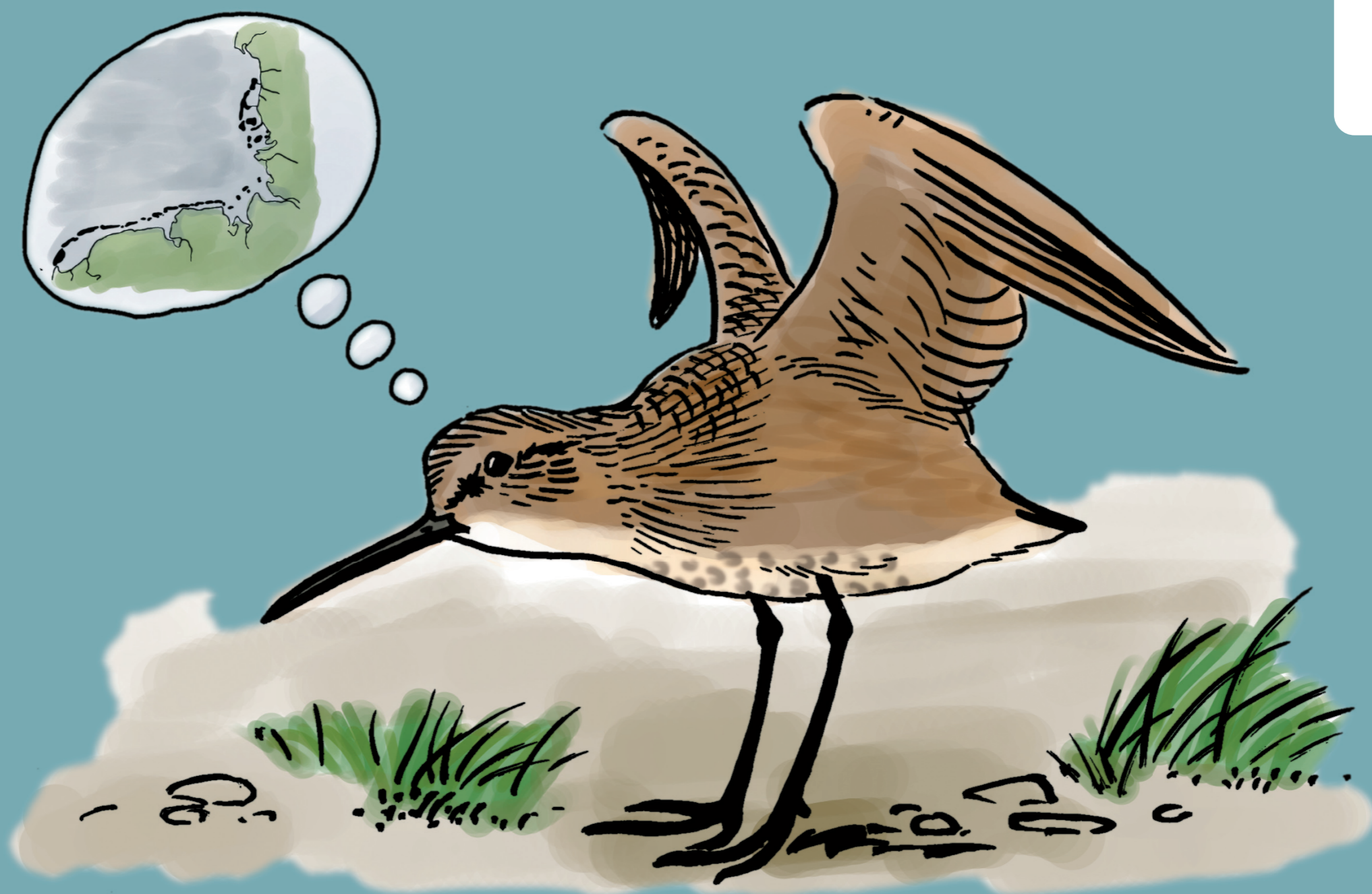


YOU WIN 2 ENERGY POINTS AND MOVE TO SQUARE 5

It is late summer and you are ready to **migrate** heading for the Wadden Sea.

5

Arctic

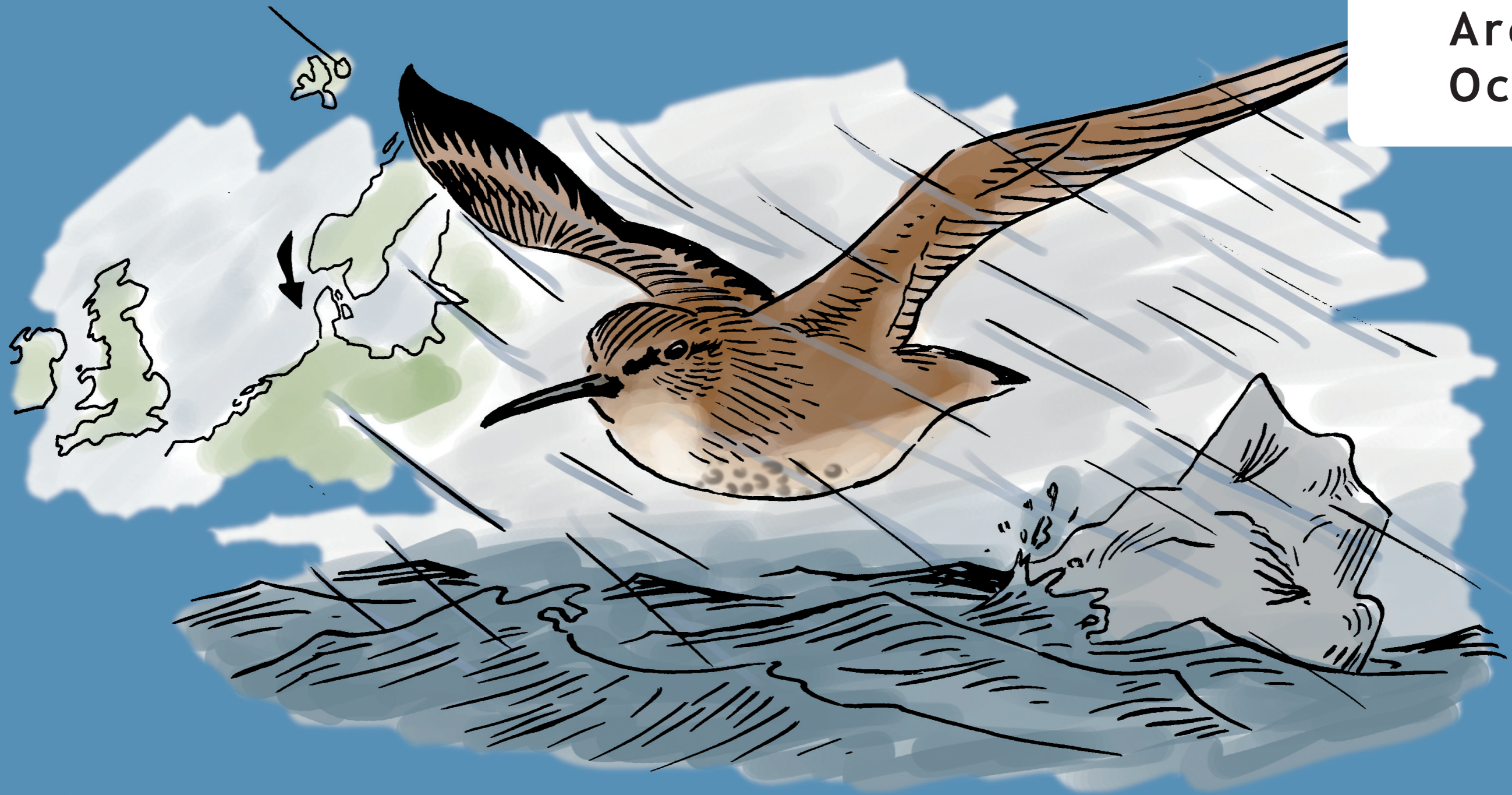


THROW THE DICE TO MOVE

On your journey you run into bad weather
and struggle hard.

6

Arctic
Ocean

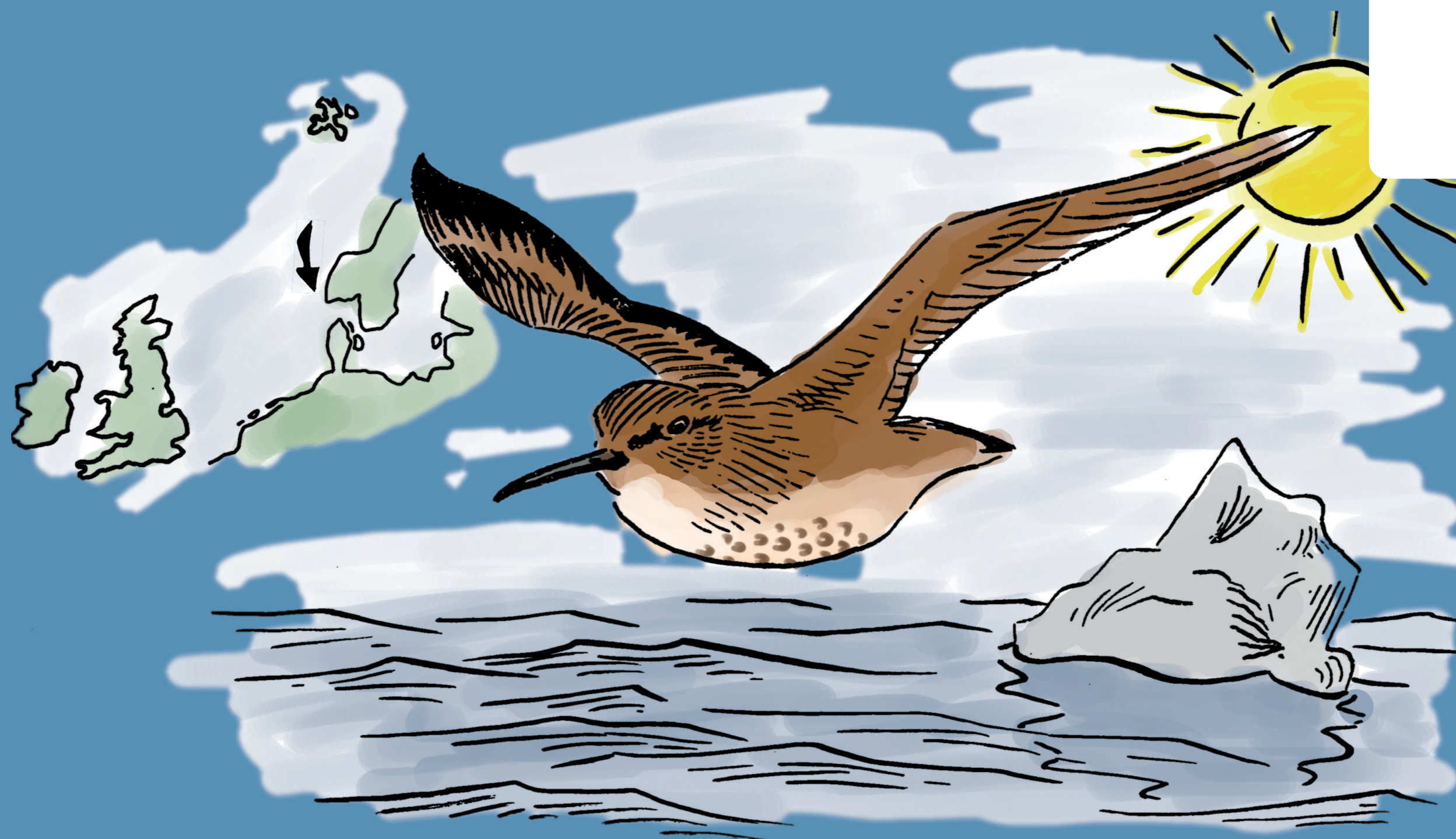


YOU LOSE 2 ENERGY POINTS AND MOVE TO SQUARE 10

The sun shines and you move on quickly.

7

Arctic
Ocean

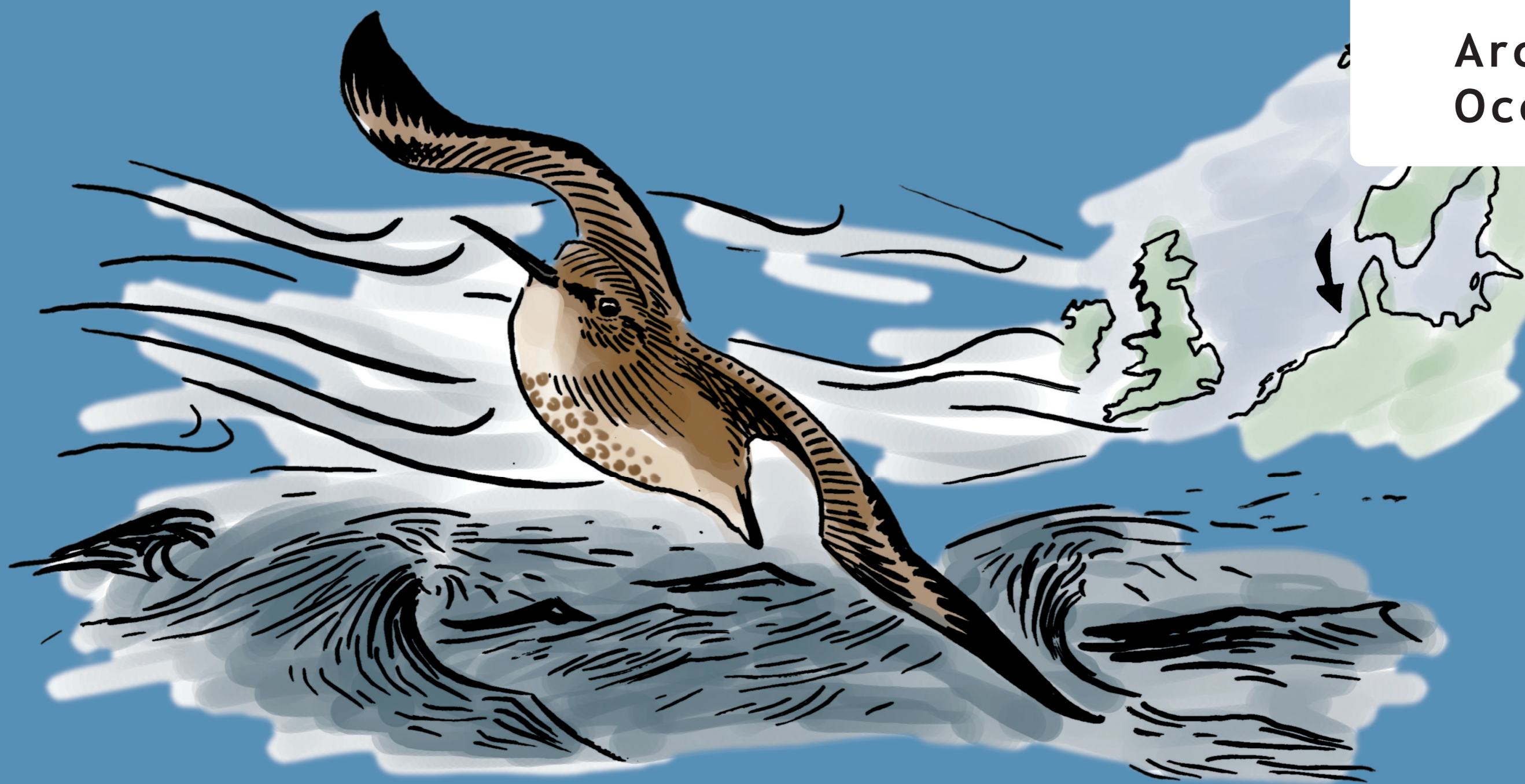


YOU LOSE 1 ENERGY POINT AND MOVE TO SQUARE 10

Heavy storms blow you off your course.

8

Arctic
Ocean

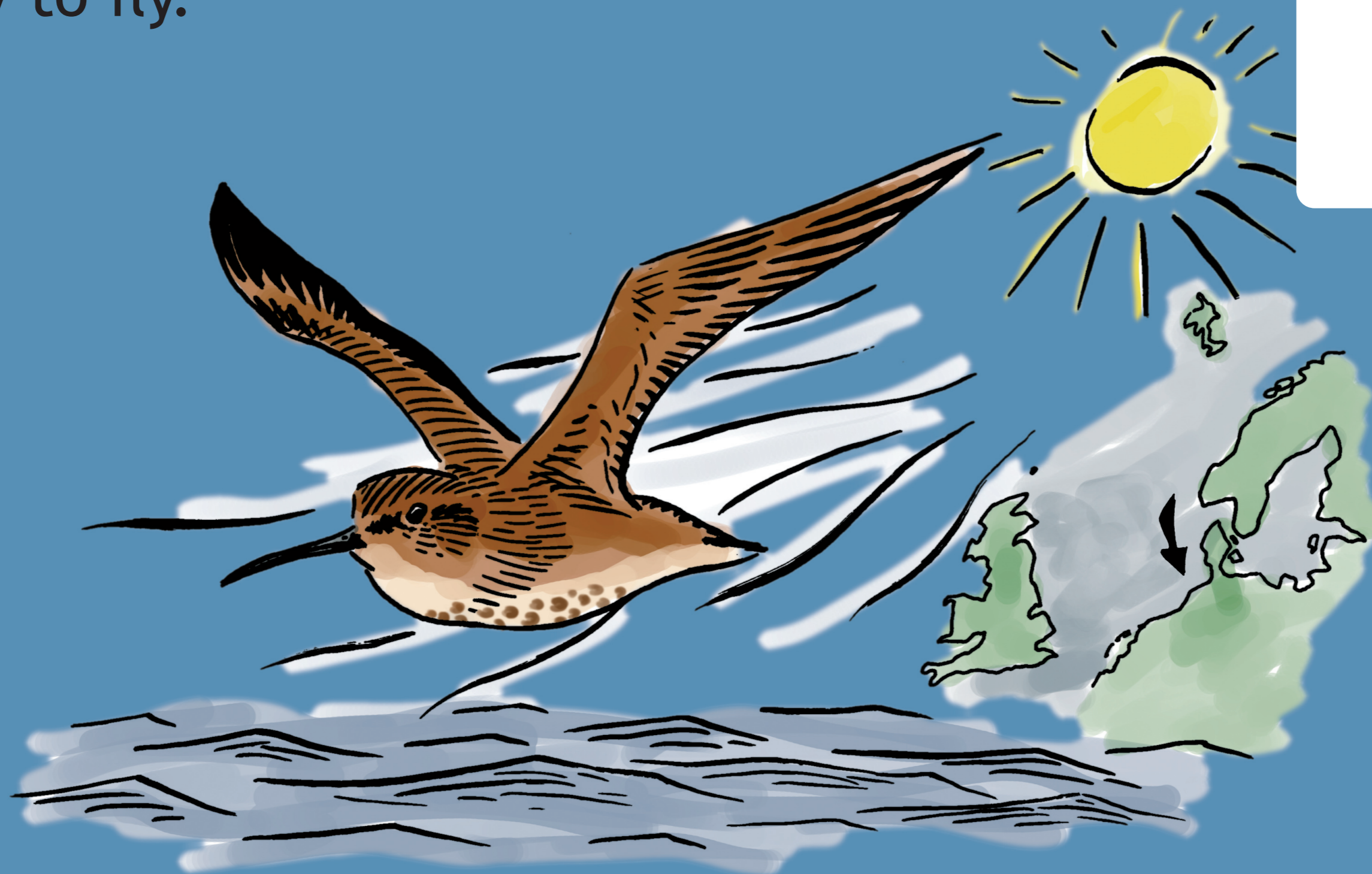


YOU LOSE 3 ENERGY POINTS AND MOVE TO SQUARE 10

Good weather and following wind make it easy to fly.

9

Arctic
Ocean

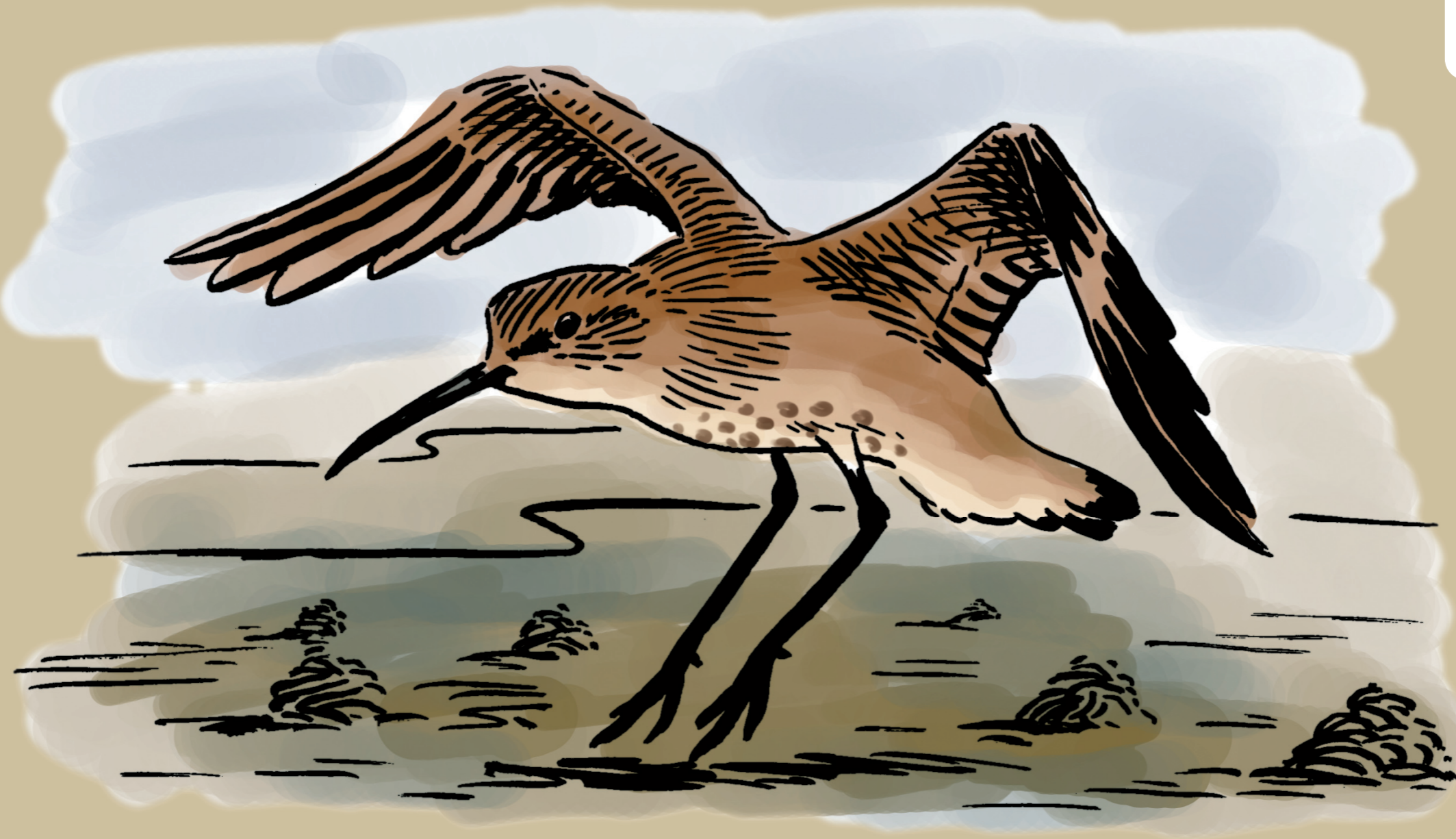


YOU MOVE TO SQUARE 10

You have reached the Wadden Sea. Now you need to find a tidal flat with sufficient food.

10

Danish
Wadden Sea

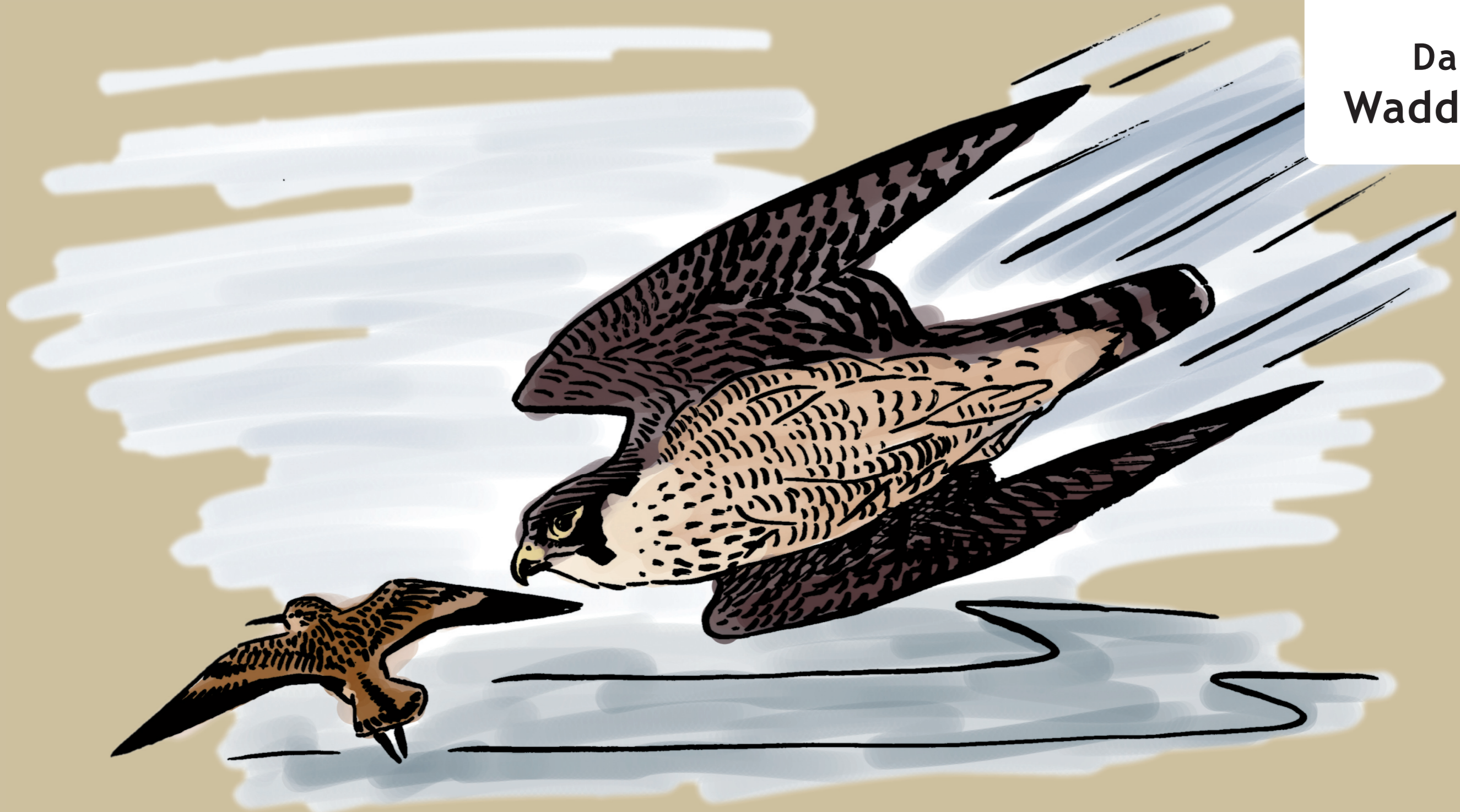


THROW THE DICE TO MOVE

A peregrine falcon attacks you.

11

Danish
Wadden Sea



YOU DIE. START AGAIN!

You are scared by a hunter shooting ducks.

12

Danish
Wadden Sea

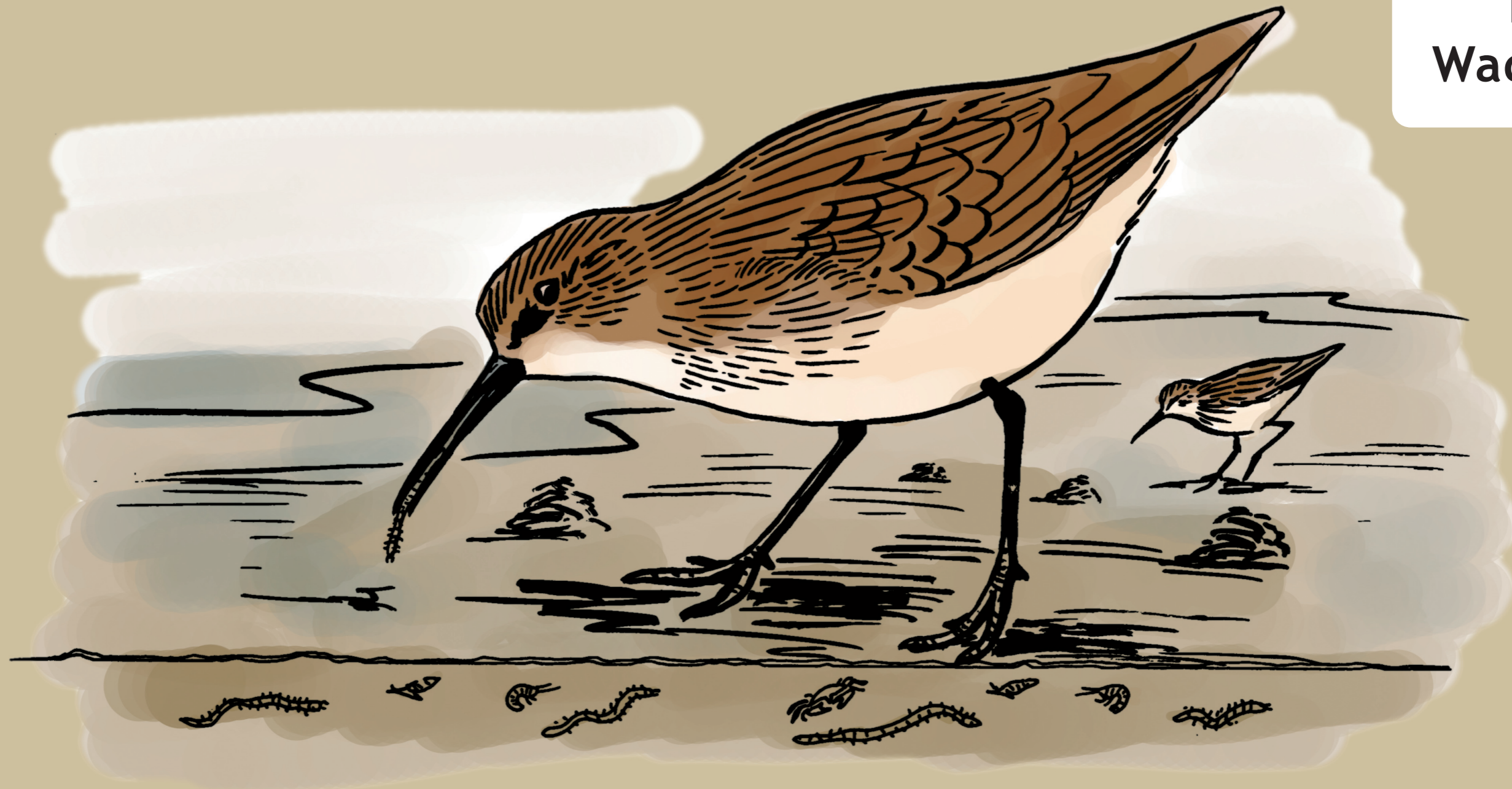


YOU LOSE 2 ENERGY POINTS AND THROW THE DICE AGAIN

On a quiet tidal flat you find lots of food.

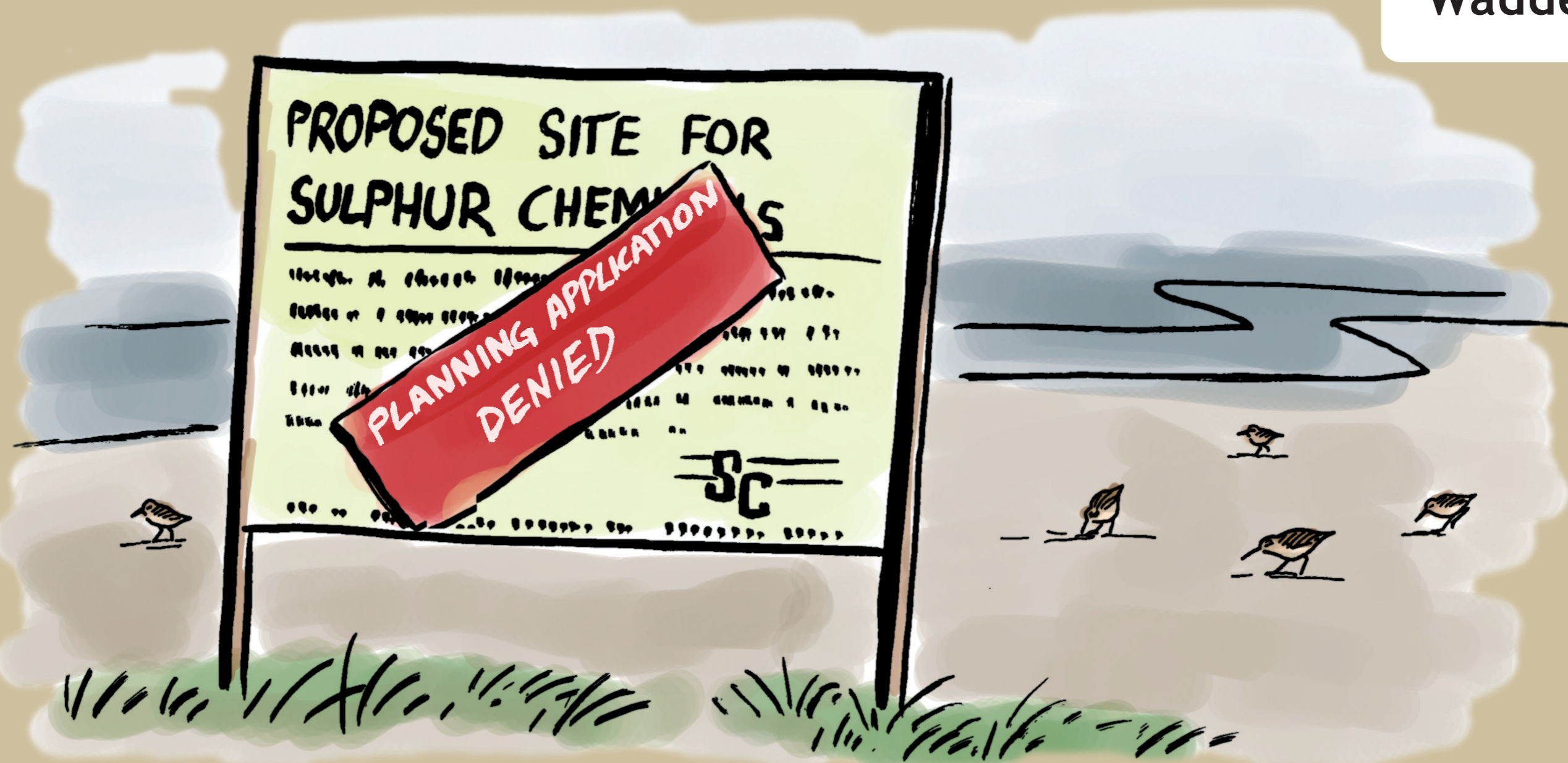
13

Danish
Wadden Sea



YOU WIN 4 ENERGY POINTS AND THROW THE DICE AGAIN

The construction of an industrial plant is being **prevented**. Important resting and feeding grounds are saved.

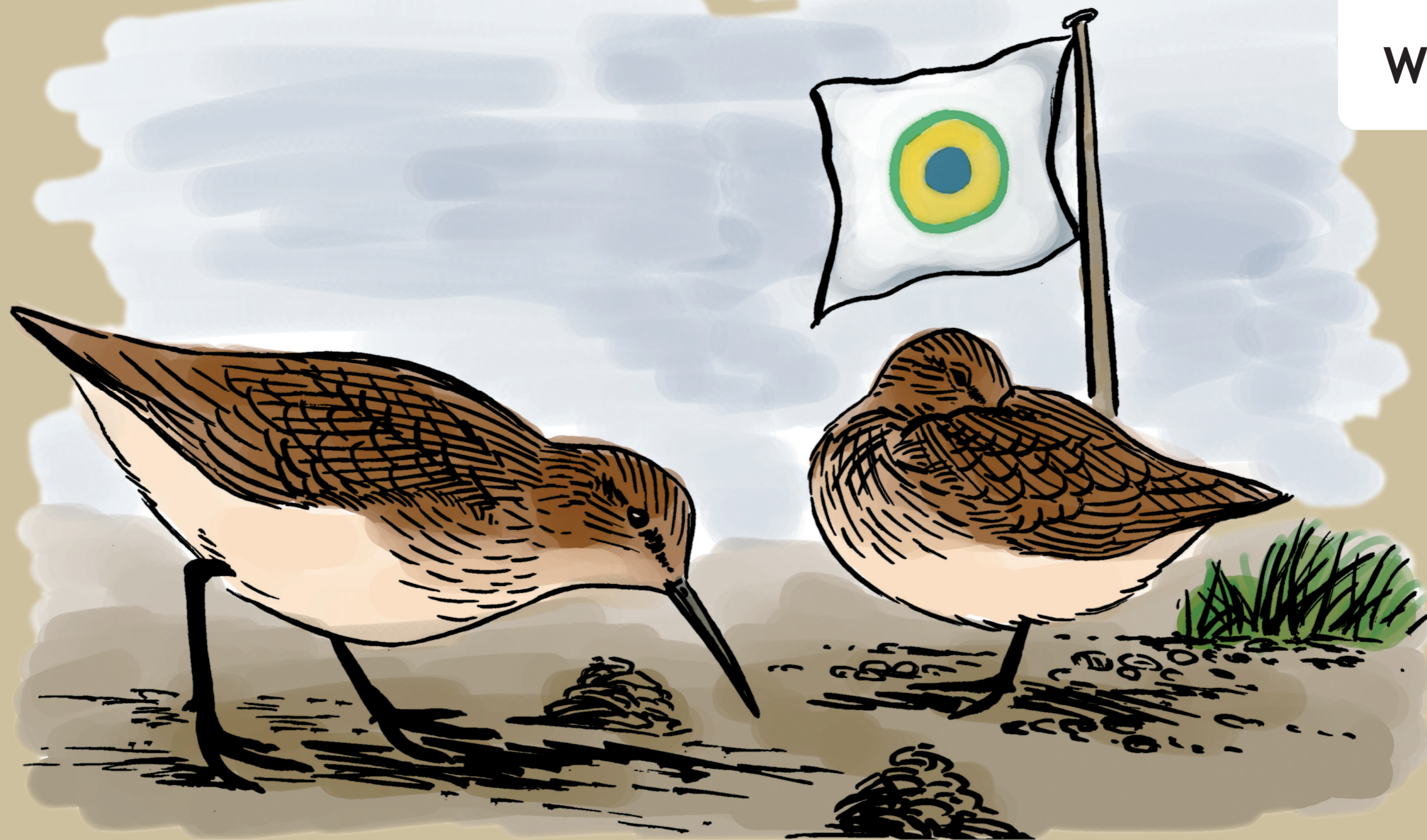


YOU WIN 3 ENERGY POINTS AND THROW THE DICE AGAIN

In the National Park you can feed and rest undisturbed.

15

German
Wadden Sea

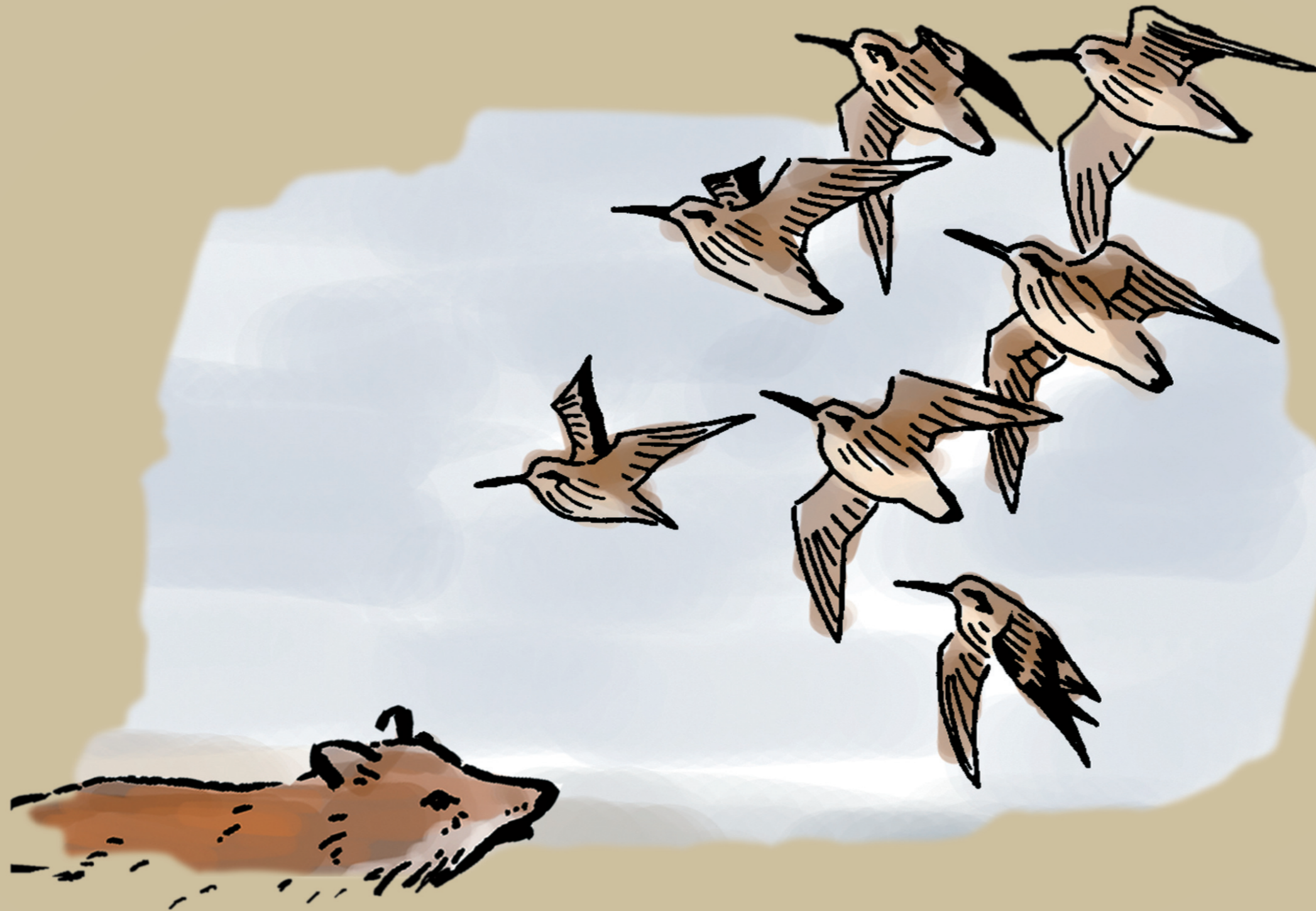


YOU WIN 3 ENERGY POINTS AND THROW THE DICE AGAIN

A fox approaches your roosting ground and you have to flee.

16

German
Wadden Sea

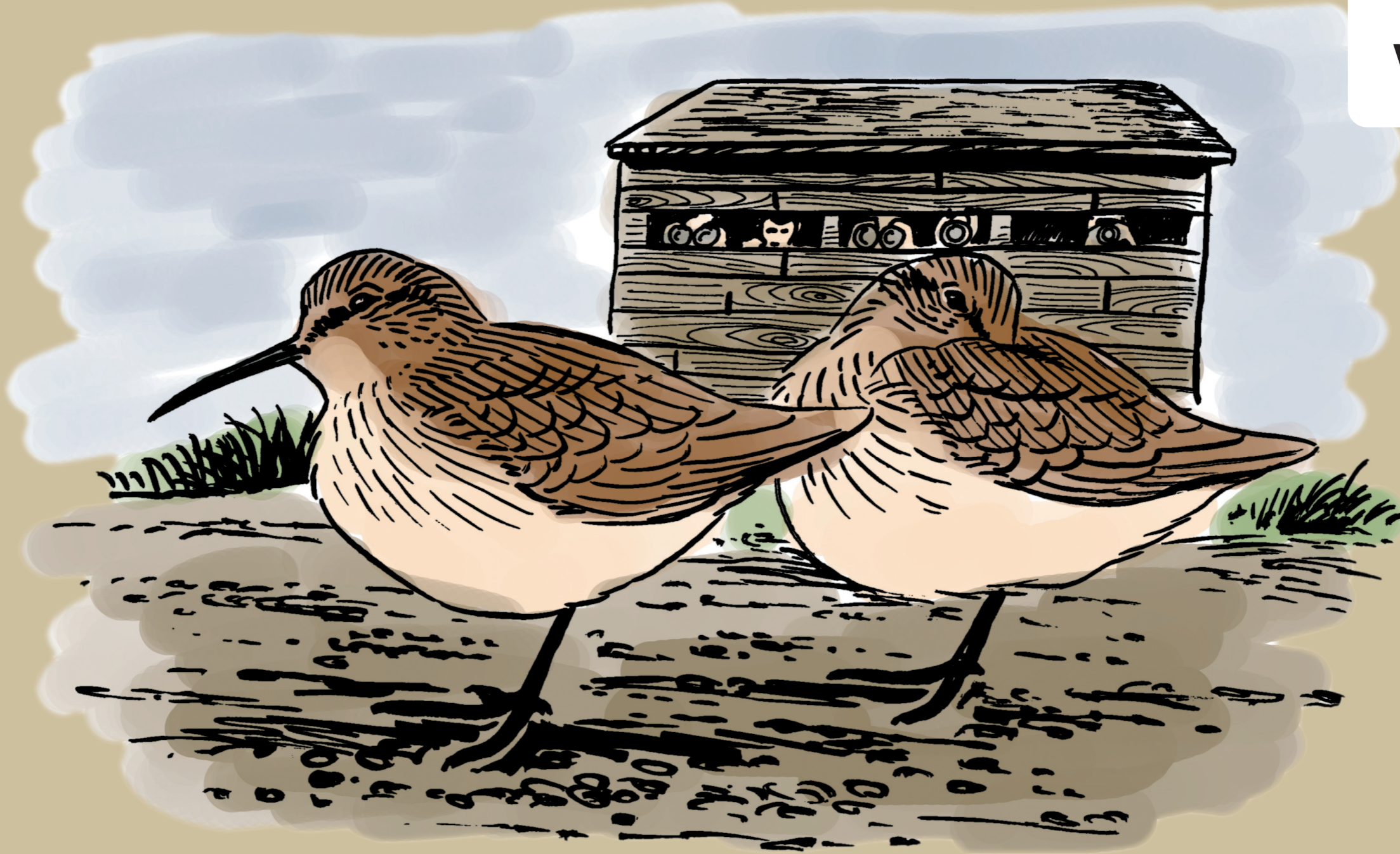


YOU LOSE 2 ENERGY POINTS AND THROW THE DICE AGAIN

A hide has been built and you are not disturbed by visitors anymore.

17

German
Wadden Sea



YOU WIN 3 ENERGY POINTS AND THROW THE DICE AGAIN

A national park warden explains the importance of bird sanctuaries to the visitors.

18

German
Wadden Sea



YOU WIN 2 ENERGY POINTS AND THROW THE DICE AGAIN

Windsurfers and jet-skiers scare you away from your roosting site.

19

German
Wadden Sea

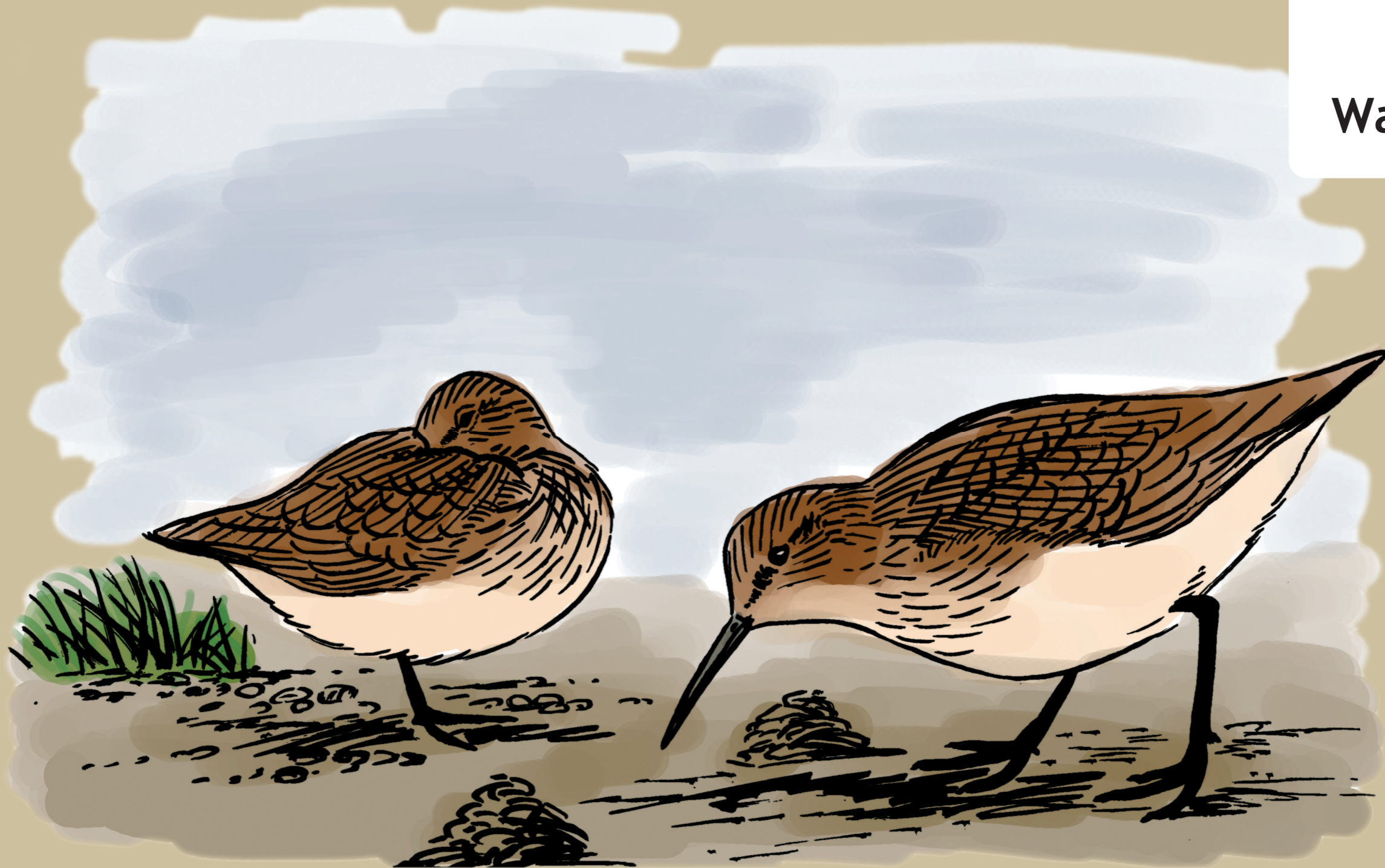


YOU LOSE 3 ENERGY POINTS AND THROW THE DICE AGAIN

On a quiet tidal flat you find lots of food.

20

Dutch
Wadden Sea



YOU WIN 2 ENERGY POINTS AND MOVE TO SQUARE 24

Dog-walkers and birdwatchers enter the roosting site for waders.
You flee because of the disturbance.

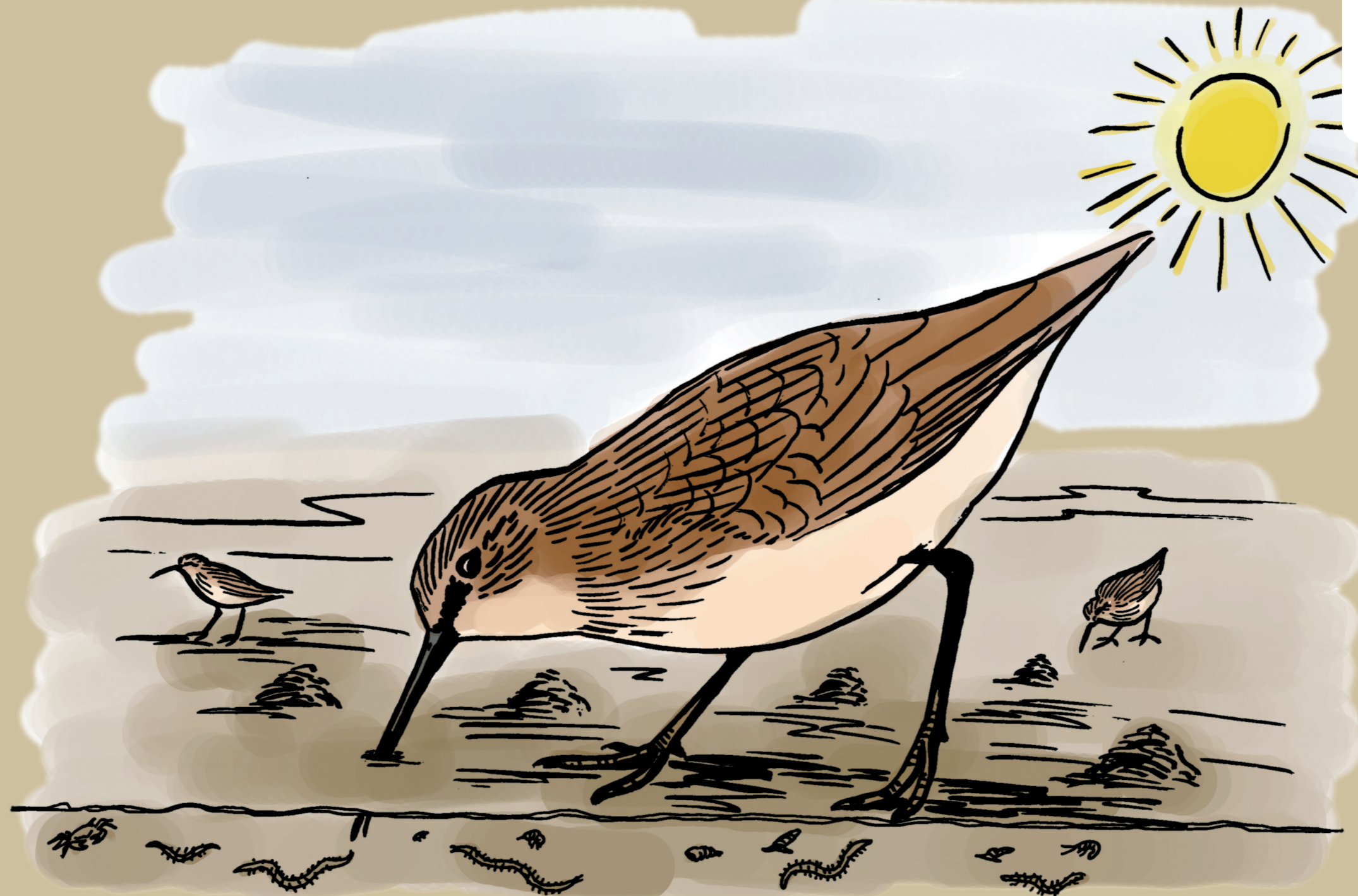


YOU LOSE 3 ENERGY POINTS AND THROW THE DICE AGAIN

The weather is great and you can easily build up fat for your flight south.

22

Dutch
Wadden Sea

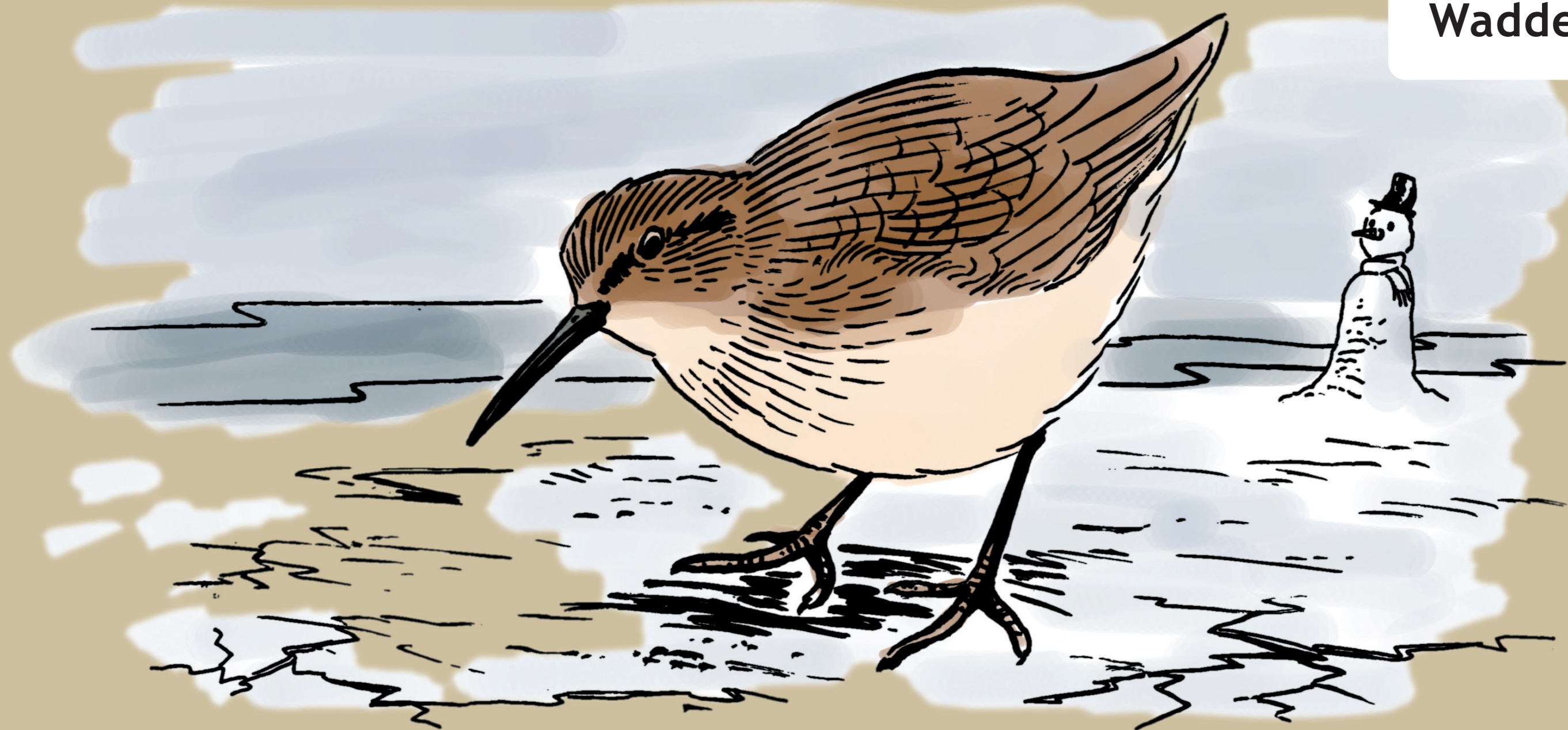


YOU WIN 3 ENERGY POINTS AND MOVE TO SQUARE 24

An early onset of winter makes your foraging difficult.

23

Dutch
Wadden Sea

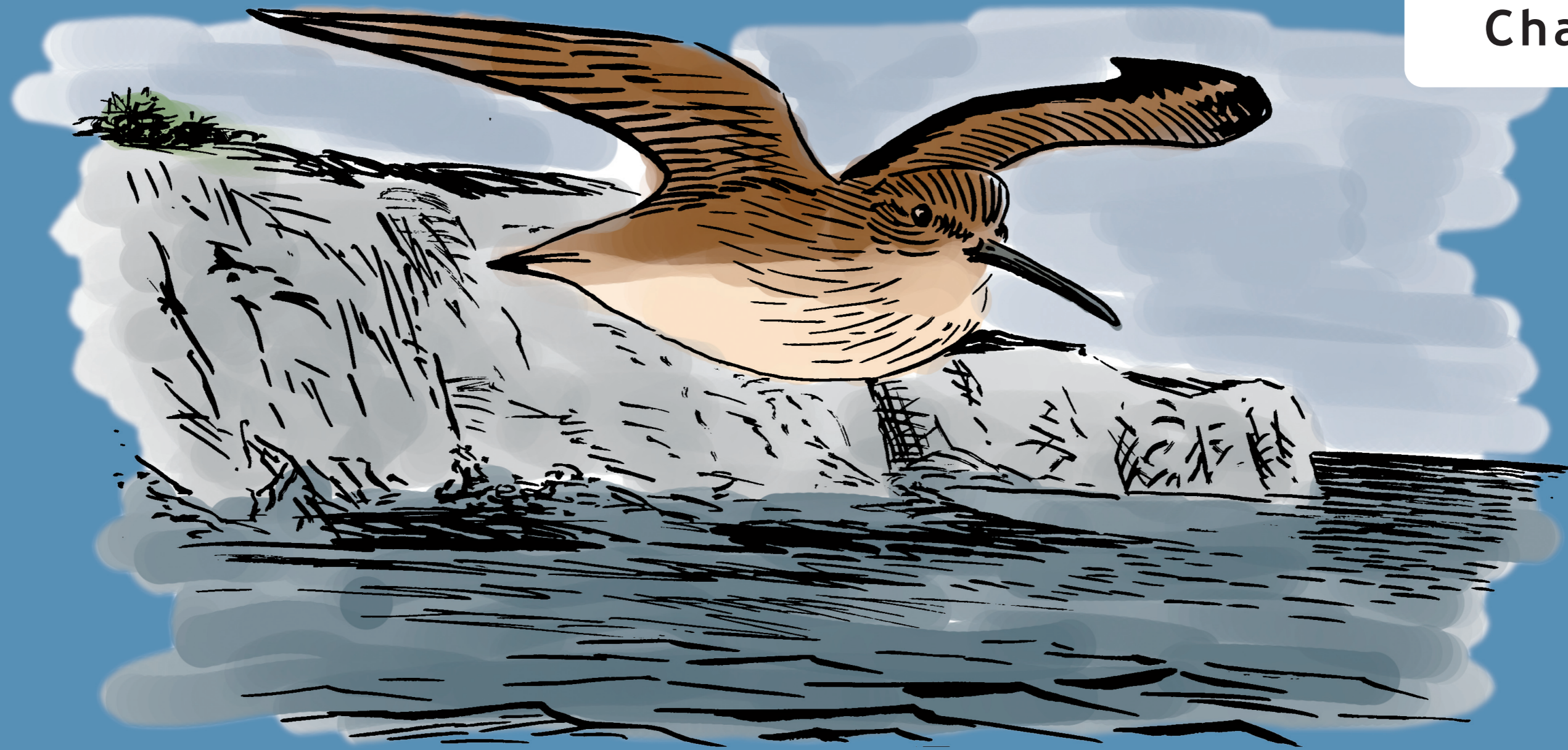


YOU LOSE 2 ENERGY POINTS AND MOVE TO SQUARE 24

The winter begins and you fly from the Wadden Sea towards France.

24

English
Channel



YOU LOSE 1 ENERGY POINT AND THROW THE DICE AGAIN

25

France

Due to a port expansion important roosting and feeding areas are lost.

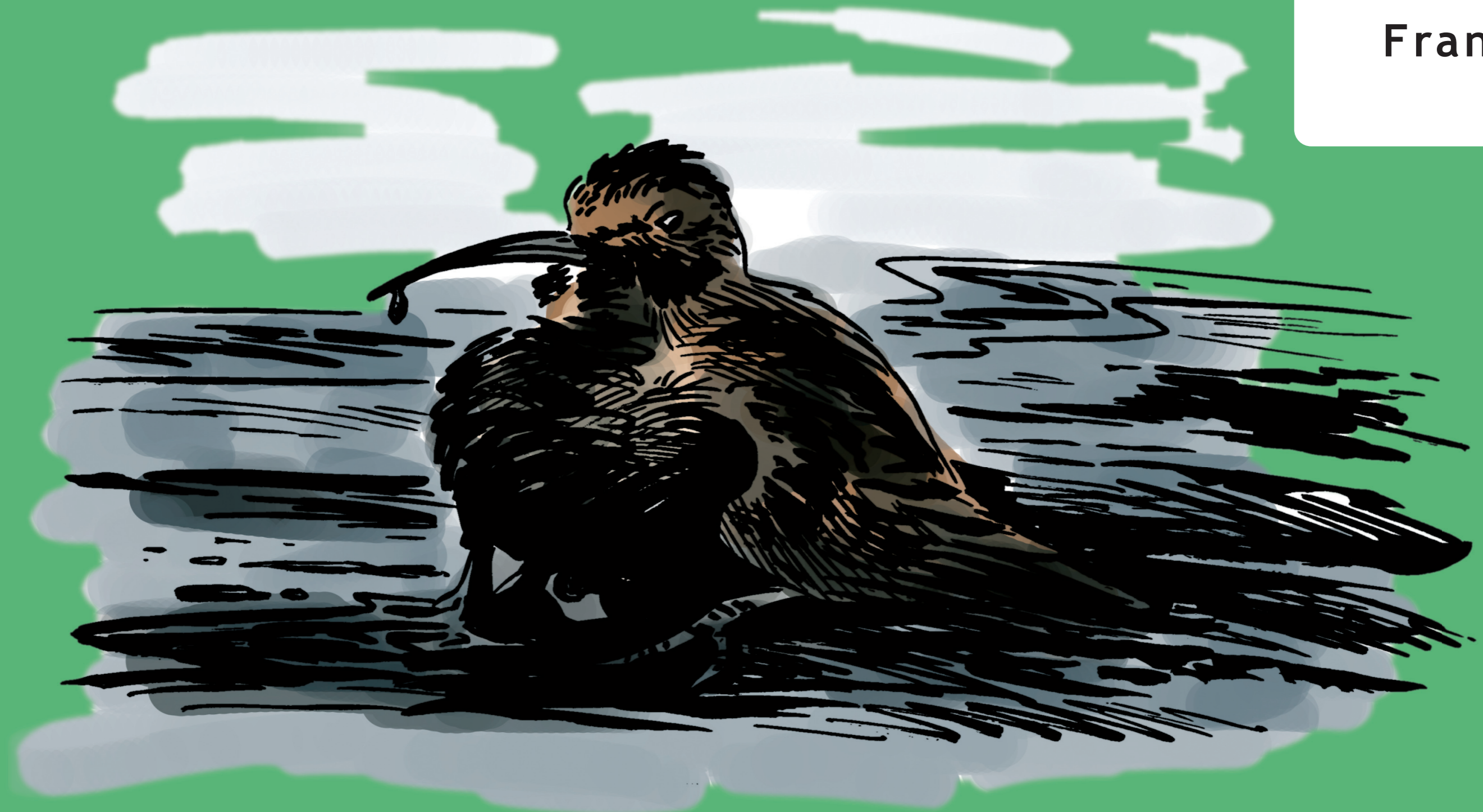


YOU LOSE 3 ENERGY POINTS AND THROW THE DICE AGAIN

An oilslick on the water covers your feathers in thick crude oil.

26

France

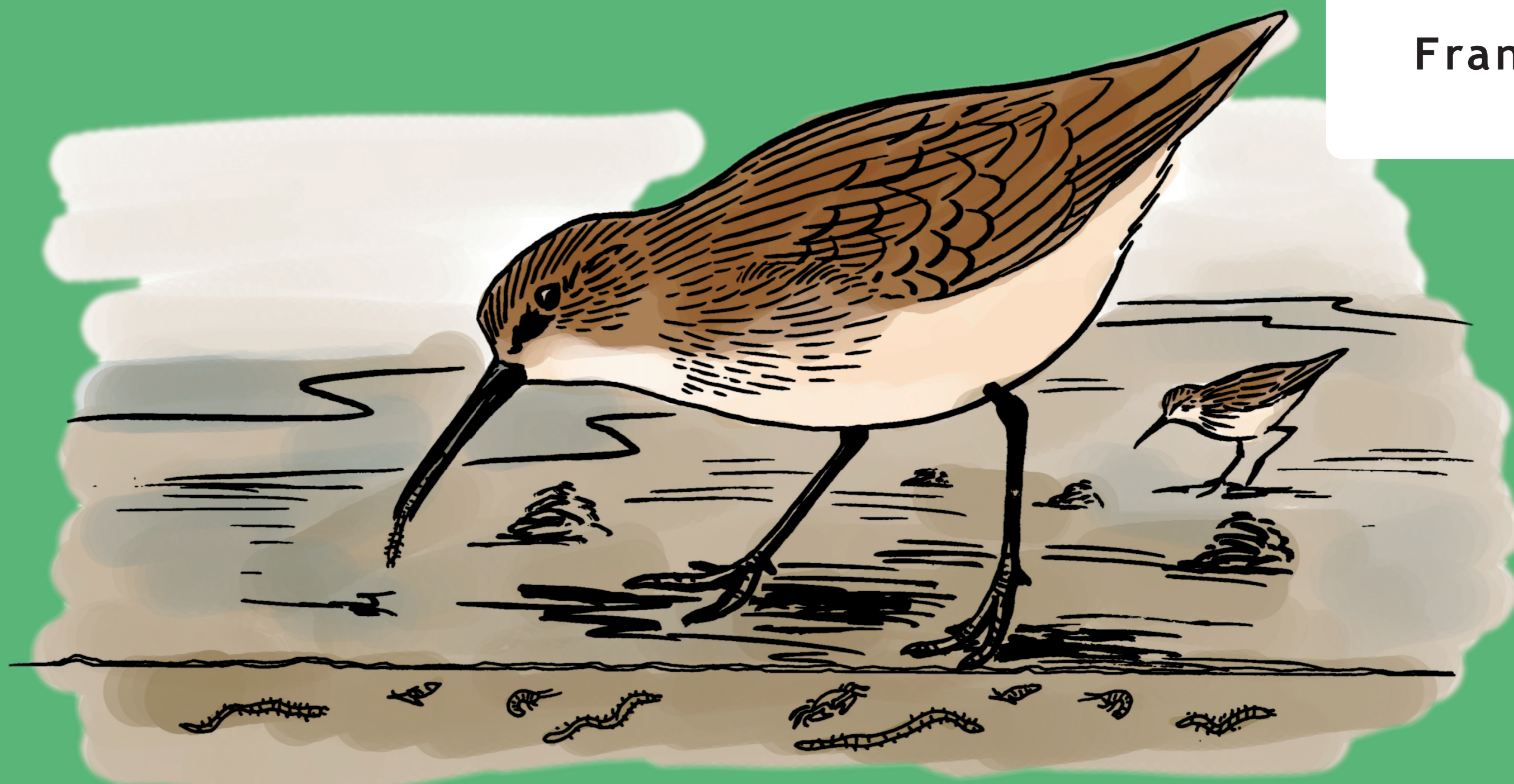


YOU DIE. START AGAIN!

You find a quiet estuary where you can feed without being disturbed.

27

France

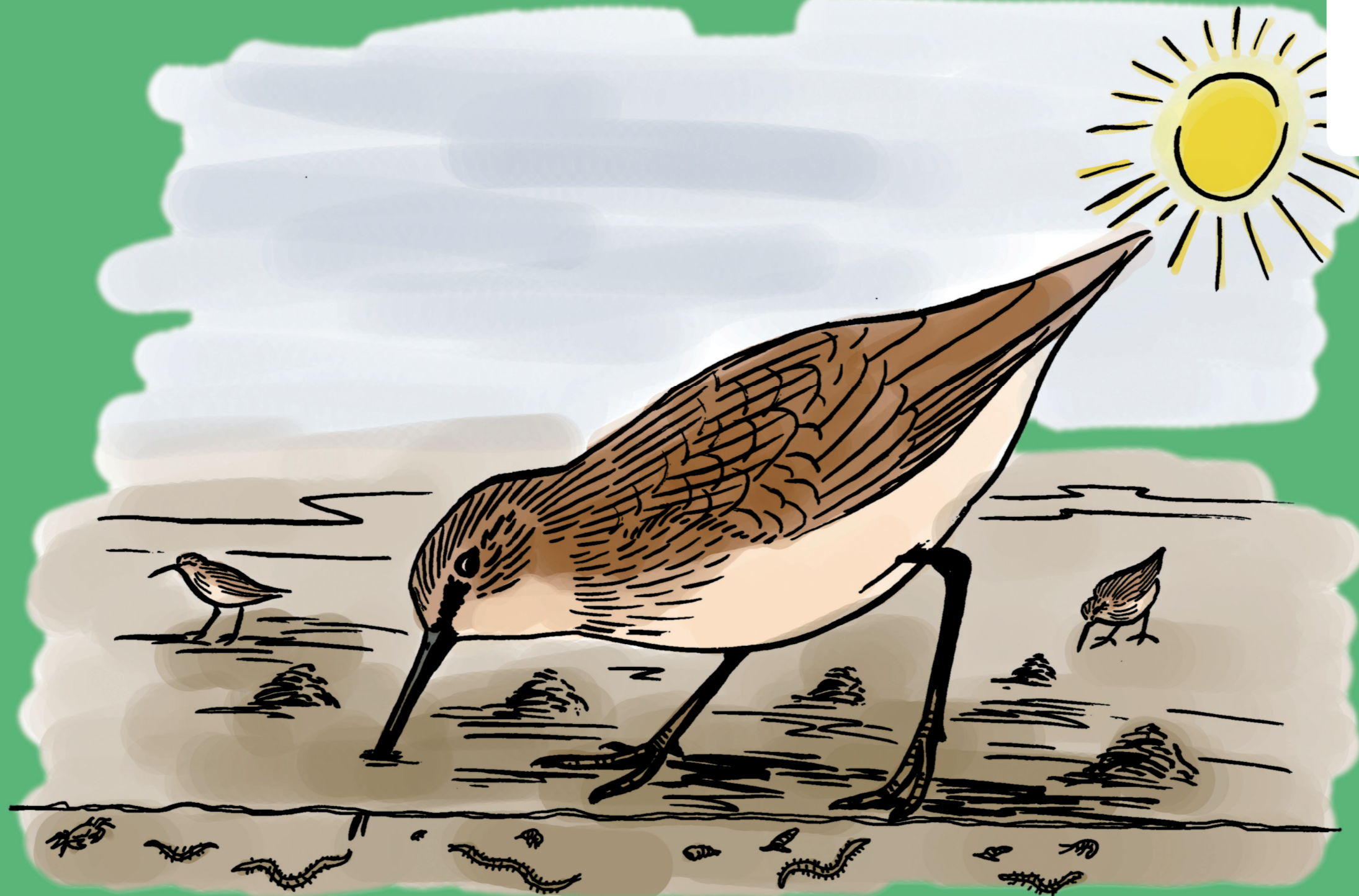


YOU WIN 3 ENERGY POINTS AND MOVE TO SQUARE 29

In warm autumn weather you find lots of food in the mud.

28

France

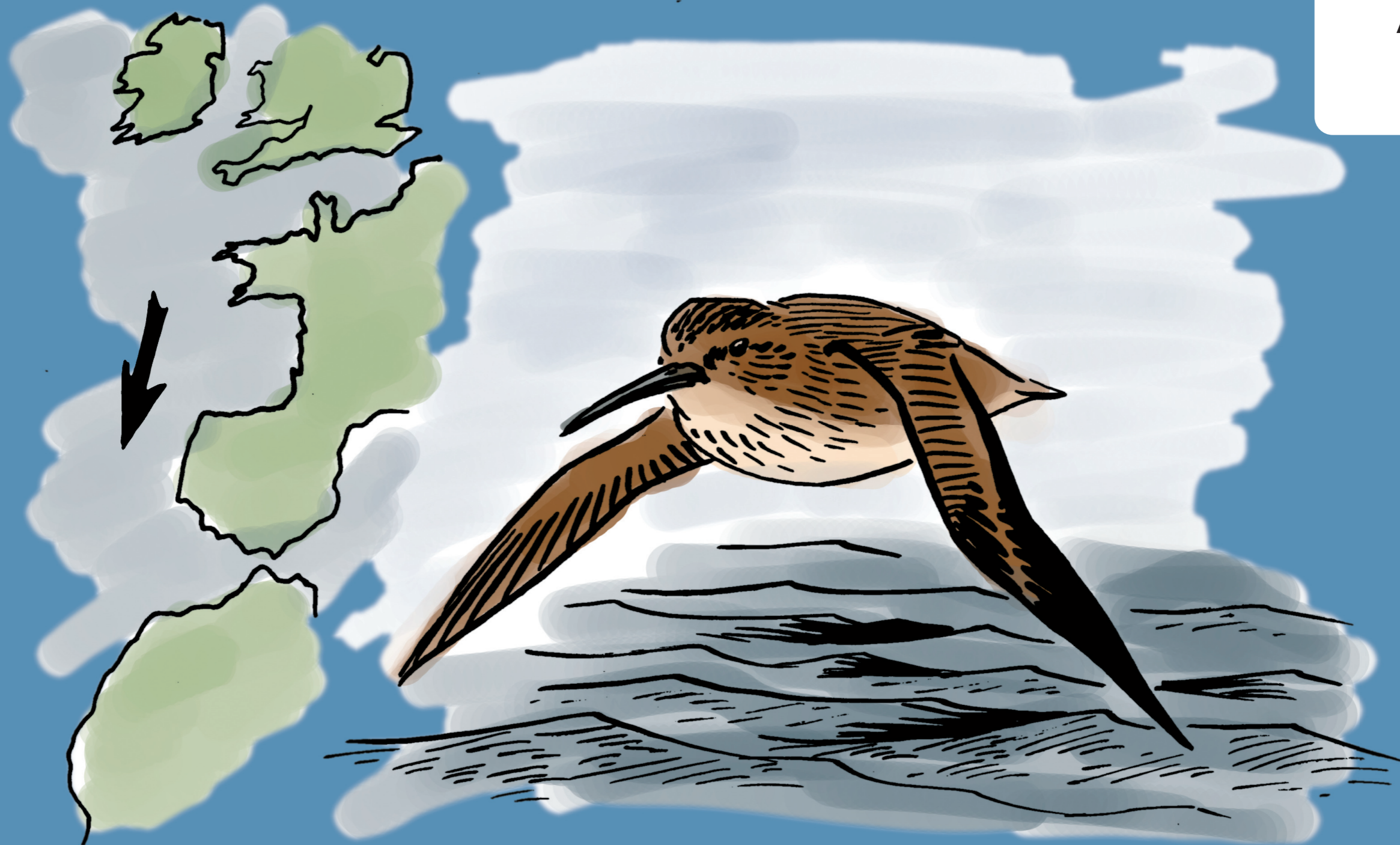


YOU WIN 4 ENERGY POINTS AND MOVE TO SQUARE 29

Winter is catching up. You fly across the Atlantic Ocean to West Africa.

29

Atlantic
Ocean



YOU LOSE 1 ENERGY POINT AND THROW THE DICE AGAIN

Your roosting site is polluted by chemicals,
therefore you don't find any food.

30

West-Africa



YOU LOSE 3 ENERGY POINTS AND MOVE TO SQUARE 34

An environmental education scheme encourages locals to watch birds without disturbing them.

31

West-Africa

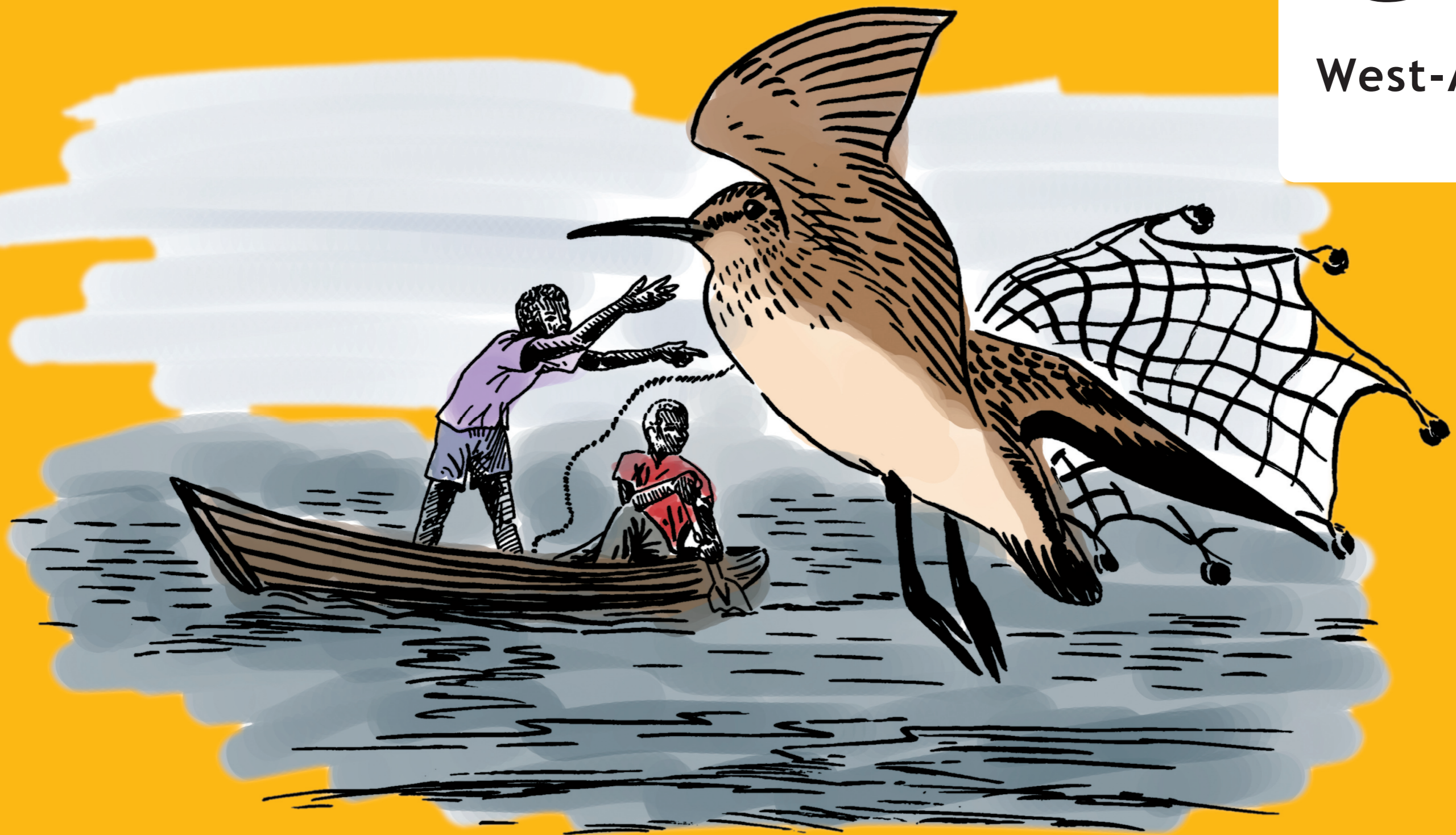


YOU WIN 3 ENERGY POINTS AND MOVE TO SQUARE 34

Your foraging is disturbed by fishermen.

32

West-Africa

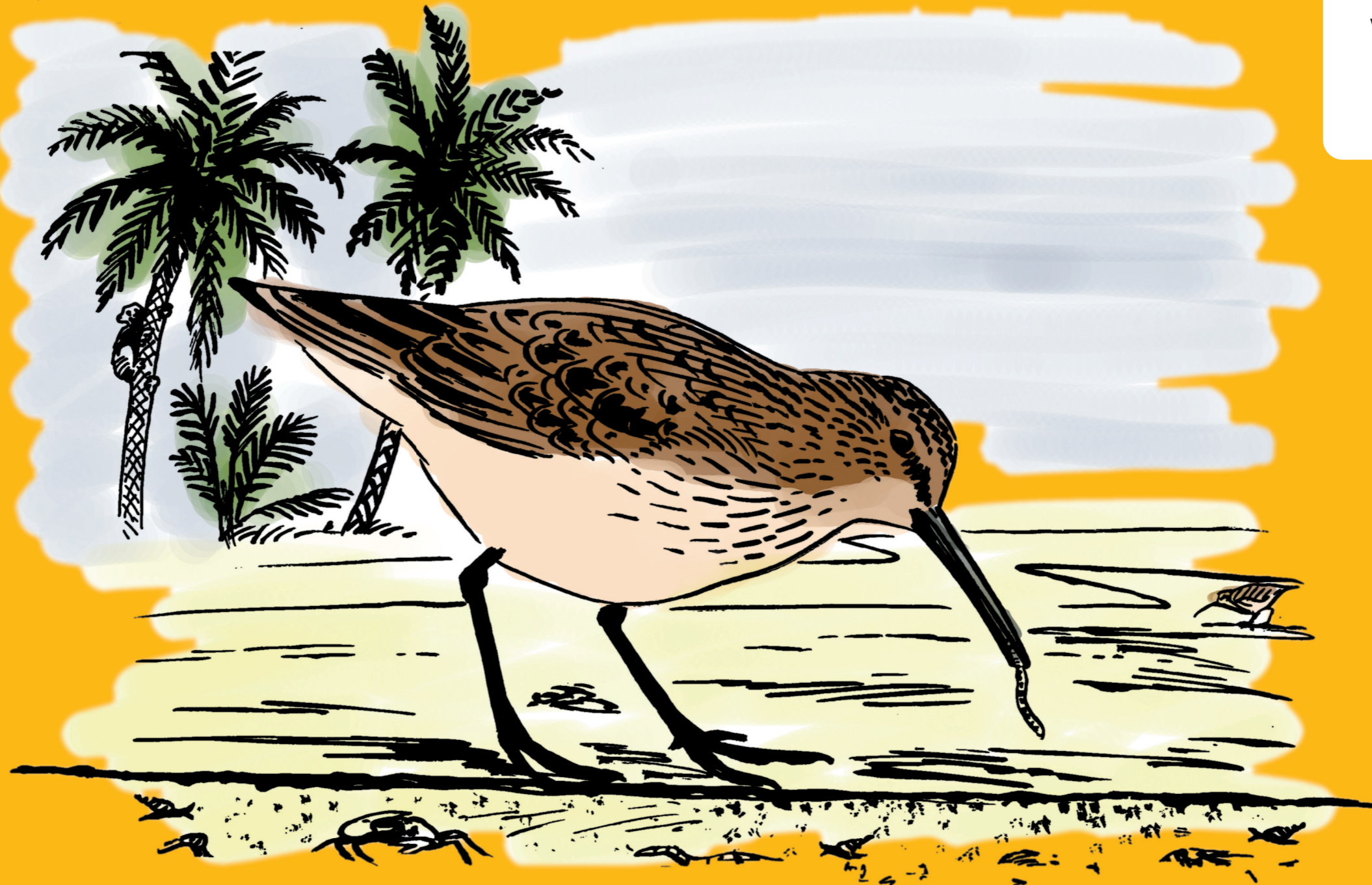


YOU LOSE 2 ENERGY POINTS AND MOVE TO SQUARE 34

You find a great wintering ground full of food.

33

West-Africa

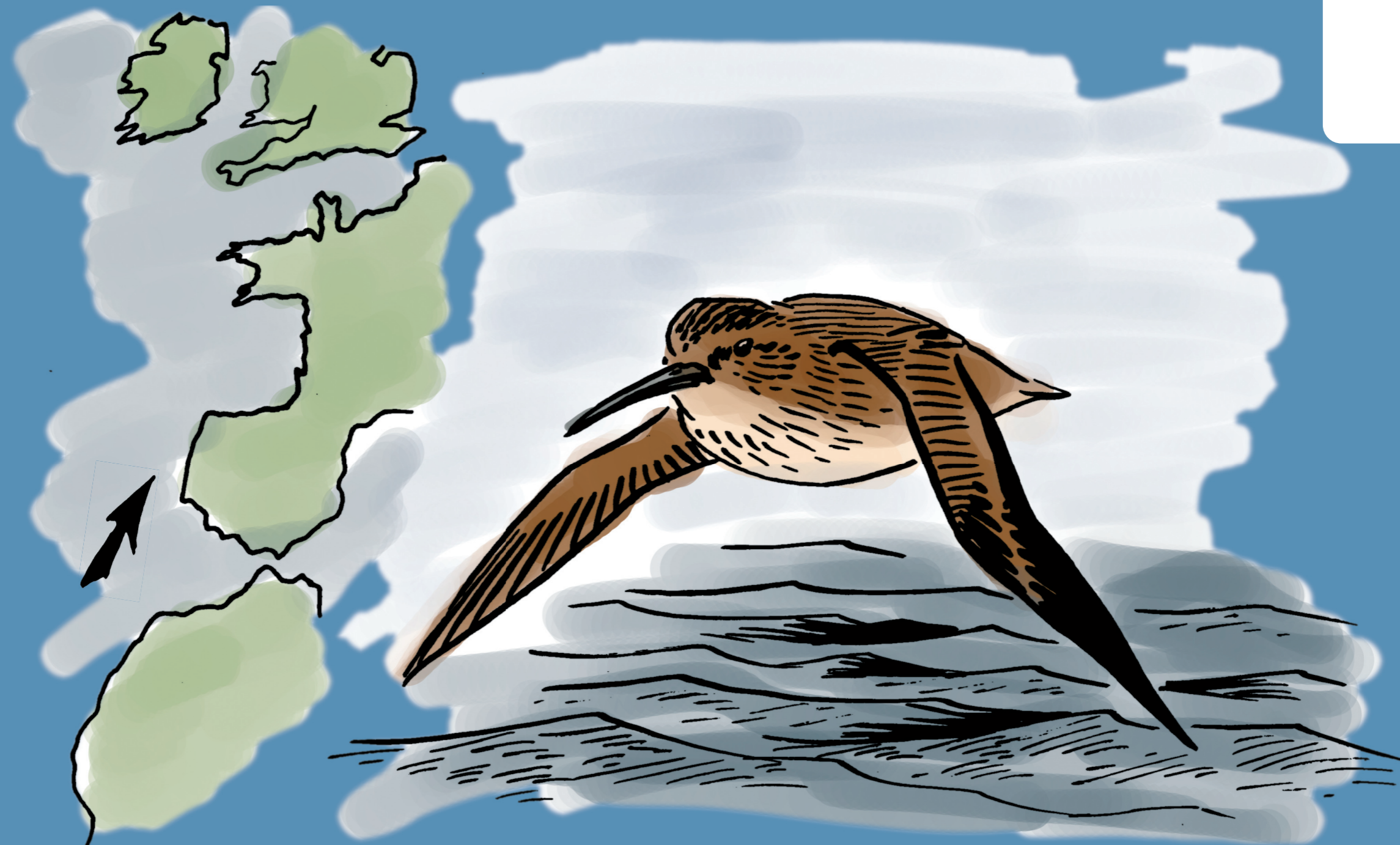


YOU WIN 4 ENERGY POINTS AND MOVE TO SQUARE 34

The spring begins and you fly north heading for Spain.

34

Atlantic Ocean



YOU LOSE 1 ENERGY POINT AND THROW THE DICE AGAIN

You are shot by a hunter.

35

Spain

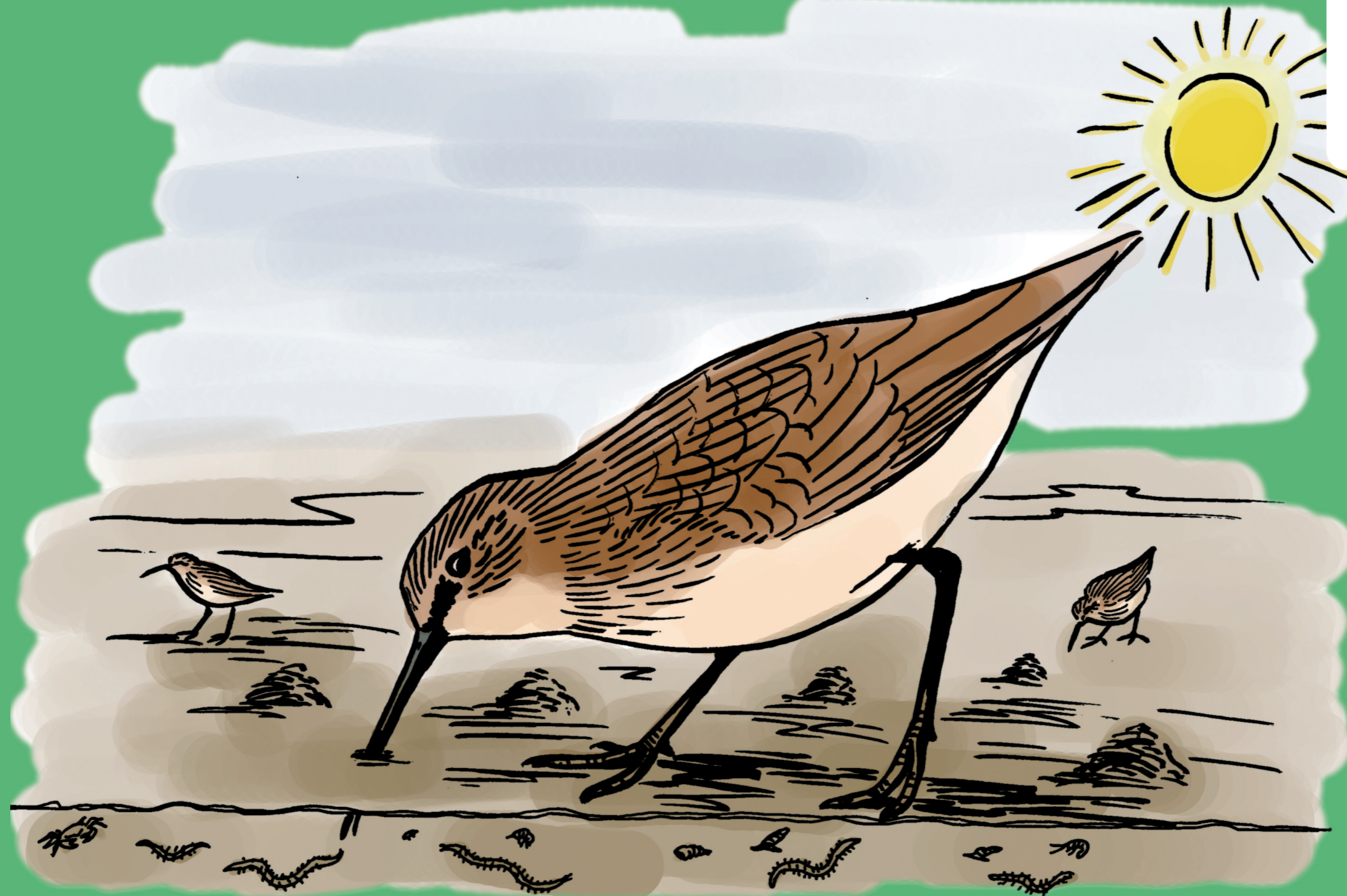


YOU DIE. START AGAIN!

The first **spring sunshine** makes it easy to find food.

36

Spain



YOU WIN 3 ENERGY POINTS AND MOVE TO SQUARE 39

Hotels are built along the coast and your feeding sites are destroyed.

37

Spain

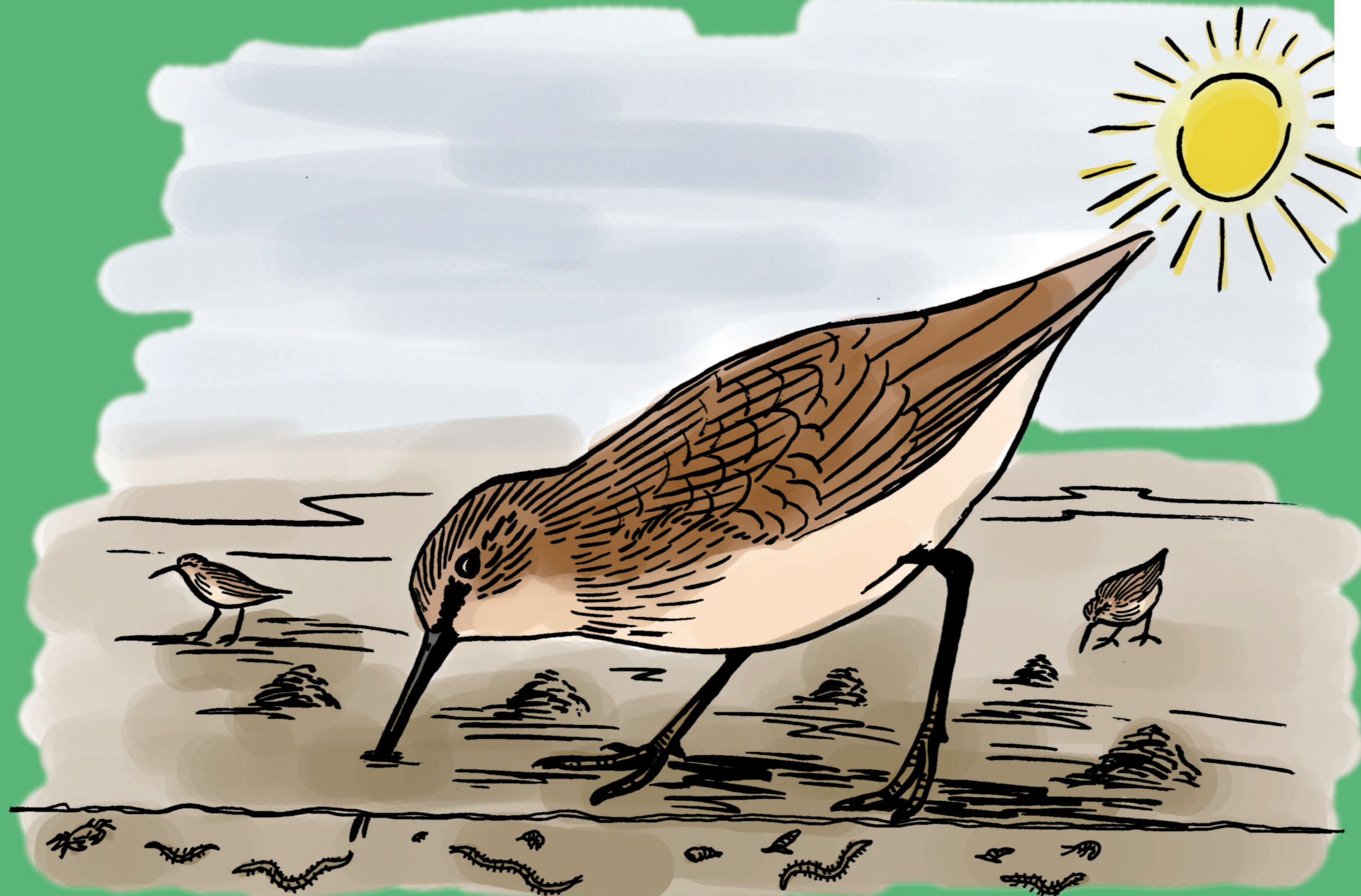


YOU LOSE 3 ENERGY POINTS AND MOVE TO SQUARE 39

There is plenty of food and you build up fat for your long journey north.

38

Spain

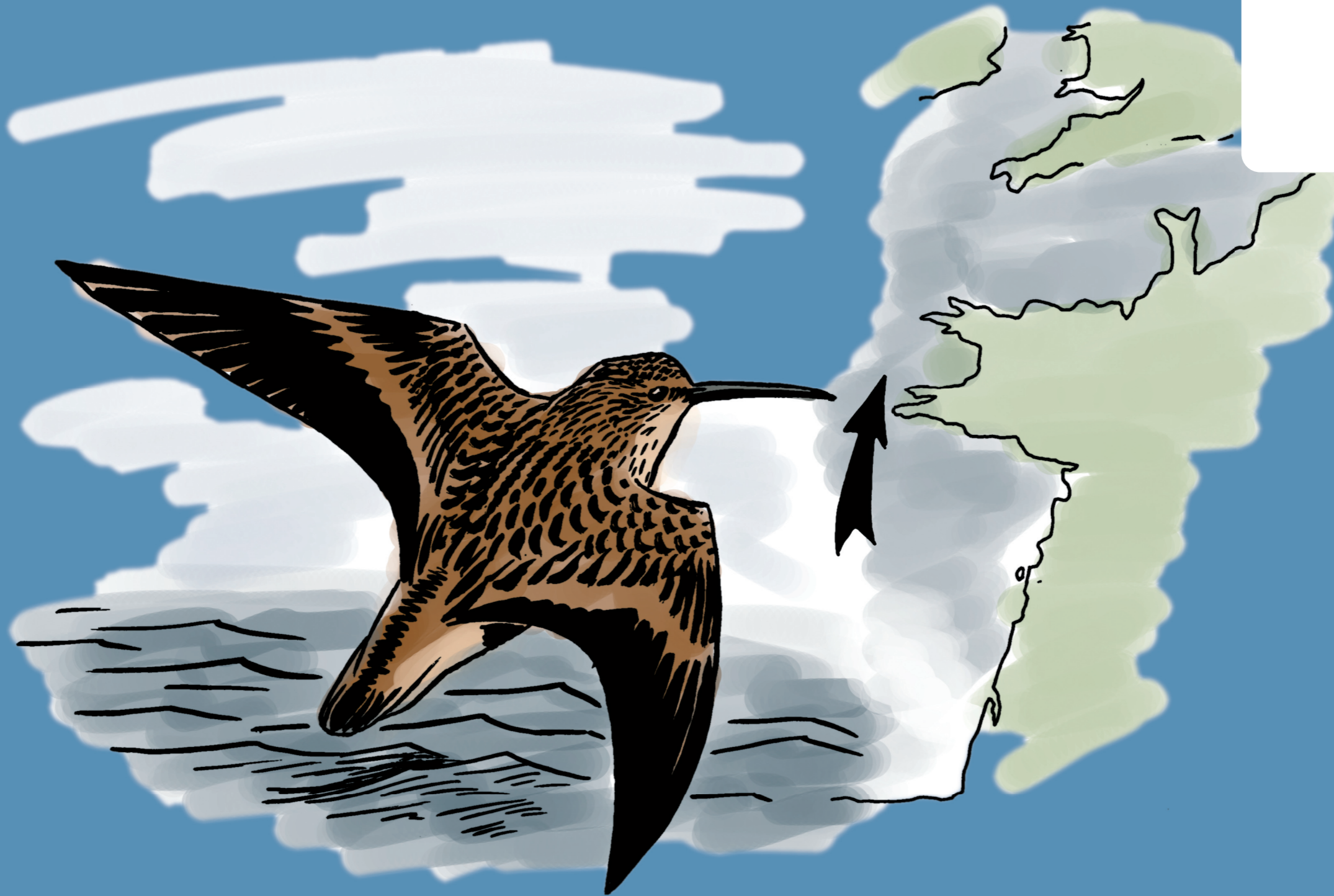


YOU WIN 3 ENERGY POINTS AND MOVE TO SQUARE 39

On your way north you fly straight to the Wadden Sea.

39

Bay of
Biscay

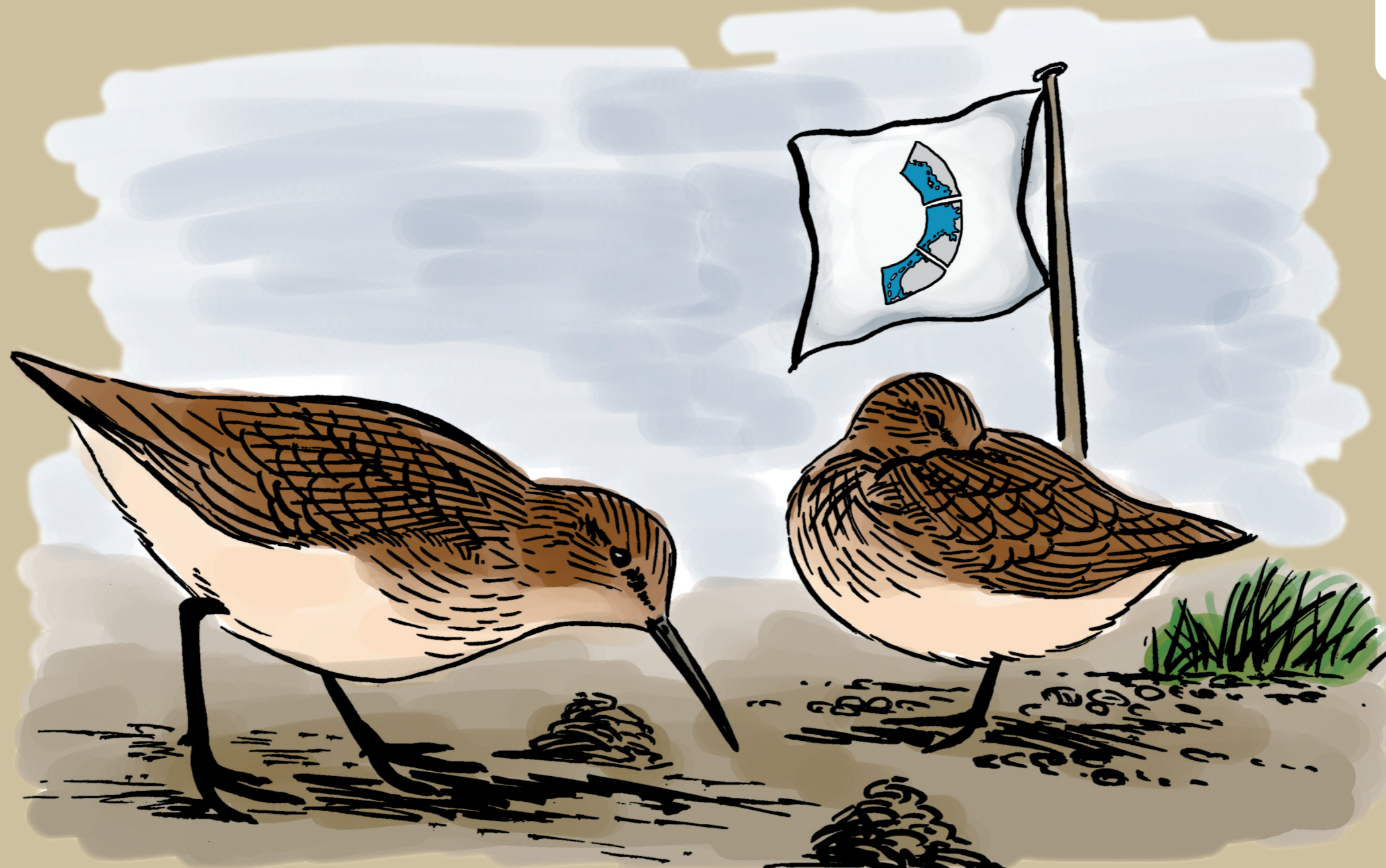


YOU LOSE 1 ENERGY POINT AND MOVE TO SQUARE 40

The three Wadden Sea countries work together
in the **Trilateral Wadden Sea Cooperation**
to jointly protect the Wadden Sea.

40

International
Wadden Sea

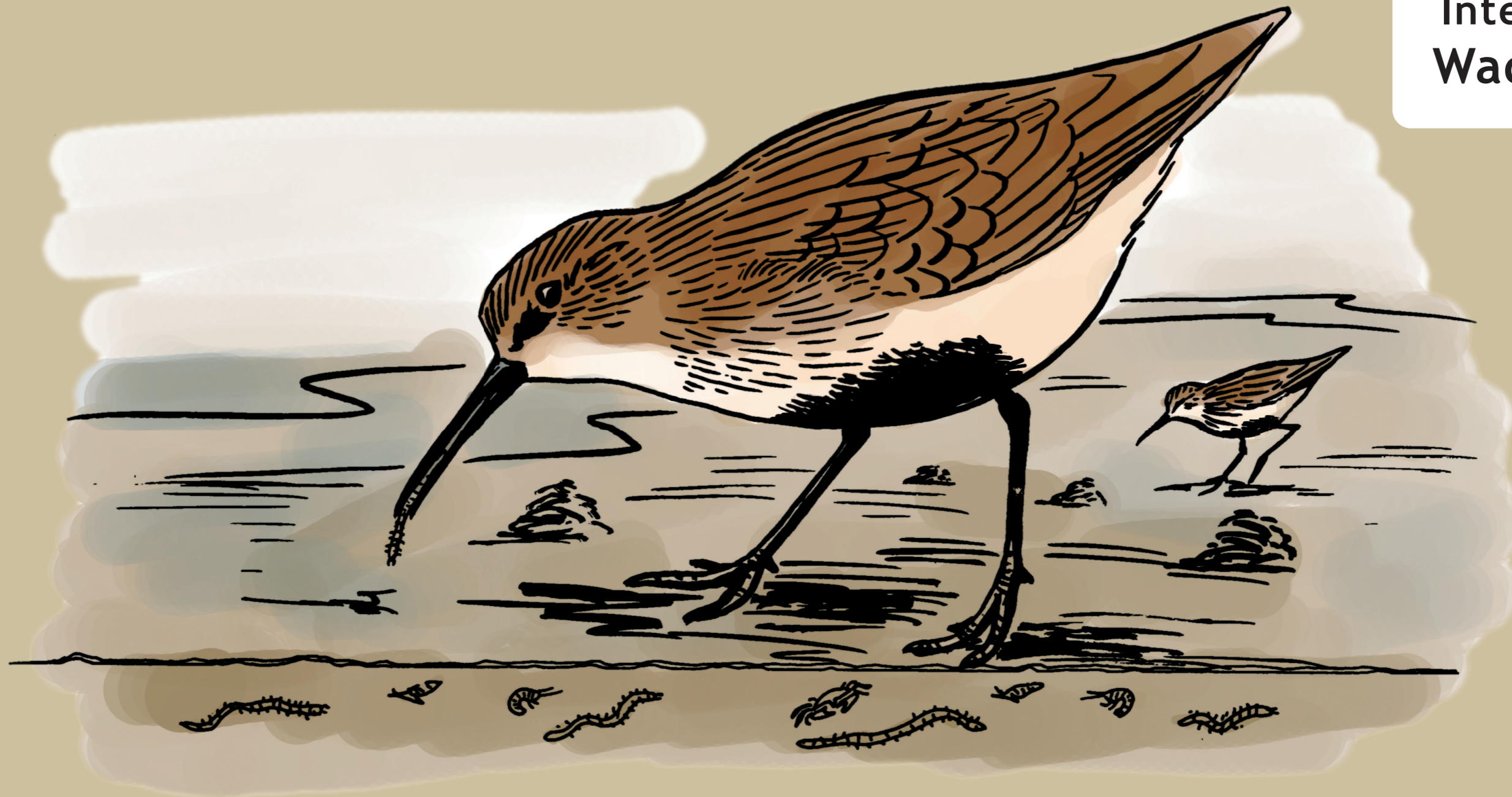


YOU WIN 4 ENGERY POINTS AND THROW THE DICE AGAIN

You found a tidal flat with much food.

41

International
Wadden Sea



YOU WIN 2 ENERGY POINTS AND THROW THE DICE AGAIN

Tourists walk along the tidal flats and you are disturbed again and again.

42

International
Wadden Sea

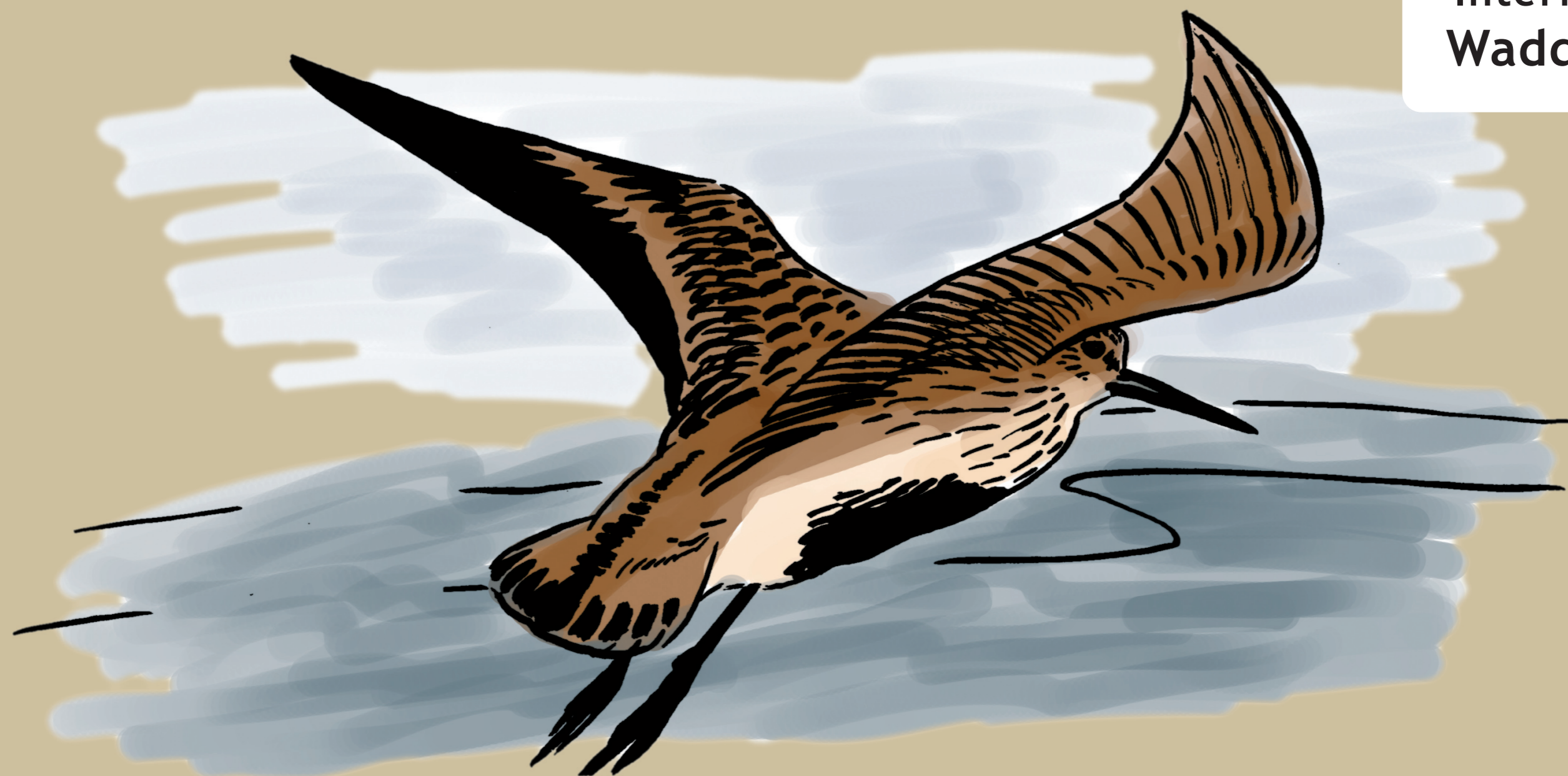


YOU LOSE 2 ENERGY POINTS AND THROW THE DICE AGAIN

Due to unusually high tides you have to search very long for a roosting site.

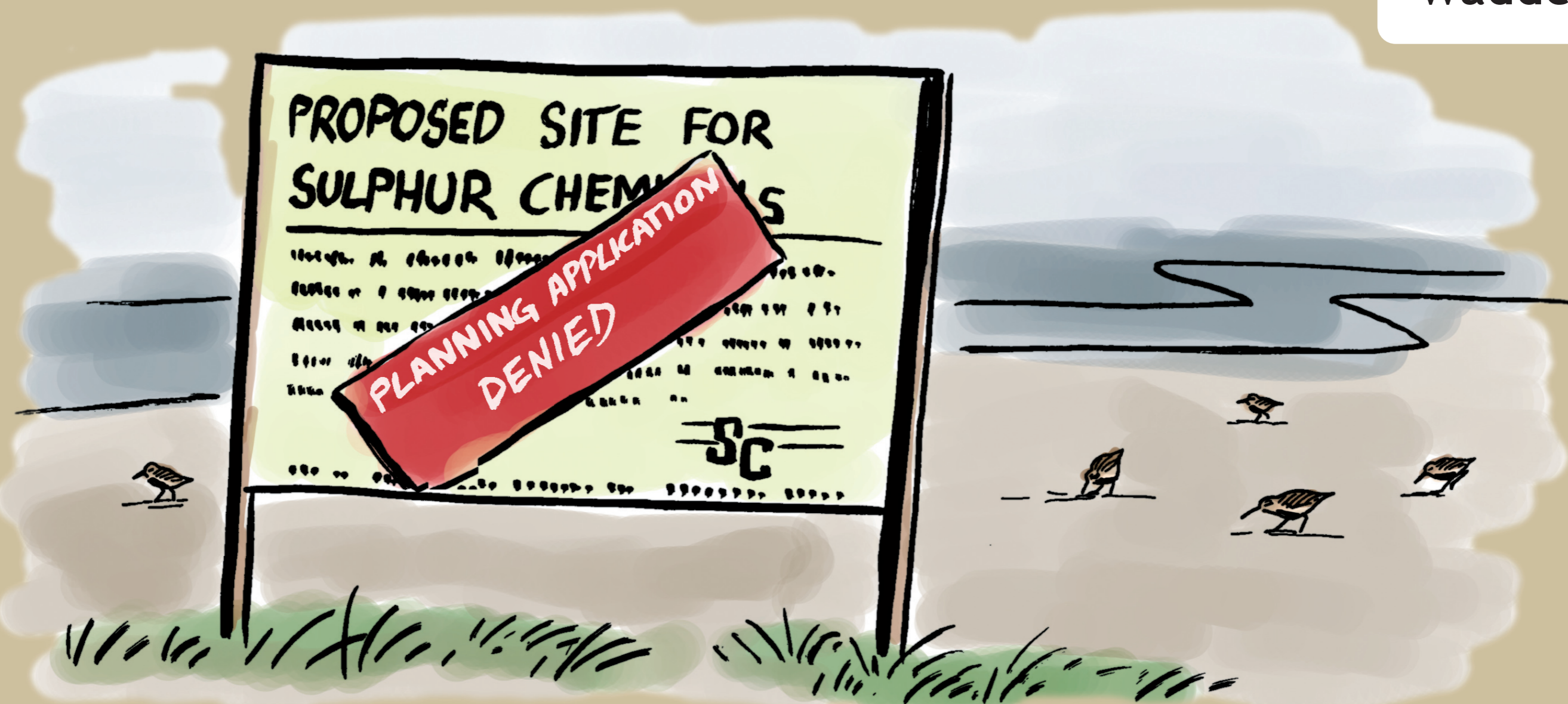
43

International
Wadden Sea



YOU LOSE 2 ENERGY POINTS AND THROW THE DICE AGAIN

Industrial development has been prevented on this site. Important roosting and feeding grounds have been saved.

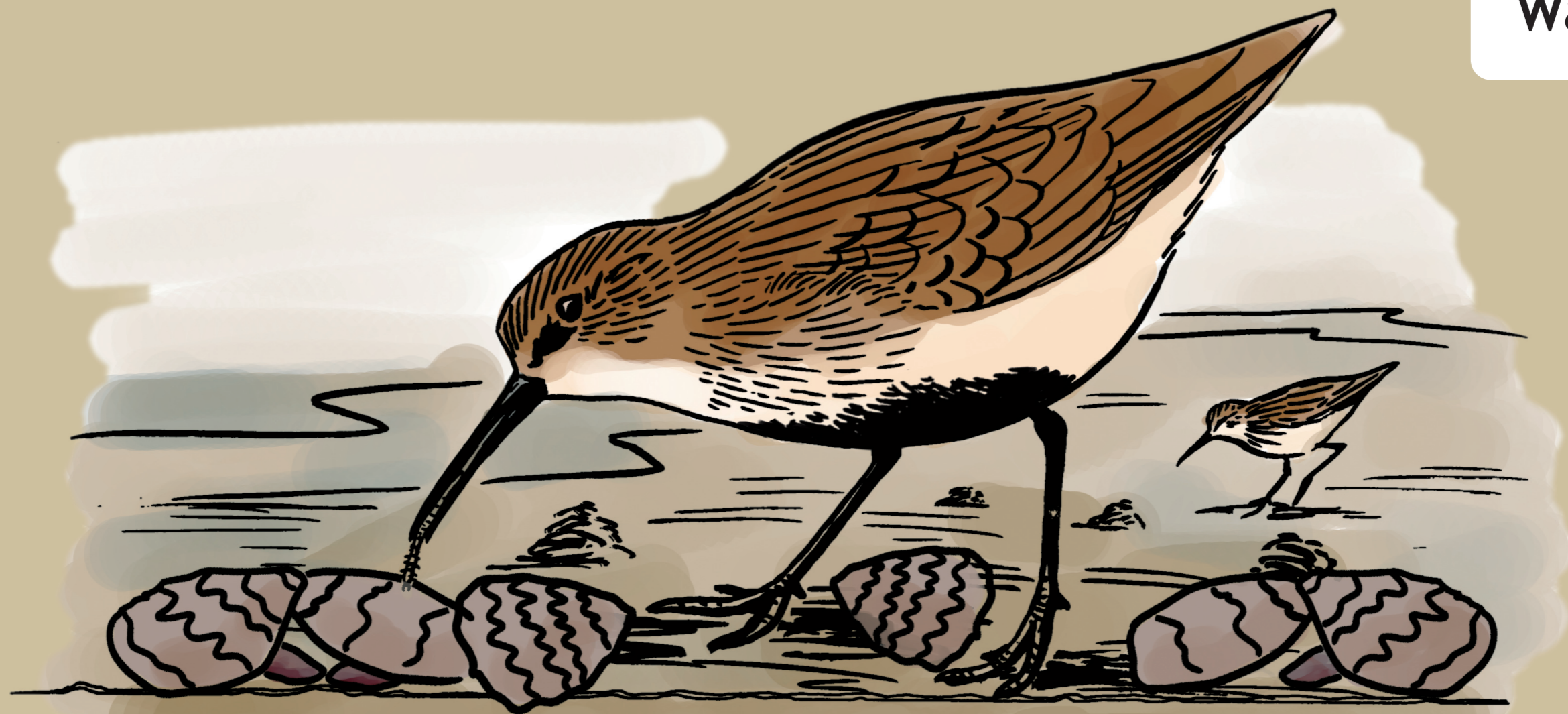


YOU WIN 3 ENERGY POINTS AND THROW THE DICE AGAIN

Pacific oysters overgrow the tidal flats and make foraging difficult.

45

International
Wadden Sea

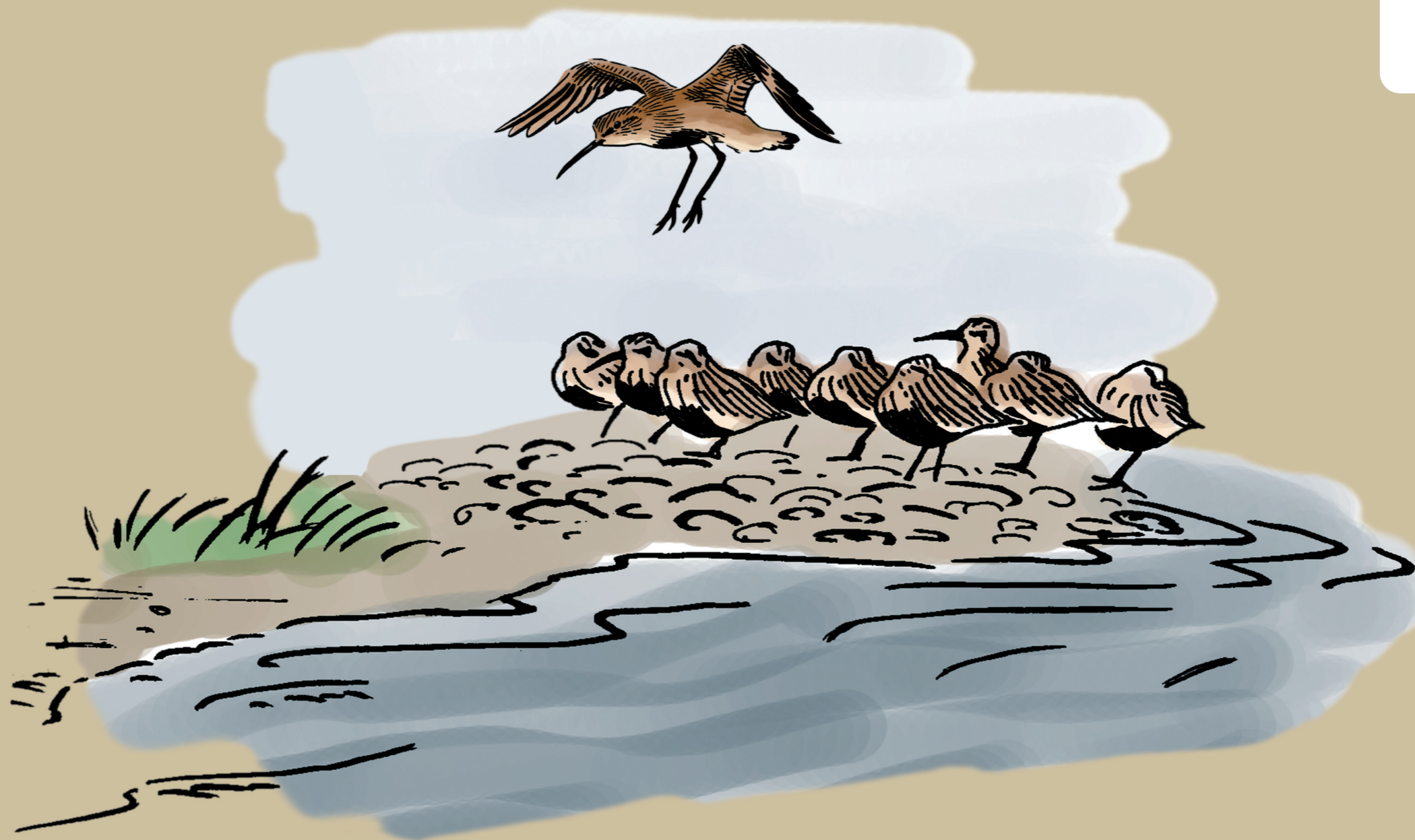


YOU LOSE 3 ENERGY POINTS AND MOVE TO SQUARE 50

Corn is being grown on your favourite meadow.
You need to find a new roosting ground.

46

International
Wadden Sea

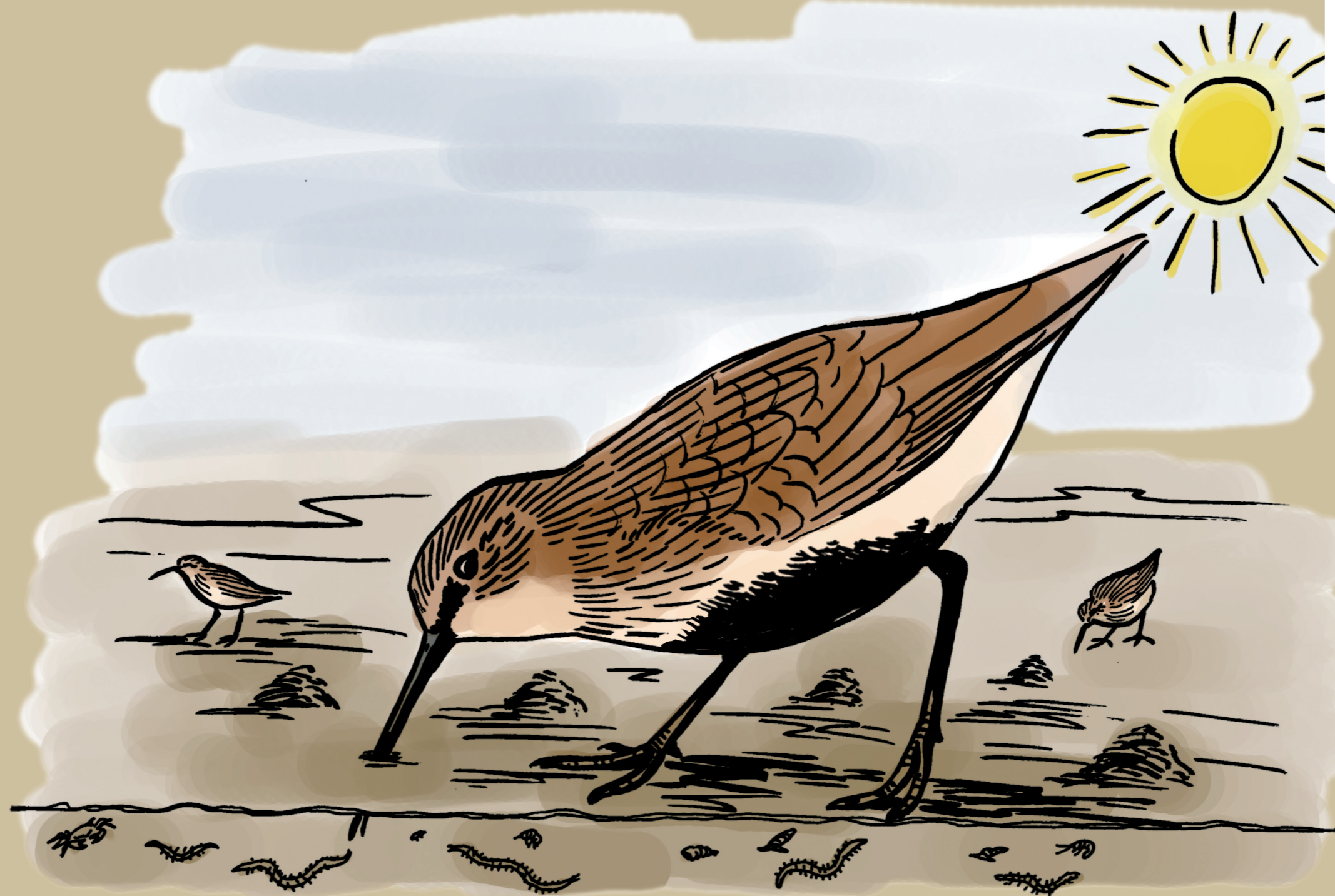


YOU LOSE 2 ENERGY POINTS AND MOVE TO SQUARE 50

Mild weather makes foraging easy.

47

International
Wadden Sea

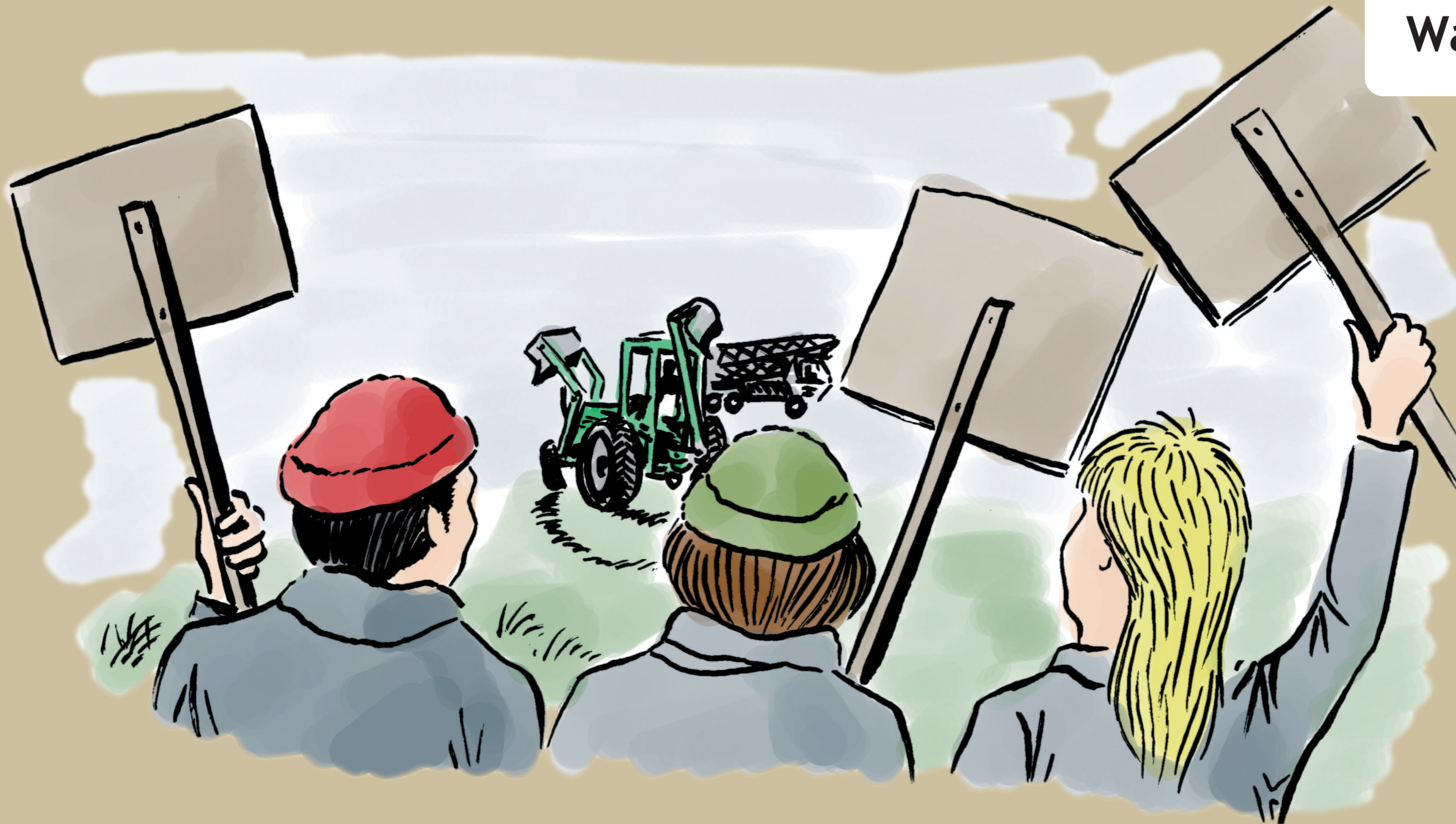


YOU WIN 2 ENERGY POINTS AND MOVE TO SQUARE 50

48

International
Wadden Sea

Conservationists prevent a cable channel from being built across the Wadden Sea. Many feeding and roosting sites are saved.

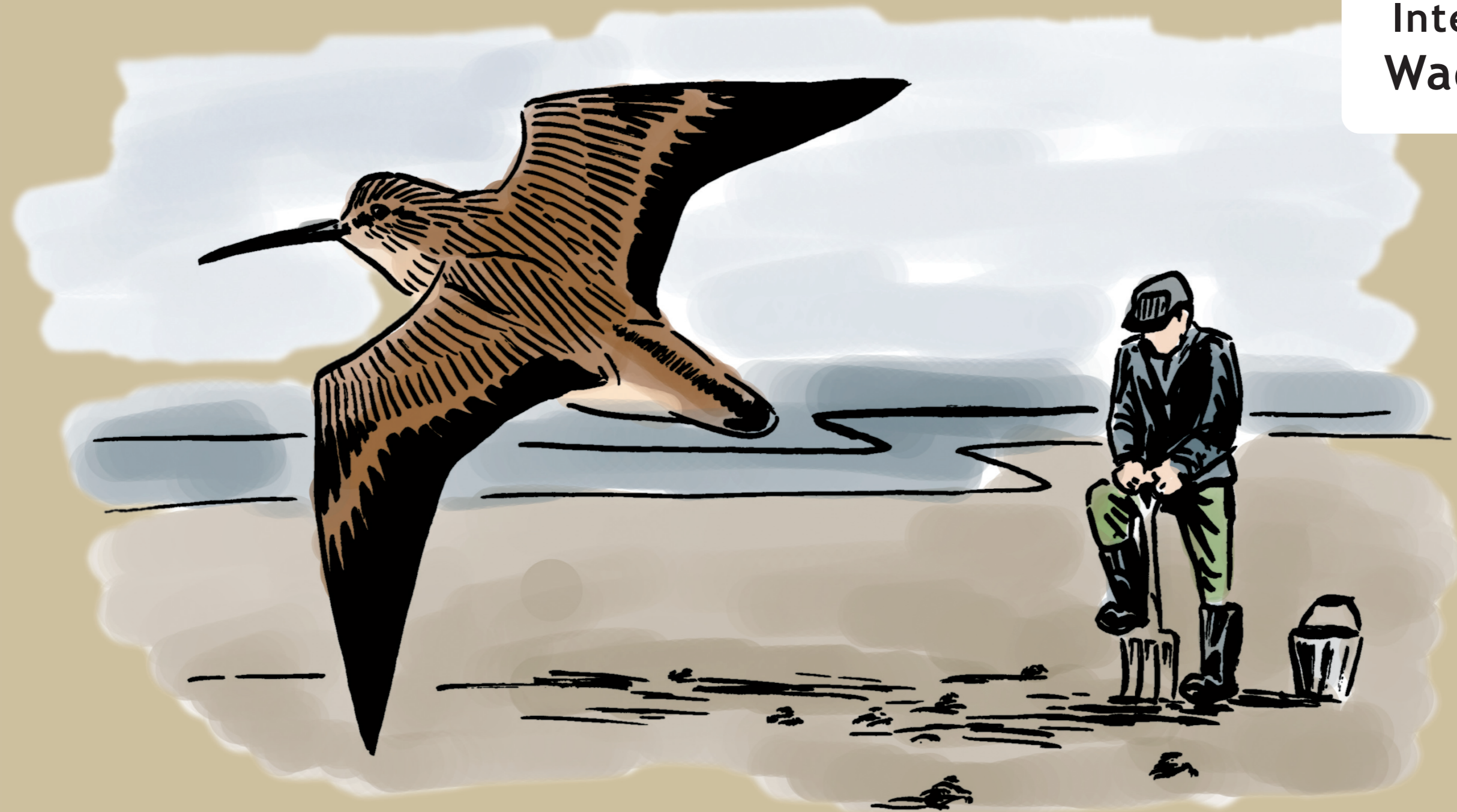


YOU WIN 3 ENERGY POINTS AND MOVE TO SQUARE 50

Your foraging is being disturbed by
a **bait digger**.

49

International
Wadden Sea

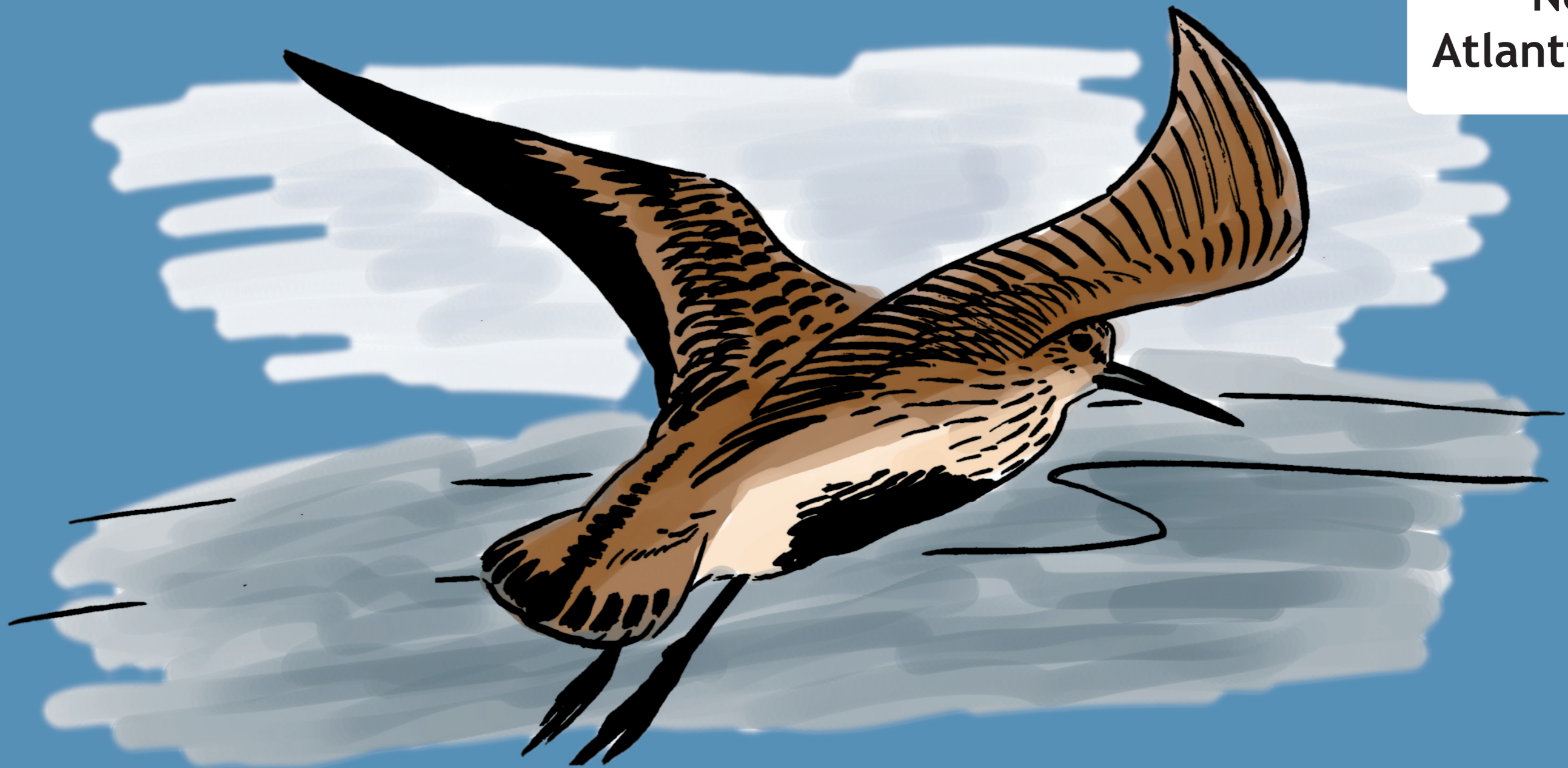


YOU LOSE 2 ENERGY POINTS AND MOVE TO SQUARE 50

You leave the Wadden Sea and fly to your breeding grounds in the Arctic.

50

North
Atlantic Ocean



YOU LOSE 2 ENERGY POINTS AND THROW THE DICE AGAIN

Good weather on the breeding grounds
makes foraging easy.

51

Arctic

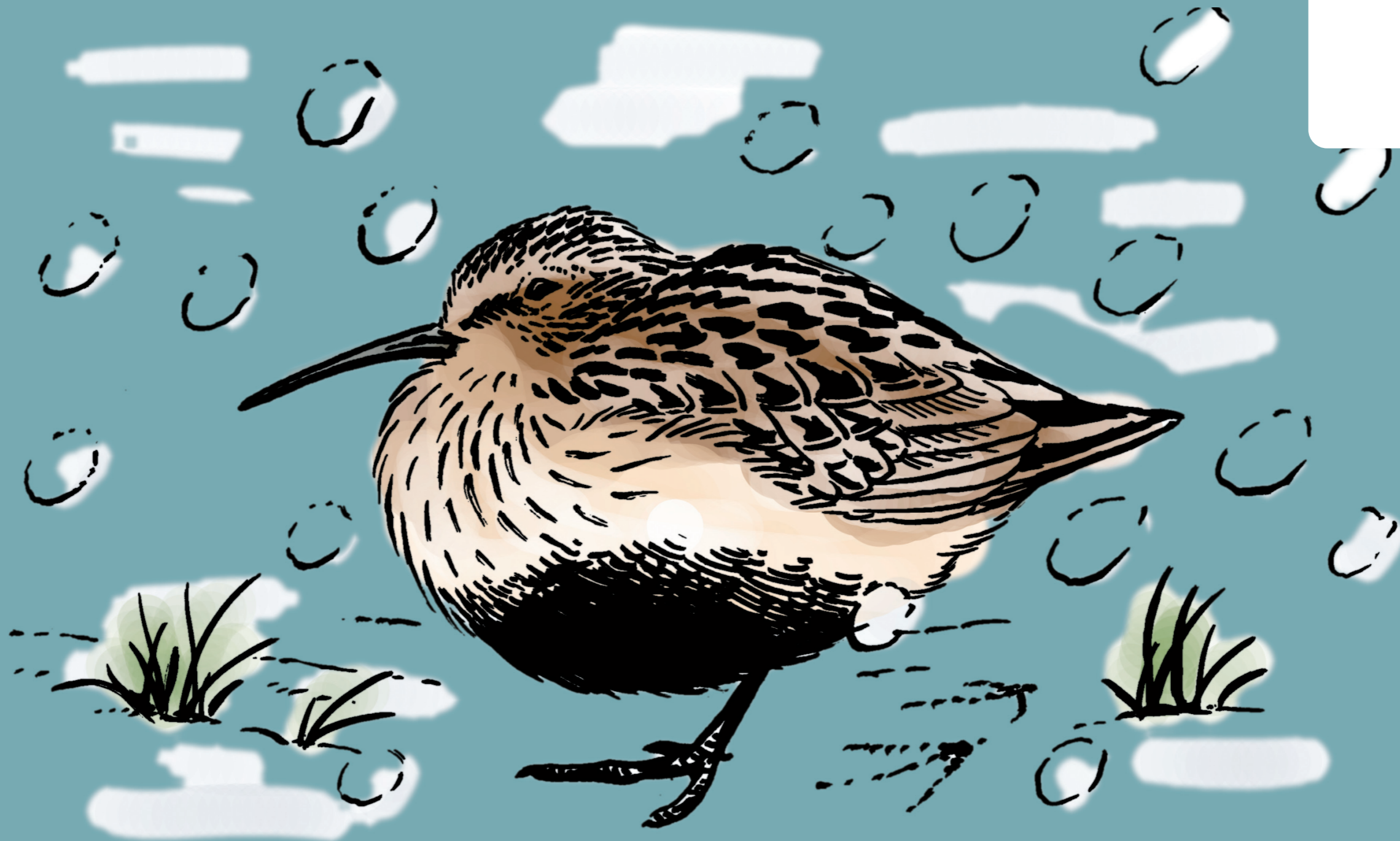


YOU WIN 3 ENERGY POINTS AND MOVE TO SQUARE 55

A snow storm on the breeding grounds makes feeding difficult.

52

Arctic

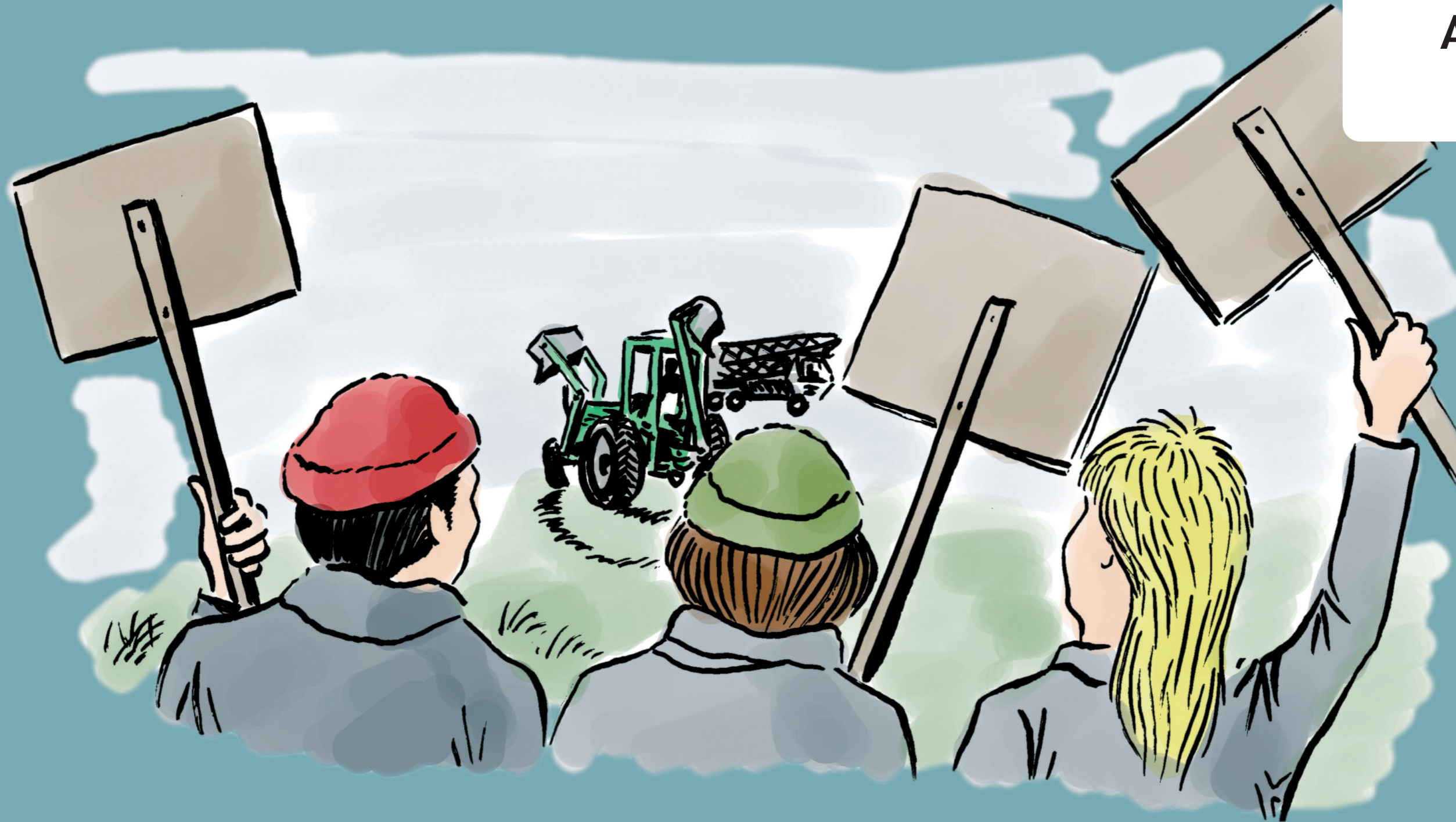


YOU LOSE 3 ENERGY POINTS AND MOVE TO SQUARE 55

Conservationists prevent the construction of a pipeline through your breeding grounds.

53

Arctic

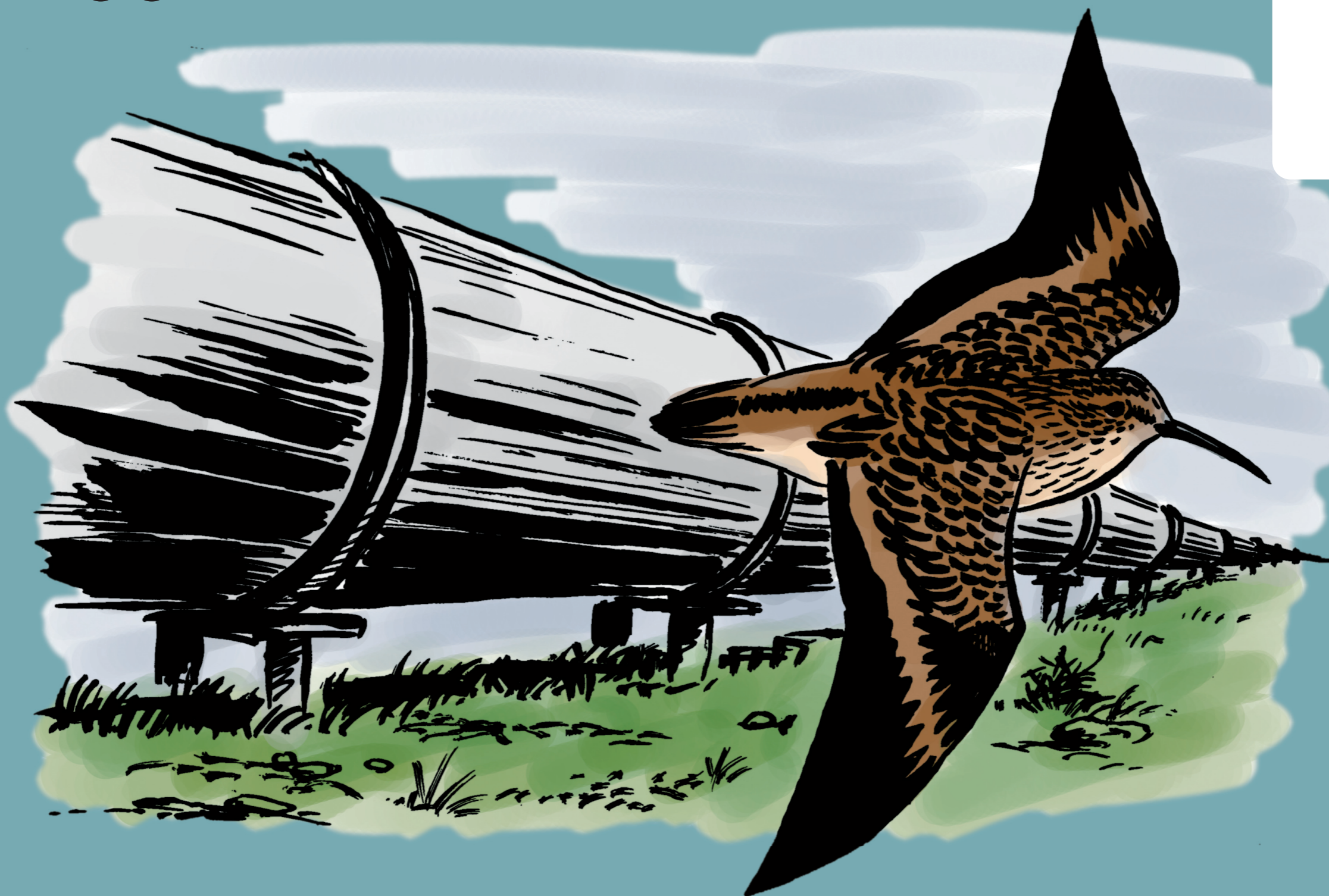


YOU WIN 3 ENERGY POINTS AND MOVE TO SQUARE 55

An oil company builds a pipeline through your breeding grounds.

54

Arctic



YOU LOSE 3 ENERGY POINTS AND MOVE TO SQUARE 55

55

Arctic



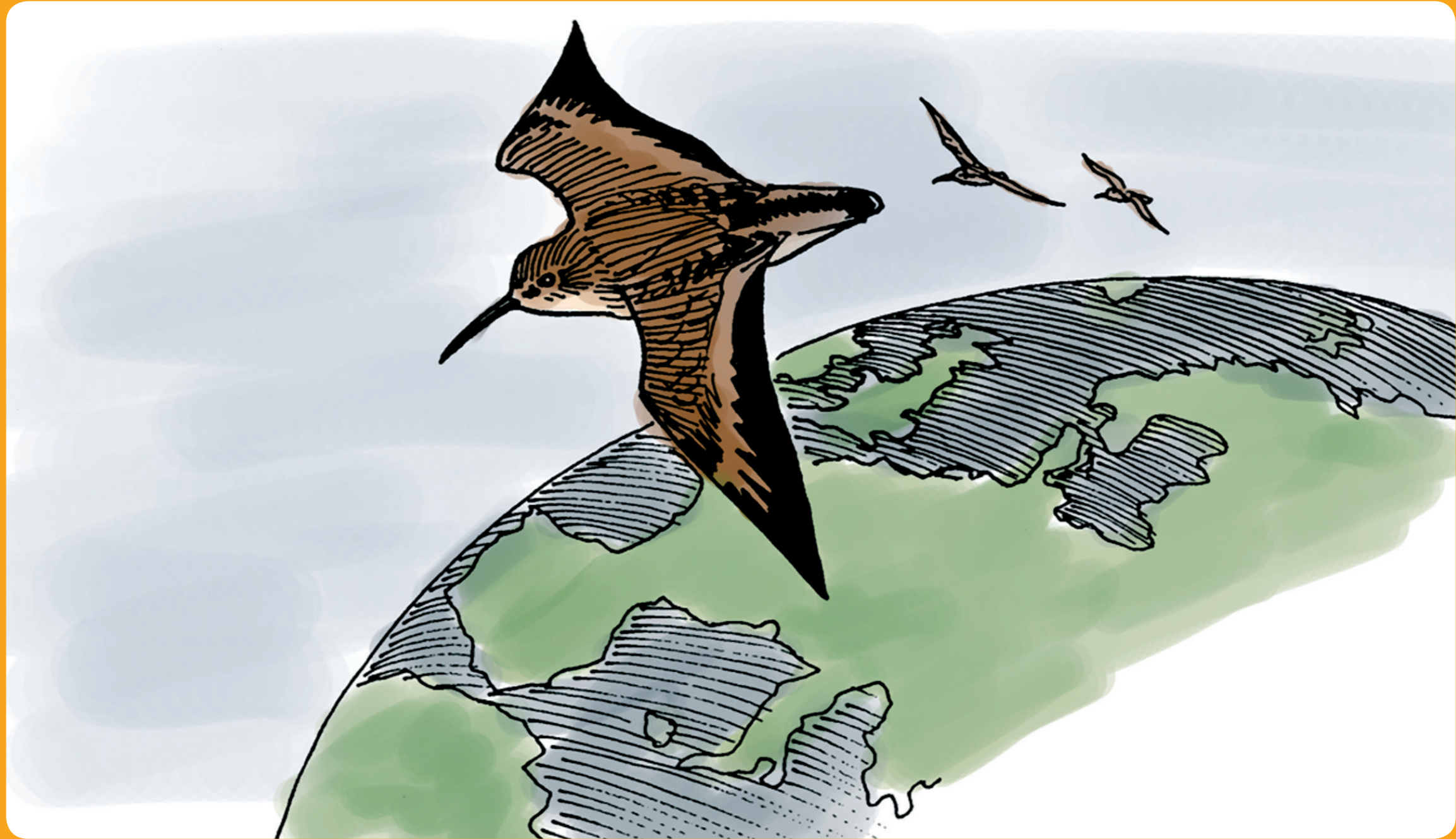
Congratulations!
If you have enough energy
you are ready for breeding.



How many energy points have you got?

1- 5	You are too weak to breed.
6 - 10	You raise 1 chick.
11- 15	You raise 2 chicks.
16 - 20	You raise 3 chicks.
21 and more	You raise 4 chicks.

WADER MIGRATION GAME



INSTRUCTIONS

- 1) Place the mats on the floor (ascending order) in a circle, V or S shape formation.
- 2) Every player is equipped with a “migration passport”, a clipboard, a pencil and a four sided dice.
A maximum of 4 squares can be moved on a throw.
- 3) You can start the game!
The players (up to 15 at a time) start one by one.

- 4) In their “migration passports”, the children keep a record of their energy points and make a note of each positive or hazardous event they encounter (**bold keywords**).
- 5) The players who have passed the entire flyway or who died, fill in their total energy points on the passport’s backside.
- 6) The first 5 players to arrive in the breeding grounds get an extra task to take a closer look at the flyway.

International Wadden Sea School, www.iwss.org



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