



Energy points at the start of your journey

Up to which square were you able to travel?



Energy points at the end of your journey

If you have reached your breeding ground:

How many chicks were you able to raise?



WADER MIGRATION GAME

Passport



Name: _____



This migration passport keeps track of your life as a wader. You migrate from your breeding ground to your wintering ground and back. On your way you can win and lose energy points. Your aim is to reach your breeding ground with enough energy points left to breed and raise chicks.

EXAMPLE

Sq Nr.	Energy Points		Incident
Start	+10	= 10	Starting energy
2	-2	= 8	<i>bad weather</i>
5	—	= 8	<i>migrate</i>

Sq Nr.	Energy Points		Incident
Start	+10	= 10	Starting energy
		=	
		=	
		=	
		=	
		=	
		=	
		=	
		=	
		=	
		=	
		=	



Sq Nr.	Energy Points		Incident
		=	
		=	
		=	
		=	
		=	
		=	
		=	
		=	
		=	
		=	
		=	
		=	
		=	
		=	
		=	

