



BIRD MIGRATION HOPSCOTCH

This activity should be done outside using either string in the grass or chalk on pavement to mark the hopscotch grid. Drawing in the dirt with a stick can also be used.

- Draw a large sized hopscotch course or vertical grid
- Each student will play the role of a migratory bird – you can have them pick different species but it's not necessary.
- Ask students to line up at the beginning of the course. Tell the students that they are birds starting on their journey south. Tell the students that each of the squares represents a stopover-site between North America (Canada) and South America.
- Challenge students to migrate southward on the course. They must not go outside the course. All students should be successful in the first migration.
- Now eliminate two squares and explain that this represents stopover sites that can no longer be used by the birds because a wetland has been drained for development.
- Tell students to make the migration once again. The students may not set foot on the destroyed wetlands. If they do, they die and thus may not participate in any further migration.
- After all students have run through, destroy two more and repeat the procedure. Repeat this until all students fail to make the migration. Try to "X" off the squares in such a way that not all are destroyed but are so far apart students cannot make the jump.
- Finally, restore some wetland areas. Ask students to make the migration course one last time. You don't have to restore every square, but restore enough so that all students can make a successful migration.
- As a group discuss what happened with the students and relate the game to how real birds migrate. Ask the following questions: How do migrating birds use wetlands? What happens when we destroy wetlands? Can a restored wetland help migratory birds? What would happen to a bird species that lost all of its wetlands?

Adapted from Patrick J. Fitz Wetlands Educational Resource Center.