

# Light Pollution and Animals

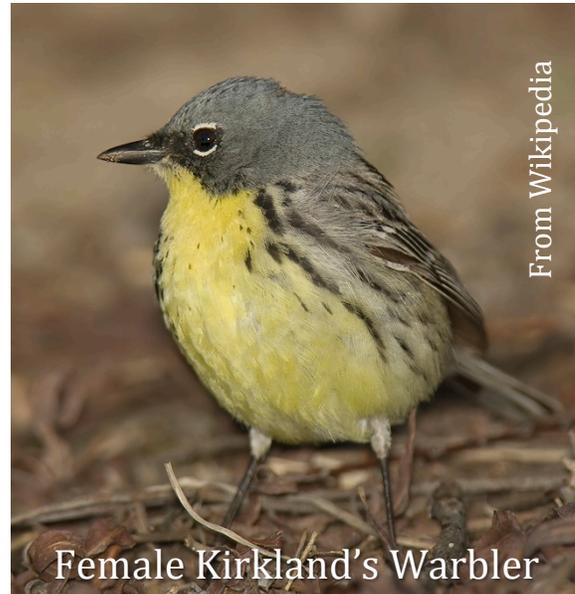
## The Migration Game Instructions

You are a Kirtland's warbler migrating north 2,200 kilometers from Caribbean Sea islands in the Bahamas (like Little Abaco, Eleuthera, San Salvador and Andros). You are traveling to the nesting grounds in the northern parts of the lower peninsula of Michigan, USA (between Lake Michigan and Lake Huron). After successfully hatching your chicks, you will travel another 2,200 kilometers back again to the Bahamas. At the start of your journey, you fly north mostly during the nighttime in May to avoid predators and on your return, you fly south during the nighttime in October.



Male Kirkland's Warbler

1. Each player should have a game piece represented by a button.
2. To begin, place the pieces on the "Start" box.
3. On your turn, roll the dice and move that many spaces up the blue path. If you land on a space that says "Draw a Migration Card", draw a card from the deck with the male Kirtland's Warbler (above) on the back and follow its instructions.
4. When you get to the nesting grounds (no matter what number is rolled), draw a card from the "Nesting Card" deck (showing the female Kirtland's Warbler the with her offspring). Read the card out loud. Follow instructions, if any.
5. You must wait your turn; then draw another nesting card and read the card out loud. Repeat this step two more times.
6. After drawing at least 4 cards while in the nesting grounds, roll the dice & move your game piece down the green path (toward the finish line), taking turns after each move.
7. The objective is to be the first bird back to the Bahamas and, hence, the least affected by light pollution. You have completed your journey when you land or have passed "Finish" box, no matter what number on the dice is rolled.



Female Kirkland's Warbler