



THE MIGRATION GAME

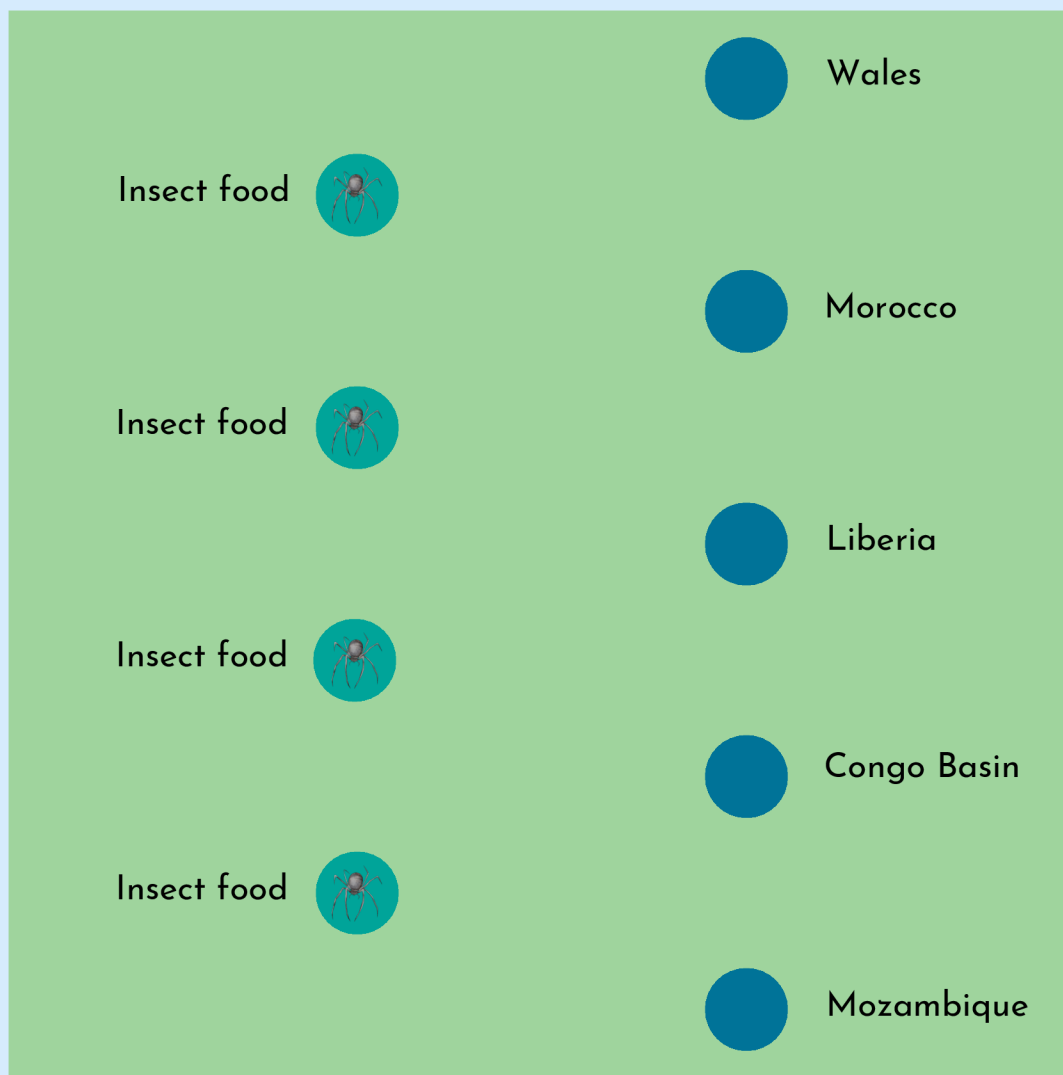
Experience life as a migrating swift travelling from Africa to Wales.
Make sure to visit places you can find food on your way so you have enough energy for the journey!

Game setup

1. Split the class into teams. Team sizes and the number of locations between Mozambique and Wales can be adapted depending on the class size and time for the activity.
2. Set up cones an appropriate running distance apart, starting with Mozambique, the locations in between and finishing with Wales.
3. Between each location, put the 'insect food' cones an appropriate running distance from the location cones.

Setup diagram

Set up as below for each team, with an appropriate running distance between cones



Game play

1. Each team starts at their Mozambique cone
2. One at a time, each team member has to run around the insect food cone, on to the next location, and wait for the rest of their team.
3. When the whole team has run around the insect food cone to the next location cone, they can then start running one by one around the next insect food cone to the next location.
4. This process gets repeated until they reach the Wales finish cone. First complete team to reach it wins!
5. As an optional extra (depending on how much noise you want them to make!) you could ask the teams to do their best swift call when they finish!

Play diagram

