

## Bird Migration Blindfold Game

**Material needed:** Bird cards, migration site or obstacle cards (red and green), blindfolds, open space. At least four players.

**How to play:** Divide into two teams. If space is less, one team can go after the other in the same space. One of the players from each team has to volunteer to roleplay as a bird (Mallard or Pochard) and hold the species card in front. That player is then blindfolded so they don't see the cards being placed in front of them. The rest of the players from the team form a narrow passageway by standing around linearly placed cards starting with the "home" card and ending with a "home" card. The other cards are of two types- red and green, and are placed along the passageway. The person role-playing as the duck (Mallard or Pochard) has to be blindfolded and travel through an obstacle course for a successful migration as other teammates provide voice directions such as "jump", "keep going", "right/left". If the bird/player touches the green cards while migrating, it can keep moving ahead, if it touches the red cards, it has to wait at that spot for 5-10 mins (as designated on the card). The two birds can compete for the best time.

**Use:** This game makes players empathise with the birds by experiencing what migration can feel like, it can help increase their knowledge about bird migration and some of the challenges, and make them aware of the ecology of migratory birds in an engaging and fun environment. We suggest you explain each card in detail by giving local or regional examples. The same game can be contextualised to the setting and used for other species, such as frogs, in their respective habitats, or even pastoralist migrations.

# RED-CRESTED POCHARD





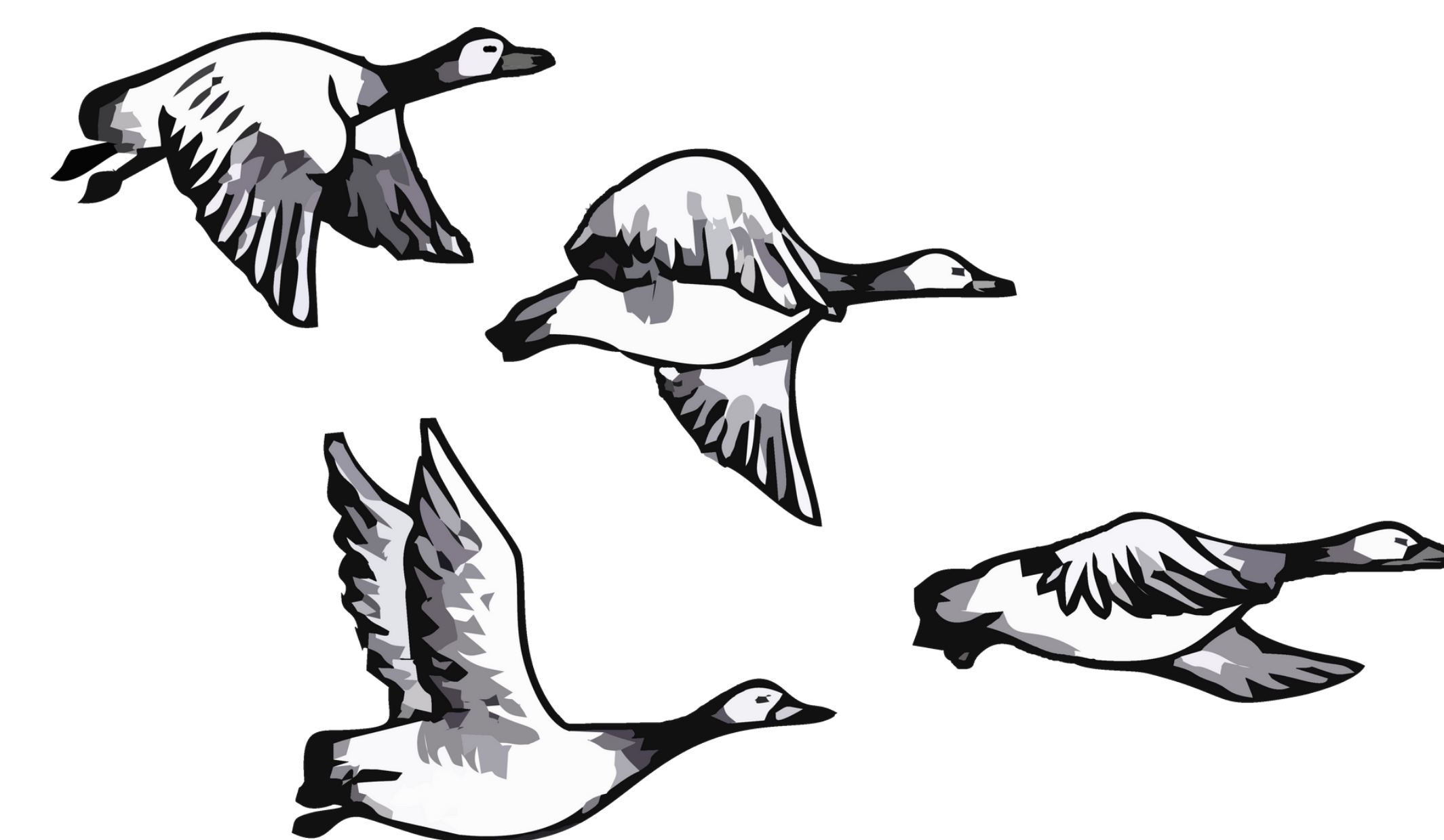
**MALLARD**



**HOME**

A photograph showing two dead fish on a sandy beach. One fish is lying on the sand in the lower-left foreground, and another is partially submerged in shallow, murky water in the middle ground. The text "NO FOOD!" is overlaid in large, bold, black letters with a white outline across the center of the image. The background shows a mix of sand, small pebbles, and some seaweed or debris.

**NO FOOD!**



**POACHING**



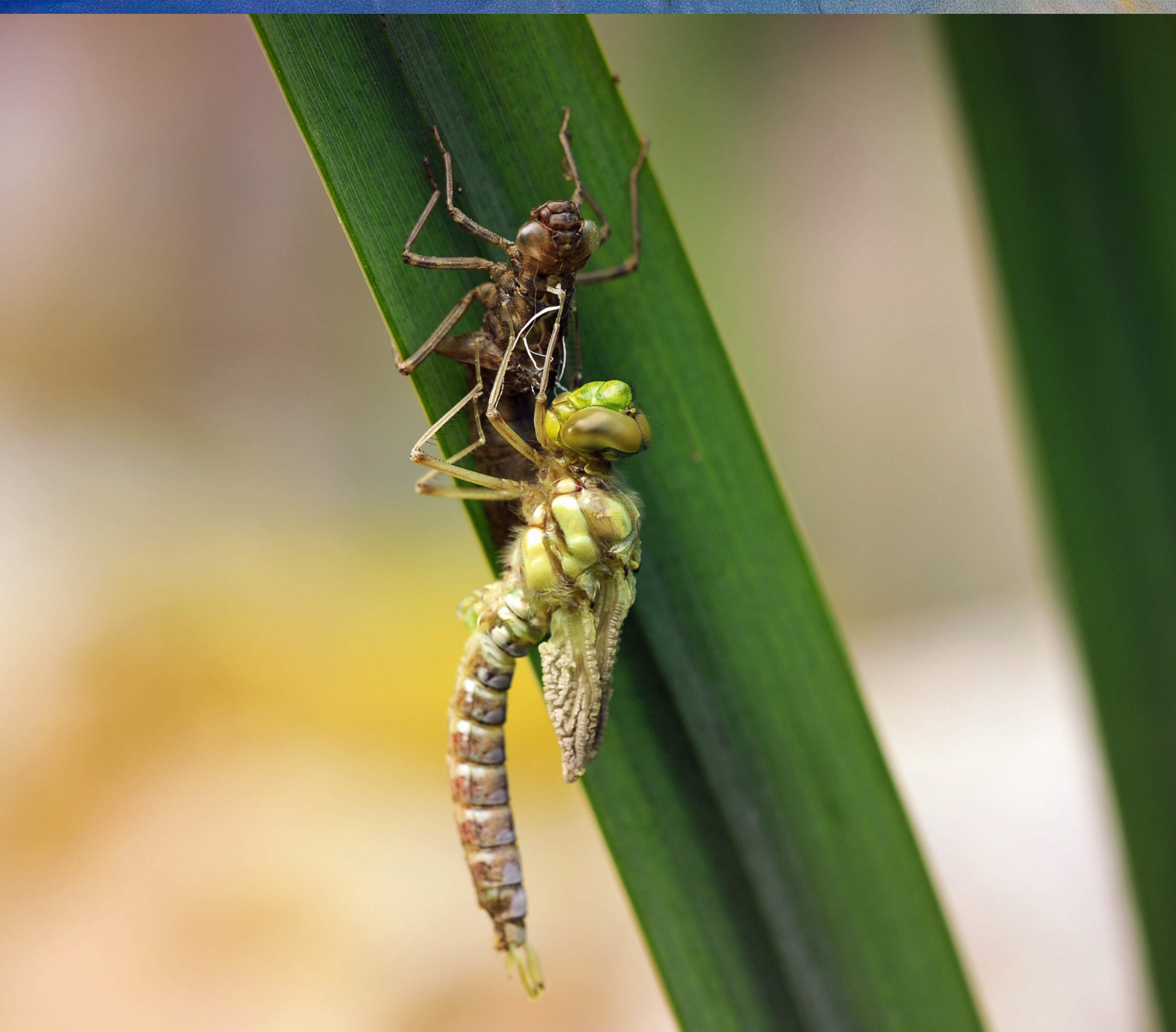


**RAIN/SNOW AT THE  
WRONG TIME!**

**Wait for 30 seconds!**



**LOT OF FOOD!**



# CONSTRUCTION INSIDE WATERBODY





**POLLUTION!  
DIRTY WATER**

The image features a vibrant, close-up view of a fire. The flames are a mix of bright yellow and orange, with some darker, smoky areas in shades of brown and black. The fire is set against a solid black background, which makes the colors of the flames stand out. In the center of the image, the word "FIRE" is written in a bold, white, sans-serif font. The letters have a subtle grey drop shadow, giving them a three-dimensional appearance as if they are floating above the fire. The overall composition is simple and direct, focusing on the visual and textual representation of fire.

**FIRE**

A scenic landscape featuring a calm river or stream in the foreground, reflecting the surrounding greenery. The banks are lined with lush trees and vegetation. In the background, a bridge is visible through the trees, and a hillside rises on the right. The sky is filled with soft, grey clouds. The text "PLACE TO REST" is overlaid in the center in a large, white, bold font with a grey drop shadow.

# PLACE TO REST

A speedboat is shown from a side-front perspective, moving across the water. The boat is dark-colored with a white cabin and a radar dome on top. The water is splashing around the hull, and the sky is a warm, golden color from the setting or rising sun. The text "TOO MANY MOTORBOATS" is overlaid in large, white, bold, sans-serif font with a slight drop shadow.

**TOO MANY  
MOTORBOATS**



**HOME**