

NORTH/SOUTH

OVERVIEW

The students will act out the migration pattern of the Monarch Butterfly using a game and their sense of direction.

BACKGROUND

See the background information in the previous chapter on "MIGRATION."

ACTIVITIES

1. Ask your students what they know about the Monarch Butterfly. Ask them about its migration and the places where they believe it goes. Discuss the information from the background section to supplement their knowledge.
2. After the discussion, take your students to the playground or any other place with enough space where you have *previously* marked the butterflies' northern point of departure, Canada. In the extreme opposite, approximately 50 m., mark the southern point, México.
3. Separate four students from the group. Tell the others to pretend they are Monarch Butterflies that live in the north, Canada. The first freeze and snowfalls have begun to take effect, announcing the arrival of winter and alerting the butterflies to move south to México. Ask them to cover the distance traveled by the butterflies, running or walking, and moving their arms as if they were fluttering.
4. Have the four children remaining enact some of the dangers that the Monarch Butterfly will experience during its trek south. For instance, one of them can be the child who

LEVELS

Grades Pre K-3

SUBJECTS

Natural Sciences, Language Arts, Physical Education, Art, Social Sciences

CONCEPTS

- Organisms are interdependent, and depend on nonliving components of the Earth.
- Organisms adapt to changes in the environment according to the genetic and behavioral capacity of their species.

SKILLS

Analysis, Observation, Manual Skills, Creativity, Information Gathering, Comprehension, Problem Solving.

OBJECTIVES

The students will learn about the migratory phenomenon of the Monarch Butterfly, and will identify the dangers to which the butterflies are exposed during migration.

MATERIALS

A space at least 50 m long and 20 m wide, a large map of North America or use map attached, graphics of the Monarch Butterfly any object that simulates a tree branch, a plastic bag, a cardboard circle to represent the steering wheel of a car, posterboard, crayons.

TIME REQUIRED

50 minutes

kills butterflies with sticks or stones (he or she must use a soft object that does not harm classmates when they are struck).

Another should have a plastic bag to represent those who trap butterflies; the third will represent bad weather (cold, rain, wind); the fourth will represent a car, driving on the road (thousands of butterflies die in collisions with cars). Any students being affected by these "dangers" will drop out of the game.

5. The students who reach the beautiful forest where they will spend the winter, can be allowed to rest 30 seconds. Then, tell them that spring has come and now they must return north. At this time, include the students who had been eliminated from the game. They will represent the beginning of a new butterfly generation. The students enacting the "dangers" will continue playing their role since the dangers persist.

The signal to make the students move from one side of the field to the other is the spoken command "NORTH" or "SOUTH."

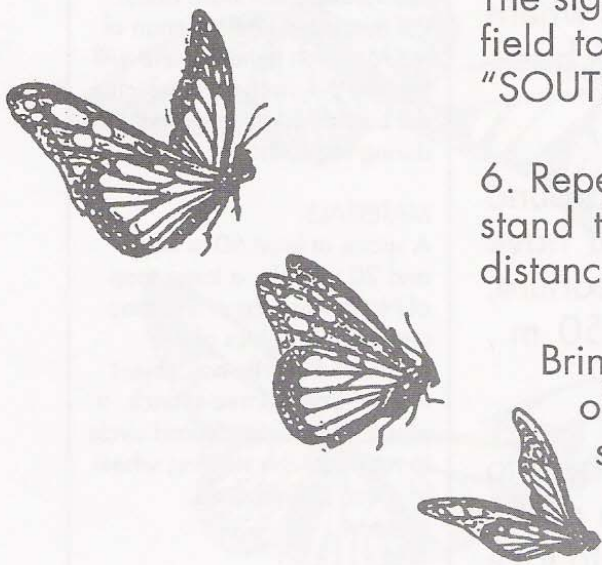
6. Repeat the game several times, until the students understand the concept of migration and the extremely long distances that the butterflies travel during their voyage.

Bring the activity to a close by discussing the significance of migration and emphasizing the reasons it is necessary and the dangers to which the Monarchs are exposed. Ask them to identify which dangers can be avoided and which can be minimized.

CLASSROOM ACTIVITIES

1. Explain to the students what the Royal Mail project is about.

2. Ask them to watch for the arrival of the butterflies in their city; to note the date and the time when they see them, to



observe if it is cold or hot, if it is sunny or cloudy, and to let you know.

3. Send a letter or email to PROFAUNA A.C, advising us of the Monarch's arrival. In return, you will receive news of the arrival of butterflies to other communities. Ask the students to mark the appropriate places on a map with butterflies. When they are informed that the Monarchs have arrived at their sanctuary, place a large butterfly on the final location.

ADDITIONAL ACTIVITIES

Preschool and first grade

After the game, ask the students to draw a picture representing the migration pattern of the Monarch butterfly and the dangers to which they are exposed during their journey. Organize an exhibit and invite other students to come see it.

Second and third grade

Ask the children to make pictures which depict the dangers encountered by the butterflies during migration, and to write captions underneath, asking other children not to kill or capture them. With all the pictures, set up an exhibit to be visited by other students in the school.

