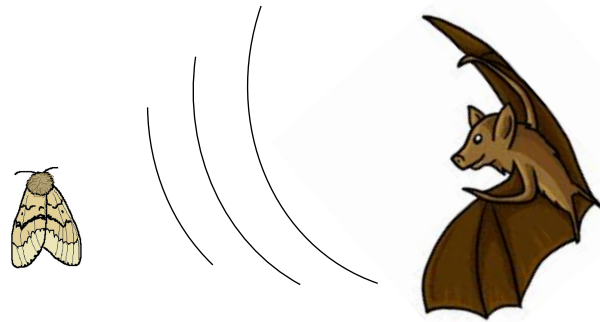


# Bat and Moth

Bats use echolocation for finding flying insects to eat at night! In this game, similar to Marco Polo, we'll use a human version of echolocation to hunt. Echolocation works by sending out a pulse of sound. Bats can tell how far away something is by how long it takes for the sound to bounce back to them. The Little Brown Bat can eat up to 1,000 mosquitos hunting this way!

## What You'll Need

- 3 or more people
- blindfold, a handkerchief works well
- a safe, flat place to play



## Directions

- 1) Choose one player to start off as the bat and another player to be the moth. Use the blindfold to make sure the bat is not able to see.
- 2) All other players become the “habitat” and make a circle around the game space. A good amount of space to start is about the size of a large living room rug.
- 3) To begin, the blindfolded bat calls out “bat” and the moth replies, “moth.” The goal of the game is for the bat to find and tag the moving moth. Calling out “bat” and “moth” continues until the bat can successfully locate the moth and tag them.
- 4) If the bat gets too close to the outside circle, the habitat players say “habitat” to let the bat know. If the bat is unable to catch the moth after several minutes, the habitat players should take a step in to the circle to make the play space smaller.

## Follow Up Questions

- 1) What senses did you rely on to catch the moth?
- 2) Was it difficult to tag the moth using only your sense of sound?