



## Be the Bat!



Stage: **P1-7**



Time: **10-20**  
minutes or as long  
as you like!

### Introduction

How do bats navigate, and catch insects in the dark? They use echolocation to catch flying insects in the dark. As a bat flies, it emits a high-pitched sound that “bounces” back from the insect. The bat can find the prey based on the echo

### Materials

- One blindfold
- Gym, outdoor space or other open space.

Link to further information on echolocation

<https://www.sciencefocus.com/nature/how-does-echolocation-work>

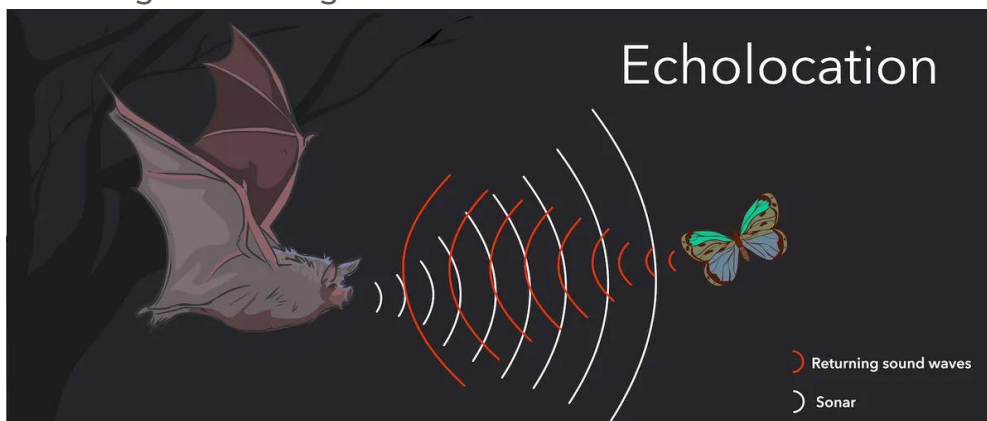
### How to play

The goal of the game is for the bat to catch the moth by using only sound.

- Determine boundaries for the game, pupils can be the boundaries and represent trees.
- Choose one to be bat and blindfold this person
- Choose one to be the moth
- The bat periodically says “BAT” and the moth must answer “MOTH”. The bat needs to tag the moth to win.
- Switch roles and play again

### Further the game

- Try having more than one bat or moth and see how it changes the play. Consider equal and unequal numbers of each.
- Put pupils without the boundaries that when the Bat says “BAT” they answer “TREE”
- Have the bat cup their hands around their ears to see if the sound is easier to follow this way.
- Try different locations, inside and outdoor spaces and compare how it changed following the sounds.



How does echolocation work? © Getty Images