

## Bat and Moth



An active game that introduces the hunter and the hunted and how bats locate moths as their prey through **echolocation** using their sense of hearing. (They are not as blind as we think and can actually see almost as well as we can). It encourages the children to listen, focus and trust others as well as working as a team.

### You will need:

- An open area large enough for your group to stand with outstretched arms and almost touch fingers. (Pre covid they would hold hands)
- Blind folds

### What to do:

1. The group forms a large circle in which if they stretch out their arms to almost touch fingers.
2. One child is chosen to be the bat and is blindfolded to represent hunting by night.
3. Another is chosen as the moth and both enter the circle, the rest of the children are trees creating a boundary standing quiet and still.
4. Explain how bats build up a sense of the world around them by making calls as they fly around and listening for the returning echo - echolocation. In this way they can tell how far away something such as its prey is, how big it is, its shape and where it is going.
5. To hunt the moth the bat claps hands (to represent its call) and the moth then claps back the echo. The bat now knows where the moth is and hunts it down, clapping again as often as it wishes.
6. The moth must try to avoid capture to survive. If the bat grabs one of the trees, the tree calls 'Tree' and the hunt goes on.
7. Once the moth is caught, it can consider itself eaten and the roles can be changed.
8. To vary it more moths can be added, and the circle can be made smaller if it is proving too difficult for the bat!

