



# Animals & Habitats

## // Activities & Games



## BAT AND MOTH



### Overview

This activity explores the use of echo-location by some animals to locate their prey.

### Supporting information & resources:

Blindfolds

OPTIONAL: sets of bells

### What to do...

- 1 Ask your learners to stand in a circle, holding hands.
- 2 Select one to be the bat (predator) and another to be the moth (prey).
- 3 Blindfold both learners and place away from the each other within the circle.
- 4 The object is for the 'bat' to try to locate and tag (eat) the 'moth'.
- 5 As the 'bat' cannot see where it is going it needs to use echo-location to find its food. Explain that bats emit high-pitched sounds which bounce off surrounding objects and give the bat a picture of its surroundings - including where its food is located.
- 6 To simulate echo-location, the 'bat' can clap or shake a bell intermittently.
- 7 Every time the 'bat' makes a noise, the 'moth' must repeat the same sound back within two seconds.
- 8 Both 'bat' and 'moth' must stay inside the circle. The other participants must remain quiet for the 'bat' and 'moth' to be able to hear. The game draws to a close when the 'bat' tags (eats) the 'moth'.
- 9 After playing a few rounds of the game, add in extra 'moths' and/or 'bats'.
- 10 You can also choose several learners to stand still in the circle acting as trees. These learners need to say 'tree, tree!' if the 'bat/moth' gets too close, so they avoid hitting a 'tree'.
- 11 Discuss what strategies moths might really use to escape a hungry bat.
- 12 This activity can be applied to other animal food chains, such as dolphins who also use echo-location.