



BIRD & MOTH

Interactive game for kids (and youthful minded adults) to learn about the communication of bats.



Topic

15-20 min

Fauna



Participants

- Know about the communication and hunting of bats
- Understand the disturbance that their sport might cause
- Are able to adjust their behaviour to minimize impact on bats



Suitable for
outdoor sport instructors
(and course participants)



Practical sessions



Outdoor F2F



Materials needed

- No



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Preparation

Gather the group in an even place that offers enough space and has no obstacles or bumps.

Activity instruction

- Have the participants stand in a circle. Choose one to be the bat and another to be a moth (to make the game easier, you can select two participants to be moths at the same time).
- The rest of the group remains standing in a circle holding their arms out. Give the bat and moths a blindfold to wear.
- Everyone in the circle must be quiet. The bat tries to catch the moth by 'echolocation'. If the bat calls out "bat", the moth must answer "moth." If the bat or the moths get close to the edge of the circle, the people marking the edge can say "trees" or prevent an escape with their arms.
 - The round is over once the moth is touched.
- Play several rounds to give everybody a chance to be in the middle of the circle.

To simulate potential disturbances, you can add sounds from outside the circle (people talking etc.) in the course of the game.

Reflection and discussion

Reflection session on potential disturbance due to outdoor sports should be followed.



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Alternative to saying "bat" and "moth", the participants can also clap their hands. The bat claps once to represent the echolocation sound being emitted. The moth must clap twice to show the sound has bounced off the moth.



Background knowledge

Bats eat thousands of insects (including mosquitoes) in a night. As they are night active, they must rely upon echolocation to locate and capture their food in the dark. Echolocation is a sonar-like system used by bats, dolphins, and other animals. As it flies, the bat emits a high-pitched sound. The sound waves move away from the bat. If there is something ahead, the sound strikes it and bounces back. The bat then determines distances based on the echo that it receives.



Key words

#impact on fauna
#climbing
#speleology



Source

Cornell



Presented by



Materials

Name of material
as printable resource

if no material is needed, delete this section