

# Activity: Bat and moth game

## Learning objectives

- To illustrate how bats use echolocation to find their prey.
- This game can be played both indoor and outdoors.

10-15  
mins

KS1  
&2

## Teacher Preparation

Site visit & risk assessment.

## Equipment & Resources

A blindfold

## Main activity

1. Explain to the pupils that bats hunt after sunset. They use echolocation to find their prey (see fact sheet on mammals).
2. Get the pupils to form a large circle; they are going to be the trees. Then choose 2 pupils, one to be the bat and one to be the moth.
3. The bat and moth stand inside the circle and the bat wears a blindfold.
4. The aim of the game is for the bat to catch the moth. Each time the bat says 'bat' the moth has to reply 'moth' and the bat must 'tag' the moth using their sense of hearing only.
5. Once the moth has been captured, you can repeat the game with different pupils. You can also have several moths in the circle at one time to make it more difficult for the bat.

## Safety points

Site visit and risk assessments: ensure that the chosen area is free from hazards.