

Bat and Moth

This engaging, sometimes hilarious activity has students abandon their favourite sense - sight - as they play the role of predator or prey. In this age-old game of survival, blindfolded students grow to appreciate the survival strategies used by numerous predators and prey.

Materials:

- a blindfold
- two noisemakers (can be cans filled with popcorn, rattles etc.)
- you'll require a large open area with no obstructions or rough ground. This can be a gymnasium floor, a grassy lawn, etc.

Instructions for the Teacher:

1. Have students stand in a circle. Ask for two volunteers, and assign one of them the role of the bat, and one of them the role of the moth. Tell them that in this game the bat must catch the moth (and the moth must try to avoid capture) despite the fact that both animals will be blindfolded.
2. Tell students that this activity is in part a trust activity, and tell the two students to choose two people they can trust. The role of the two "trustworthy" friends is to blindfold the bat and the moth and then (still acting in a trustworthy manner) to move



the blindfolded student to somewhere within the circle so that they do not know where the other animal is.

Ask the remaining students to stand with their hands in front of their chests, and be prepared to move sideways to help the bat and the moth to stay within the circle.

3. Tell the bat that they will have three chances to find out exactly where the moth is. They will be allowed to shake their can three times, and the moth must *immediately* shake its can as well, alerting the bat to the moth's whereabouts.
4. Let the game begin! Encourage the ring of students to remain quiet and "trustworthy" (although during later rounds you can actually ask them to make distracting background noise!). If necessary remind the bat that, when it talks, the moth knows where it is! (and vice versa). Allow different students to volunteer.
5. Ask the following discussion questions:
 - **How did it feel to be hunted?**
Students may have found this a little alarming. Remind them that prey animals spend much of their lives in a state of alertness.
 - **Why is this game called bat and moth, and not "hawk and dove"?**
In this activity, players rely exclusively on their sense of sound - just as bats do. Although bats have eyes, they do most of their "seeing" by echolocation. A bat uses its structural adaptations to emit very high frequency (20-40,000 Hertz) sound waves, or sonar, which bounce off its prey and are used to hone in on the location of its prey.
 - **What strategies did the predator and the prey use in this game?**
Players probably developed different techniques - just as in nature animals develop behavioural adaptations to survival.