

## Activity 5

### Echo, Echo, Echo—Location Game

#### **Background**

Bats are amazing nighttime hunters. Bats make rapid, squeaking sounds that are too high-pitched for humans to hear. These sound waves bounce off insects and the echoes are heard by the bat. The echoes tell the bat how far away the insect is, and its size and shape. The echoes also help the bats fly through the night, avoiding trees and other obstacles. This sound wave/echo system is called echolocation.

#### **To play:**

Have students form a large circle in an open area. Choose one child to be the bat and have him or her come to the center of the circle. Blindfold “the bat.” Secretly choose several other students to be “moths” and have them step inside the circle. The rest of the students are “trees” and should even out the circle.

As the game begins, the bat and moths move carefully around the inside of the circle. The bat calls out in a squeaky voice, “Moth!” while the moths respond in loud voices, “Moth!”

The goal of the game is for the bat to tag as many moths as possible in a given period of time. Tagged moths become trees. During play, when the bat comes too close to the edge of the circle, trees whisper, “Tree, tree.” Play as many rounds as you wish.