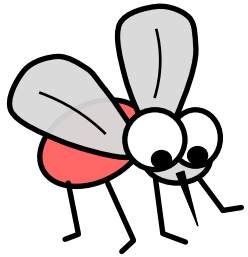


Bat Blitz: Echolocation Game



Materials

Blindfold (1-3)





Game Instructions

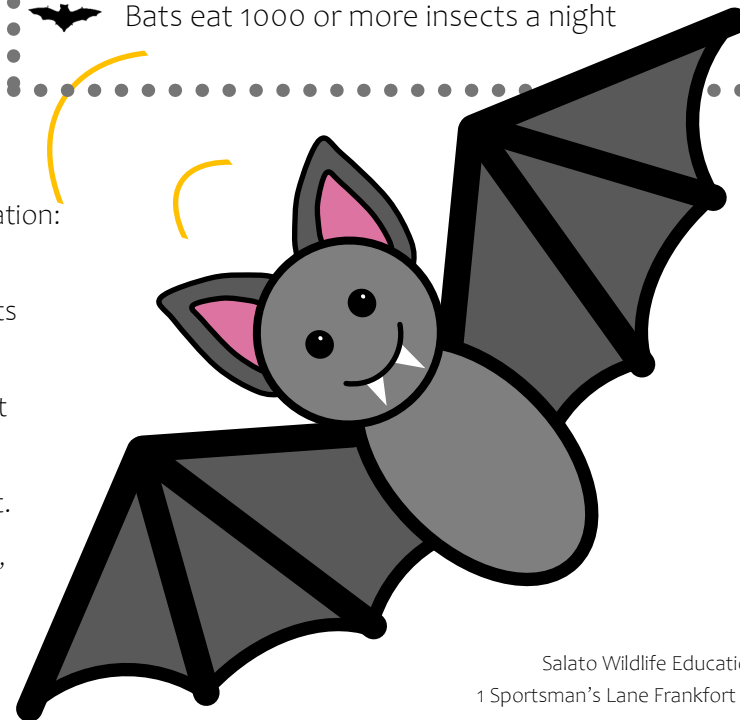
1. Choose the role each student will play during the echolocation demonstration: bat, moth or tree.
2. Students chosen to play the role of a tree will create the habitat zone. Bats and moths must stay inside the habitat.
3. Students selected as bats must be blindfolded. Just like a bat, the student must rely on their sense of hearing to navigate the habitat.
4. Saying "GO" will begin the game. Students must walk through the habitat.
5. Similar to the game "Marco Polo", the bats will call out 'bat'. In response, trees will call out 'tree' and moths will call out 'moth'.
6. Once a moth is caught (tagged) they will be "eaten" and become a tree.
7. Once all moths are "eaten," a new round can be started.

Echolocation

- Bats determine the location of an object by the use of sound waves. These waves will hit the object and create an echo back to the bat. This is called echolocation.

Bat Facts That Make You Batty

-  The Hoary Bat is the largest bat in Kentucky
-  The Small Footed Bat is the smallest bat in Kentucky
-  There are approximately 1300 species of bats worldwide
-  Bats eat 1000 or more insects a night



Illustrations by Nikki Nivison

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