ECHOLOCATION GAME

Bats send out sound waves that echo (reflect sound back) from objects around them. They use this Echolocation to create a map of their suroundings. Now it is your turn to experiment with echolocation!

INSTRUCTIONS:

What you will need:
- Two players (in total)
- A blindfold/ something to cover your eyes

* Player one is blindfolded– they are a NZ bat
* Player two is the moth (food for the bat)

1. The bat claps once and waits to hear the moth clap back (sound bouncing back- echolocation)
2. The bat moves towards the sound while repeating the first step– clapping and waiting for a response
3. The moth claps back faster as the bat gets closer to them
4. The bat must corectly find the moth

Extra fun for more than two players:

Add extra players as distractions to make different plant, animal or weather noises.

See if the bat can corectly locate the moth clapping amongst all of the other noises.