

# Bat & Moth Game

## KS1 & KS2

**Aim:** To raise awareness of bats and how they use echolocation to find their food

### Key Messages:

- Bats come out after the sun has gone down, they are nocturnal
- Cambridgeshire has 12 of the 16 species of bats
- Bats represent approx 1/3 of all mammals
- They are flying mammals, having one young per year
- They use echolocation (ultrasonic sound) to locate their food
- A Pipistrelle bat can eat up to 3000 insects in one evening
- Moths are commonly eaten by bats
- The Pipistrelle bat is the smallest, not much larger than tip of your thumb. The Noctual Bat is the largest and has a wingspan of about 40cm!
- Bats do hibernate but will come out if the temperature is above 5 degree Celsius
- Bat boxes can be erected to provide roosting sites. Old trees and buildings are used as roosts
- Ivy is important on trees as it provides food for insects and acts as shelter for the bats

**Preparation:** Find an area in the reserve, which is fairly open so there is enough space for the group to create a large circle.

**Equipment:** Two blindfolds.

**Restrictions:** None

**Teacher Notes:** Organise the group into a large circle. Nominate 2 children to be bats and 4 children to be moths. The bats should wear the blindfolds. Once the blindfold has been put on, the moths should begin to shout 'Moth' continuously! The bats should use their hearing to locate the moths. Once captured the moth should leave the circle. Repeat the game until everybody has a go at being either a bat or moth. Discuss task.

### Further/Alternative study:

- Ask the children where the bats might roost on their LNR, look out for bat boxes
- Ask the children to think of other nocturnal animals
- Ask the children how humans/other animals use their senses to locate food