



Bat Echolocation



Activity #1 How Far is the Object?

<p>Materials: a room with a wall, a blindfold, a small ball, and a friend</p>	<p>Instructions</p> <ol style="list-style-type: none">1. Blindfold one player. Have their partner walk them around the room before directing them to sit down facing the wall. (We don't want the blindfolded person to know how far they are from the wall).2. The blindfolded player will roll the ball and listen for when it hits the wall. If the ball doesn't roll back to the player, their partner should give it to them. Based on the sounds they heard, the player can scoot closer to the wall. Then they roll the ball again and listen to the sound.3. Repeat step 2 until the player thinks they are close enough to the wall to touch it. Without removing the blindfold they should reach out their hand to touch the wall. If they can't feel the wall, keep repeating step 2 until they think they can touch the wall.4. The player's turn continues until they are close enough to the wall to touch it. After the first player touches the wall switch roles and let the partner become the player.
<p>Goal: For the player to use their sense of hearing to guide them close enough to the wall that they can reach out and touch it.</p>	

Activity #2 Where is the Noise?

<p>Materials: a safe spot to sit, a blindfold, and some friends</p>	<p>Instructions</p> <ol style="list-style-type: none">1. The player will sit down in a chair or on the floor in the middle of the room or playing area. Place a blindfold on the player.2. Once the player is blindfolded, the noisemakers will quietly walk around the room and choose a spot to stand. They will take turns making noise by clapping their hands or snapping their fingers (other noises can also be used). Allow the blindfolded player to guess the direction of the noise before a new noise is made.3. The blindfolded player needs to correctly identify the direction the noise is coming from.
<p>Goal: For the player to use their sense of hearing to identify what direction a sound is coming from.</p>	

