

# Bat and Mosquito

Based on Joseph Cornel lesson

1. Have students stand in a circle
2. Ask students what bats eat (depending upon the species, bugs, fruit, flowers)
3. Ask students if they know how insect eating bats locate their food (echolocation-the bat sends out a high pitched sound, that sound bounces off an object and returns to the bats.) Those bats that eat fruit or flowers rely heavily on scent.
4. Tell students that they will play a game like Marco Polo but with bats and mosquitoes
5. Select one student to be the bat. Blind fold s/he. Explain that the bat must tag a mosquito. The bat will call out "Bat." The mosquito must return by saying "Mosquito." (Hint: the bat can say bat as many times as s/he likes)
6. Select 3 students to be mosquitoes.
7. The remaining students are trees. Like tree, these students do not talk. If the bat bumps into them, they quietly whisper tree.
8. Repeat the game with new students as bats and mosquitoes.