



Mr Funology

Games For Engaging Teachers

Moth And Bat

A great little Marco Polo style game with a tiny bit of scientific learning thrown in!

Game Type: Physical Education, Study Break

Recommended Ages: 6+

Number Of Players: Whole class

Equipment Required: Blindfold (I find a Velcro sport sash is perfect but a jumper will do just fine as well)

Where To Play: Indoors/Outdoors

Duration: 5-10 minutes

Objective

The objective of Moth And Bat is for the bat to tag the moth. The game imitates the way bats use echolocation to find their prey, in this case a moth. Poor old moth.

How To Play

Step One: Students form a circle.

Step Two: Ask two students to stand in the middle of the circle. Put the blindfold on one student, they are the bat. The other student does not wear a blindfold, they are the moth.

Step Three: The bat finds the moth using echolocation, just like a bat would use to find its prey in the wild. The bat may say 'bat bat' and in reply the moth must say 'moth moth'. The bat may say 'bat bat' as often as they like, the moth can duck and weave as much as they like.

Step Four: Once the bat tags the moth, give the players a clap and choose a new pair to play.

Variation

Double Moth: In Double Moth, there are two moths. In this variation, it is a good idea to make the play area just a little bigger by asking your students to take a half step back.

Credit

Thank you to Brendan Smith from Parks Victoria for teaching me this excellent game!