



## Nocturnal Animals/Sounds of the Night

*“Then God said: Let there be light, and there was light. God saw that the light was good. God then separated the light from the darkness. God called the light “day,” and the darkness he called “night.” Evening came, and morning followed - the first day.” – Genesis 1:3-5*

### Introduction

Most of us rely on our sense of sight when walking in the woods. At night and without a light, we have to rely on other senses (touch, hearing, and smell) to tell us about our environment. Nocturnal animals must rely on senses such as these to survive in low-light conditions. In this nighttime pod, we will explore adaptations that allow nocturnal animals to find prey, avoid predators, locate mates, and avoid competition from animals active in the daytime.

### Student Performance Objectives

Through participation in this activity students will:

- List survival adaptations adopted by nocturnal animals
- Describe how nocturnal animals transfer, receive, and process information
- Identify animals through the sound of their calls

### Archdiocesan Standards

- 4<sup>th</sup> Grade Physical Science; Waves & Their Applications in Technologies for Information Transfer 3
- 4<sup>th</sup> Grade Life Science; From Molecules to Organisms: Structures and Processes 1, 2
- MS-LSI-8
- 4<sup>th</sup> Grade Religion 7
- 6<sup>th</sup> Grade Religion 6

### Activities

- Bat and Moth
  - Through this game stimulating echolocation – the method bats use to locate prey at night –students discover how certain nocturnal animals transfer and receive information. To play the game, the group forms a circle and one student is selected to be the bat (blindfolded) and the other the moth – these two students go to the middle of the circle. The bat claps once and the moth responds with a clap and then is allowed to take two steps. Once the moth claps, then the bat can take two steps in search of the moth. Once the bat tags the moth the round ends, and two new people can take on the roles of the bat and moth.
- Sneaky Predators
  - In this game, the group forms a circle and one student is selected to stand in the center blindfolded. This student tries to protect an object from being eaten by the “predators” in the circle.
- Predator-Prey (in the dark!)
  - One student is designated to be the “prey” and the remaining students, the “predators,” hide where the prey cannot see them. The predators’ goal is to get close enough to tag the prey without being seen. A fun twist may be added by playing this game in the dark!
- Night Sounds Hike
  - The group will take a guided hike through the woods to listen to the sounds of the night. We will stop at several different locations to listen for and identify the sounds of animals we have discussed and others that may be new. As a fun bonus, the group will learn to imitate different owl calls and, with luck, receive a response back!
- Alpha Wolf
  - In this fast paced activity, the group transforms into packs of wolves. Their task? Find the single “alpha” wolf who is hiding somewhere in the camp. The trick? The packs must locate the alpha wolf with only the sound of his howls to guide them. The first pack to find the alpha wolf wins!