



Sounds Activity

Recommendations: For students Pre-k –Gr 3. Adult supervision is recommended.

Purpose: Explore the diversity of human senses (*sight, sound, smell, taste and touch*) by blocking out sight to focus more on sound. Explore sound with connections to nature – What can we hear? How do specific animals rely on sound for survival?

Materials:

- Blindfold, hoodie, hat or some method of helping block out sight

How it Works:

Step 1: Review the different senses with your student or watch a video by clicking [here](#).

Ask students what senses they think are used most? Which senses do we use often but don't think about?

You could also venture into a discussion about people who don't have the use of one or more of their senses. Think about all the amazing ways that we come up with to cope, compensate, and still find meaning and value in the world.

Invite your student to imagine what it would be like to not be able to see... in what ways would life be the same? What ways would it be different? What other senses would they rely on instead?

Step 2: Go outside and experience a world of sound. Find a comfortable spot to sit with a blindfold on or hat pulled down low and challenge the students to sit as still and quiet as possible to just listen.

Step 3: What do you hear? Write down all the different sounds (*bird, wind, car, etc.*), but you can also give more description: bird song with three low notes, high pitch bird call, wind in the trees making leaves rustle. Including as much description as possible will help you with step 4.

Step 4: Take off the blindfold and trace those sounds!

Can you track down the source of each sound you heard? Which ones did you identify correctly before seeing them? Were you surprised by any of the sources?

Step 5: Now it's your turn to make some noise! Roam the backyard and gather different objects (*natural or human-made*) that make different sounds and create a song (*instrumental, cover, make up your own lyrics, etc.*) Practice and then perform this song as a grand finale to some of your family. Add an extra challenge by getting them to close their eyes and see if they can guess what objects you are using to make the song!

Additional Activity:

Bat & Moth Tag

Now that you have experienced a world of sound, it is time to step into the animal kingdom to see how it's really done.

Materials:

- Blindfolds
- Two sticks of the same thickness
- Another set of sticks, (*preferably different thickness than the first set*)
- A safe area to play in (*flat lawn without obstacles, empty porch with a deck rail, trampoline with good netting, etc.*)

How it Works:

Context:

Explain that certain animals, because of their environment have adapted to use sound not just to communicate but to navigate, hunt, and defend themselves such as bats, dolphins, moths, certain birds, and even some rodents! [Echolocation Video](#)

Bats are nocturnal – only active at nighttime – so they rely on echolocation: sound waves that they send out and receive back that allow them to fly around full speed even on the darkest nights. When their sound waves bounce off insects that they like to eat, the bat can send out more sound to keep track of the insect's exact location while they chase it down and finally catch and eat it. [Bat Specific Video](#)

The moth has developed a defense against the bat. It can send out a different type of soundwave that can confuse, block, and misdirect the bat.

The Activity:

One player is the bat. One player is the moth. The bat *must* be blindfolded. The moth can choose to be blindfolded or not (*depends on the species of moth 😊*).

When the bat clicks its two sticks together that represents it using echolocation –sending out a sound wave. The moth *must* answer back by clicking its sticks together. In this way, the bat chases the moth around the **safe play area** using sound until it catches it. While the moth *must* click in answer to the bat, they can be tricky in a variety of ways...they can click lightly, they can hold their sticks far out to the side when they click so that they don't give away their precise location, etc.

When the bat catches the moth, switch roles and play again!