

# Blind Navigation Game

## You will need:

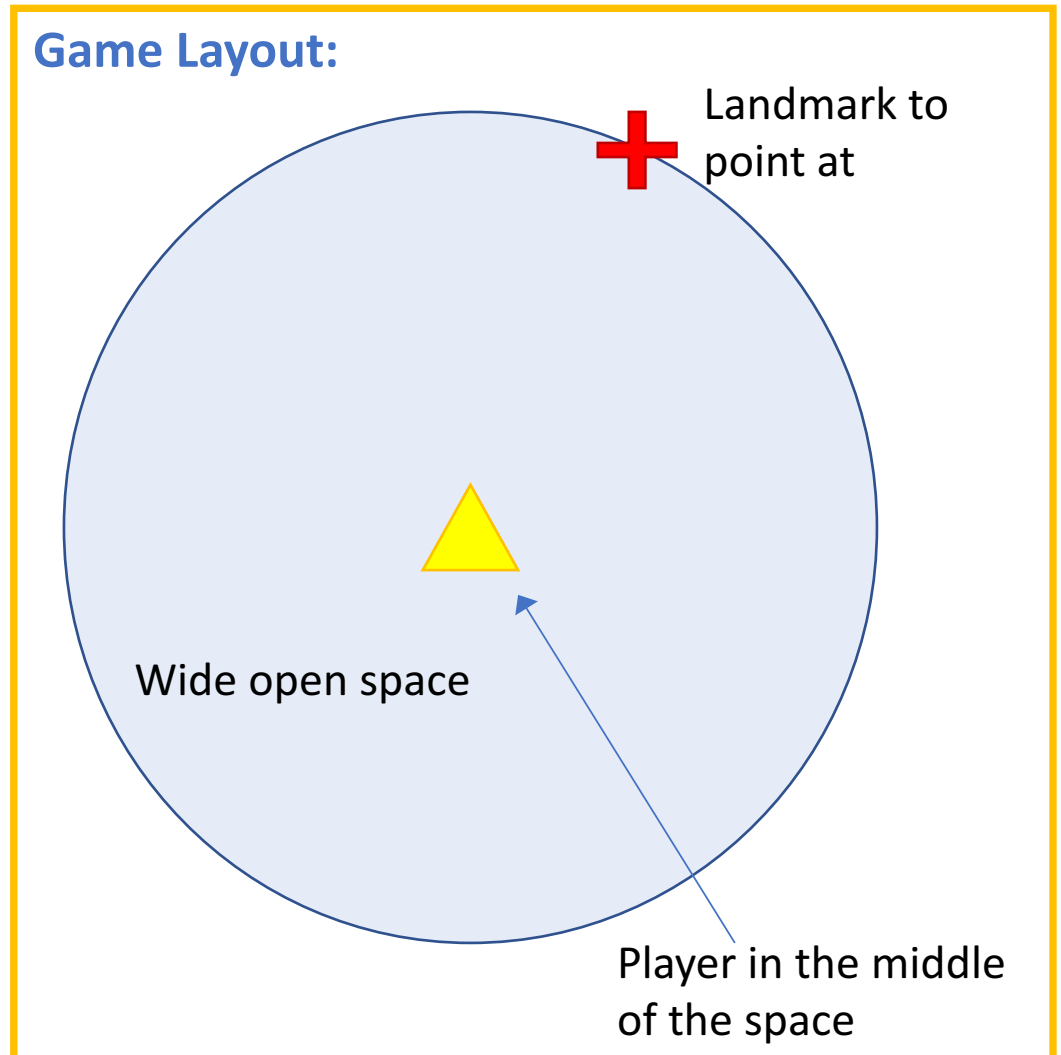
- A wide open space
- Blindfold
- A landmark or an object to act as a landmark
- Results sheet and markers

## Instructions:

Players are in groups of 5-6 and must identify the landmark they will be referring to.

One player must stand approximately 3m from the landmark without a blindfold. The other players must spin them around to disorientate them. Then the player needs to point to the landmark. Mark the direction that they pointed on the results sheet. Repeat for each player.

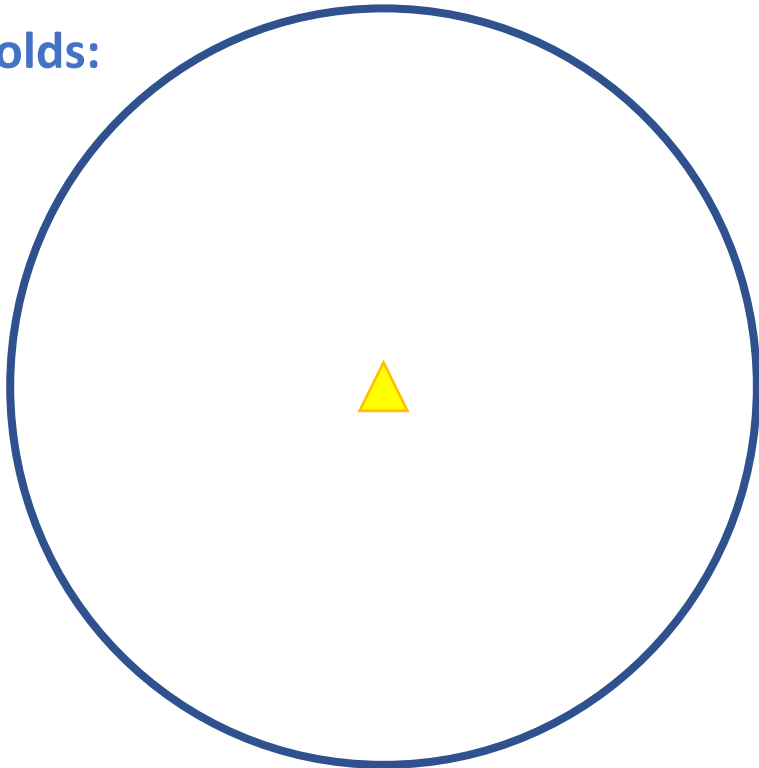
Now repeat all of the above instructions but this time each player must wear a blindfold.



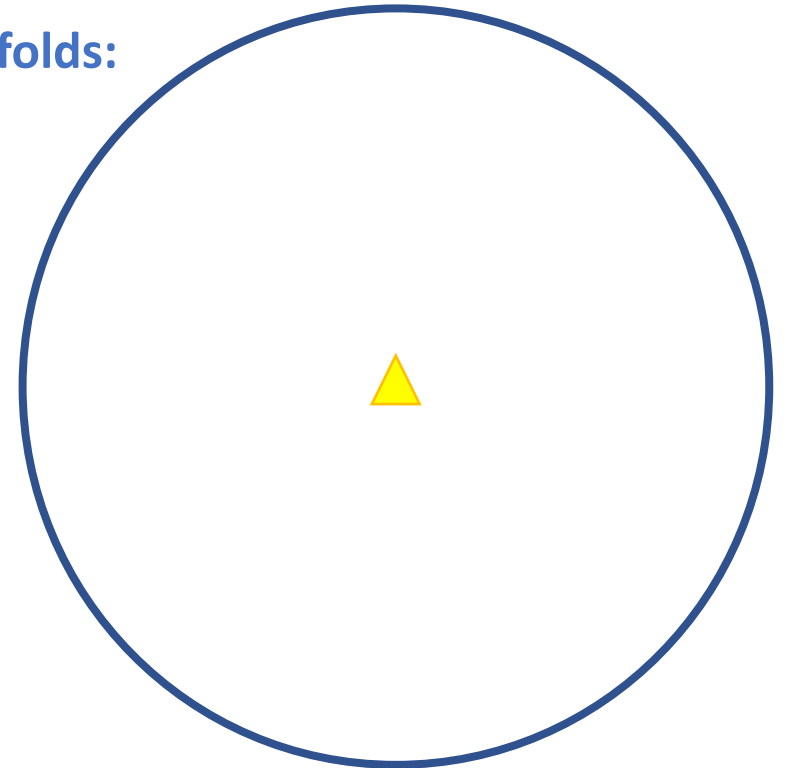
# Results Sheet

1. Draw a cross on both circles to mark where the landmark is located.
2. If this circle was drawn on the ground, the player would be standing in the middle.
3. After disorientating the player, mark on the appropriate circle the direction that they point.
4. Every players results should be marked on the same sheet.

**Without Blindfolds:**

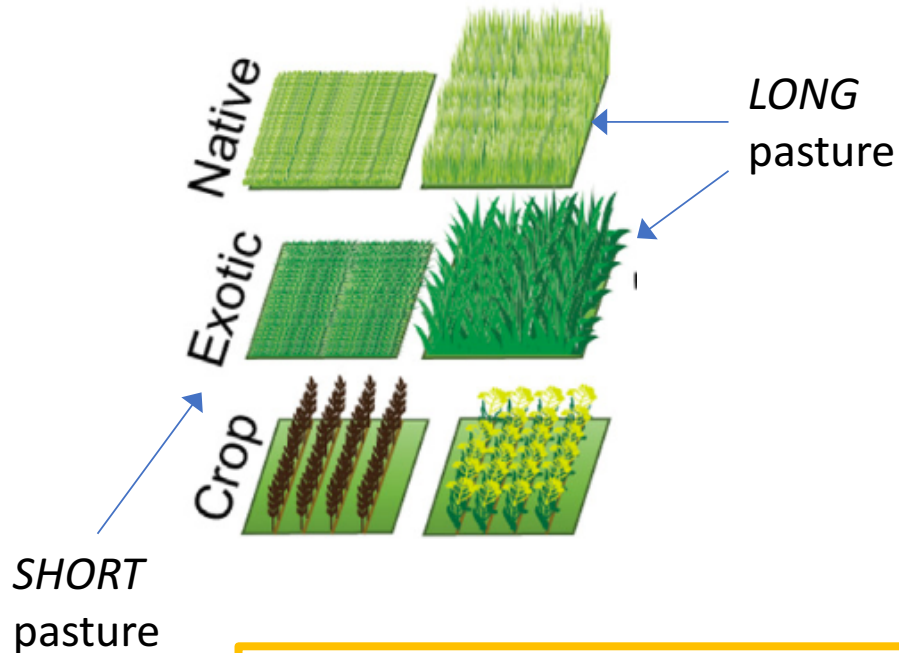


**With Blindfolds:**



# Discussion

## Pasture types in agricultural landscapes:



### Making Links:

The blindfold scenario mimics reptiles navigating their way home through *LONG* pastures!

## Questions:

- Were players without blindfolds able to point in the direction of the assigned landmark?
- When blindfolds were introduced, did anyone point in the correct direction?
- What conclusions (if any) can you make about reptile movement through *LONG* and *SHORT* pastures? Explain.