



Jonathan Bird's Blue World

Episode 8 • The Bandana Game • Study Guide

Dolphins are incredibly smart. They are also so good at catching food that they have a lot of extra time to goof off. They often use that spare time inventing games to play with each other. In this fun segment, Jonathan travels to the Bahamas to learn the ways of the dolphin from a pod of wild Atlantic Spotted dolphins and from Wayne Scott Smith, a boat captain and researcher that has been studying wild spotted dolphins for twenty years. Jonathan also learns to play the Bandana Game, a game of keep-away that the dolphins invented and Captain Scott learned from them. It turns out that dolphins are a lot better than people at this game!

Objectives

1. Introduces viewers to the Atlantic Spotted dolphin and its basic biology.
2. Explains how marine mammal researchers can tell dolphins apart and track their growth and reproduction.
3. Explains echolocation and how dolphins use it to hunt.

Questions for before watching the program

1. Why are dolphins considered friendly? Are they *really* friendly to people?
2. Do Spotted dolphins have spots?
3. What do dolphins do for fun?
4. What do dolphins eat and how do they catch it?

Discussion for after watching the program

1. How do dolphins catch fish hiding in the sand? What unique ability do they have to find the fish?
2. Which Spotted dolphins have no spots? When do they get spots?
3. Playing the Bandana Game with people demonstrates that dolphins are pretty smart and trusting of humans. What does Jonathan also think it means about their ability to survive?
4. How does Captain Scott keep track of each individual dolphin and tell them apart?
5. What do dolphins hunt at night?
6. How does Captain Scott find dolphins in the open ocean?