



YOUTH RADIO GAMES

Radio Scouting, Inc. www.RadioScouting.US

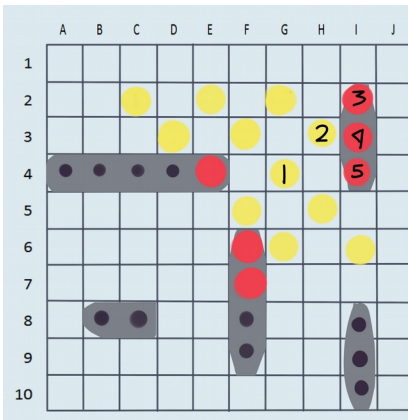


ARDF - Amateur Radio Direction Finding is a fun game where scouts search for hidden transmitters using various technology. Using a radio receiver, the signal and sound will get stronger the closer they are to it, the fox can be stationary or moving. The aim of the activity is to promote team work, orienteering, triangulation, STEM and methodical collecting of information to archive a goal.

To keep costs and equipment minimal we use WiFi Foxes, where the hunter uses their phone or tablet. When they find it they record the letter/number on the box, or take a pic, to prove they found it.

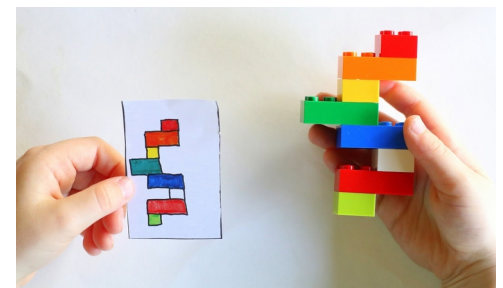


Blind Sheep / Mine Field - Scouts use a radio while blind-folded and are guided around an obstacle course by a person outside the course who can not touch the blindfolded group/person. The activity is a trust exercises and a lesson in team work and giving clear instructions over a communicators system. Points are counted for every time the person steps on an obstacle or crosses a boundary.



Battleship - In this activity Scouts layout their fleet on chessboards and then use either phonetics, or Morse Code to communicate with their opposition to sink their fleet. Multiple players can be going all at once making it even more fun. Teams are formed and each one is equipped with a communication device. Each team sets up their board takes a Battleship worksheet. (Graph Paper with Letters/Numbers marking rows and columns) Quickly place your ships on the board by drawing them on the top grid. Aircraft carriers take 5 positions, Battleships 4, Cruisers 3 and Frigates 2. (You only have 4 ships). The first one to place their ships signals AR, Once the opponent also signals AR, you take it in turn to fire on your opponent. The first person to have signaled AR goes first. Players call grid locations in phonetics and opposition team notifies them of a hit (H) or miss (M) and marks it off on sheet. First team to sink all of the opposition's ships is the winner. This game can be played with a variety of options. For the beginner use phonetics either in person or over radio. For more competent youth, get them to use Morse. This can be either in person or radio by voice, saying dah's and dit's or using a Morse Code buzzing key.

Lego puzzle - The game is played with 2 teams or individuals. Each team is given an identical set of lego and a radio. One team builds (the builder) and another copies the model (the copier) The builder makes a small object from the lego blocks and the copier tries to recreate it. This may sound very easy, but they can't see each other! Using the walkie talkie the builder gives instructions to the copier telling them where the next lego brick should go. Do they both look the same when finished? When they have finished, swap roles so both experience the difficulties of the other role.



CW/MORSE Demonstration of a Morse key. Scouts learn how to do SOS and their first name. This teaches a non-verbal communications skill that works with flashlights at night for man hunt and other youth games.