



JAMBOREE on the AIR and INTERNET

Communication Games and Activities

On the next few pages are some communication games which can either be incorporated into a JOTA or JOTI event, or used on their own at regular weekly meetings.

They all have a communication theme, are appropriate for a range of ages, and are fun!

Communication-themed weekly meetings are a great lead-up activity to generate interest and excitement for JOTA and JOTI.

Games Included

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*For more information and programme ideas, or if you have a game or activity suggestion to share, contact the **National JOTA/JOTI Co-ordinator** at JOTA.Coordinator@scouts.ca*



It starts with Scouts.
Tout commence avec les Scouts.

Phonetic Alphabet Game

GAME PURPOSE: This is a fun game to help in learning the phonetic alphabet.

AGE RANGE: Beaver Scouts through Scouts

PARTICIPANTS: Anywhere from 6-8 participants up to 26

The phonetic alphabet is used to clearly communicate by spelling words using special names for each letter. While a single letter may be misunderstood over a noisy radio or phone connection, the words are different from each other, and those who know the phonetic alphabet can communicate accurately.

All the participants sit in a circle. Each one is assigned a letter of the alphabet.

After reviewing the phonetic alphabet (see below) with all participants, the game begins. First, whoever has the letter A starts by saying 'alpha to' then the next letter of the alphabet, in this case 'bravo'.

The person with letter B then must say 'bravo to charlie' and so forth.

Once every person has said their letter, then the fun starts... each person picks a random letter to go to. The person named must answer correctly, and pick another random letter.

Anybody who makes a mistake is "out" and in the end, the last person left is the winner.

To make it easier: hand out the bottom part of this sheet as a phonetic alphabet guide

To make it more challenging: (if you have less participants) assign each more than one letter!

THE PHONETIC ALPHABET

A	Alpha	J	Juliet	S	Sierra
B	Bravo	K	Kilo	T	Tango
C	Charlie	L	Lima	U	Uniform
D	Delta	M	Mike	V	Victor
E	Echo	N	November	W	Whisky
F	Foxtrot	O	Oscar	X	X-Ray
G	Golf	P	Papa	Y	Yankee
H	Hotel	Q	Quebec	Z	Zulu
I	India	R	Romeo		

Morse Whistle Game

GAME PURPOSE: **This is a fun game to develop morse code listening skills.**

AGE RANGE: **Cub Scouts through Venturer Scouts**

PARTICIPANTS: **Any number of participants**

Game works a lot like the familiar Ship to Shore (port, starboard, swab the deck, etc.) but with directions and actions indicated by their initial letter, sent via Morse code and a whistle.

Run a few practice runs, then start eliminating the last person to correctly follow each direction or action, until you have one player left (the winner).

The various directions and actions are:

N - north	run to north wall	S - south	run to south wall
E - east	run to east wall	W - west	run to west wall
V - valley	crouch down	H - hill	stand still
G - gully	lie down	T - tree	stand with arms extended upwards
B - bear	menace like a bear with claws out	R - rabbit	crouch down and make bunny ears

The letters indicated are tweeted on a whistle in Morse code. Each player needs a simplified Morse code card (shown below) with the 10 letters shown on it. **To make it easier to learn, it helps if you make the dashes very long and the dots very short.** *If working with younger participants, stick to introducing only four or five codes the first time you play the game.*

Once they get good at it using the reference card, take the card away and see if they can remember the directions without reading the letters on the card (using sounds alone). The goal is to learn to associate the sound with the word or action just by hearing it.

MORSE WHISTLE GAME CODES

B	- . . .	Bear	E	.	East
G	- - .	Gully	H	Hill
N	- .	North	R	. - .	Rabbit
S	. . .	South	T	-	Tree
V	. . . -	Valley	W	. - -	West

Semaphore Sending

GAME PURPOSE: **This is a fun game to develop morse code listening skills.**

AGE RANGE: **Scouts through Rover Scouts**

PARTICIPANTS: **Any number of participants**

This is a simplified communications challenge that uses only the first two “circles” of the semaphore alphabet. It helps if you have proper semaphore flags, but it is not essential... anything held in the hands will work, or just the arms alone if need be.

Break the participants into pairs and give each pair a set of semaphore flags and a partial semaphore chart (below). Demonstrate each letter in the partial semaphore chart.

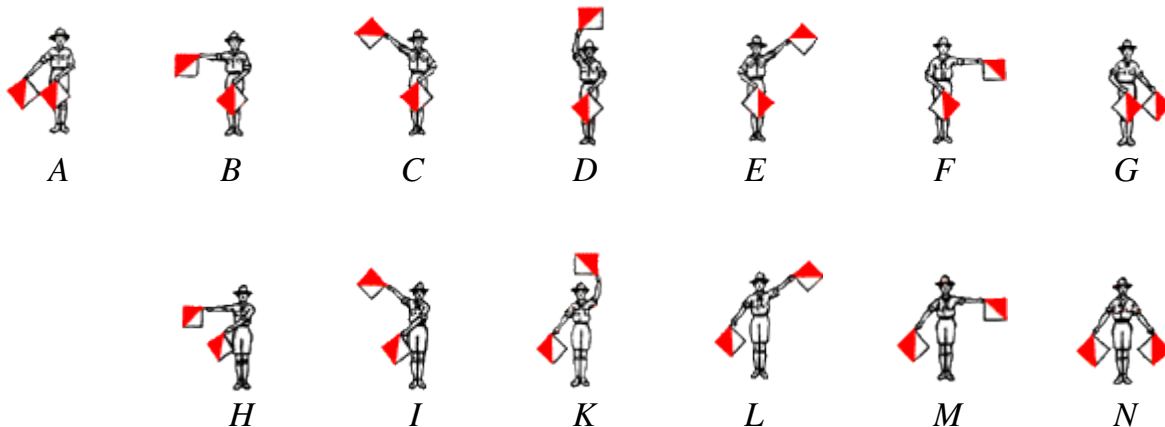
Let each pair practice sending just the letters in this chart.

Now organize the participants in teams, and pair up teams so one team can send to another team. Then give them the exercise sheet on the following page, and see how many words they can send. You’ll be amazed how many words can be sent using only these two circles.

SEMAPHORE CHART – FIRST and SECOND CIRCLE

*This chart includes only the letters in the **first** and **second** circle, to aid in learning semaphore sending and receiving.*

Remember that this chart shows the signals as seen by the receiver, not the sender!



*Also remember that “J” is **not** a letter in the second circle... so skip it when counting letters!*

Semaphore Sending challenge... words using only the first and second circles:

First Circle (A,B,C,D,E,F,G)

BAD	BED	CAB	GAB	DEB
CAD	FEED	BAG	BEEF	BEAD

Second Circle (H,I,K,L,M,N)

I	HIM	ILL	HILL	MINI
MILK	KILL	LINK		

First **and** Second Circle

ME	HIKE	MINE	LIME	CAKE
HELD	GLAD	MEND	MIND	MAKE
LIKE	CLIMB	NAMING	HANDLED	CLICKING
CLING	GAMING	MILKMAID	MECHANICAL	

Morse Code Challenge

GAME PURPOSE: This is a simple challenge to practice morse code sending.

AGE RANGE: Cub Scouts through Venturer Scouts

PARTICIPANTS: Any number of participants

Participants work in pairs or paired teams. Team A is half of a pair, Team B is the other half. They use the sheet found on the next page (cut in half – give half to Team A and half to Team B).

Communication can be any way desired. Flashlights work well because multiple teams can work side-by-side without confusion listening to multiple sounds. Each team only needs to look at the other team's flashlight.

Team A sends a series of words to Team B, who write them down as the message.

Team B then sends their series of words to Team A, who written them down as their (different) message.

At the end, compare notes and see who was the most accurate.

“A”

Send the following message in Morse code to your partner:

I PROMISE TO DO MY BEST

and then write down the message they send in reply:

International Morse Code			
1. A dash is equal to three dots.			
2. The space between parts of the same letter is equal to one dot.			
3. The space between two letters is equal to three dots.			
4. The space between two words is equal to seven dots.			
A	• —	U	• • —
B	— • • •	V	• • — •
C	— • — •	W	• — — •
D	— • • •	X	— • • —
E	•	Y	— • — —
F	• • — •	Z	— — • •
G	— — •		
H	• • • •		
I	• •		
J	• — — —		
K	— • —	1	• — — —
L	• — • •	2	• • — — —
M	— —	3	• • • — —
N	— •	4	• • • • —
O	— — —	5	• • • • •
P	• — — •	6	• • • • •
Q	— — • —	7	— • • • •
R	• — • •	8	— — • • •
S	• • •	9	— — — • •
T	—	0	— — — —

MORSE CODE CHALLENGE

“B”

Send the following message in Morse code to your partner:

I WILL BE PREPARED

and then write down the message they send in reply:

International Morse Code			
1. A dash is equal to three dots.			
2. The space between parts of the same letter is equal to one dot.			
3. The space between two letters is equal to three dots.			
4. The space between two words is equal to seven dots.			
A	• —	U	• • —
B	— • • •	V	• • — •
C	— • — •	W	• — — •
D	— • • •	X	— • • —
E	•	Y	— • — —
F	• • — •	Z	— — • •
G	— — •		
H	• • • •		
I	• •		
J	• — — —		
K	— • —	1	• — — —
L	• — • •	2	• • — — —
M	— —	3	• • • — —
N	— •	4	• • • • —
O	— — —	5	• • • • •
P	• — — •	6	• • • • •
Q	— — • —	7	— • • • •
R	• — • •	8	— — • • •
S	• • •	9	— — — • •
T	—	0	— — — —

Morse Jumble

GAME PURPOSE: **A challenging activity to test sending and receiving Morse Code.**

AGE RANGE: **Scouts through Rover Scouts**

PARTICIPANTS: **Any number of participants, working in pairs**

Participants work in pairs or paired teams. Team A is half of a pair, Team B is the other half. They use the jumble sheet on the next two pages. If some of the youth are more experienced at Morse code, they should be Team B, as it is harder to read sent Morse than to send it. **This is a more challenging activity** and should follow up some easier Morse skills exercises.

Communication can be any way desired. Flashlights work well because multiple teams can work side-by-side without confusion listening to multiple sounds. Each team only needs to look at the other team's flashlight. They can use the Morse Tables from the previous page.

Team A is given the following jumbled words to send in Morse code to Team B:

SCOUTS S, C, O, U, T, S Jumble: S C O U T S

COMMUNICATES M, U, S, T Jumble: M U N I C O M C A S E T
* * * *

BADGE B, E Jumble: B A G E D
* *

PROMISE P, R, E Jumble: P M R O I S E
** *

PAIR P, A Jumble: A I R P
**

READY R, E, D Jumble: D R E A Y
** *

Team B must descramble each word, place in the appropriate place in the grid, then identify the phrase from the highlighted letters. They must send that phrase back to Team A using Morse code.

SCOUTS MUST BE PREPARED

TEAM A

SCOUT MORSE WORD JUMBLE

Send the following jumbled sequences of words to the other team using Morse code.

S C O U T S

M U N U C O M C A S E T

B A G E D

P M R O I S E

A I R P

D R E A Y

Have the other team repeat them back to you so you can check whether they have all the letters correct or not. If they get a sequence correct, send the letter Y. If not, send N, and send the sequence again.

Once all sequences are sent, the other team will decode the jumbled letters into words, and discover the secret phrase. They will send the secret phrase back to you in Morse code. Write the phrase below:

TEAM B

SCOUT MORSE WORD JUMBLE

Instructions: *The other team will send you six words in Morse code. The letters of the words will be jumbled (not in order). Write each sequence of letters below. Send each sequence back to the other team so they can confirm that you have received them correctly (Y or N).*

SEQUENCE 1:

SEQUENCE 2:

SEQUENCE 3:

SEQUENCE 4:

SEQUENCE 5:

SEQUENCE 6:

Now unscramble each word, and write it in the boxes below.

The letters in the shaded box suggest a phrase. Write this phrase below and send it back to the other team!

ANSWER KEY

SCOUT MORSE WORD JUMBLE

Here are the letters in the sequence sent from Team A to Team B:

SEQUENCE 1: S C O U T S

SEQUENCE 2: M U N I C O M C A S E T

SEQUENCE 3: B A G E D

SEQUENCE 4: P M R O I S E

SEQUENCE 5: A I R P

SEQUENCE 6: D R E A Y

Unscrambled, they form the following words:

S C O U T S

C O M M U N I C A T I O N S

B A G E D

P R O M I S E

P A I R

R E A D Y

The selected letters spell out the following phrase (note that there is one unscramble to be done; the word MUST comes out scrambled as MUTS and Team B must unscramble it... all the rest are in the correct order to spell the phrase):

SCOUTS MUST BE PREPARED