

Greenock and District Scouts & Guides Amateur Radio Club



Communicator Badge Amateur Radio Workbook

NAME

PREFACE

This workbook has been created and provided as a resource for the
Guides Communicator Badge by the
Greenock and District Scouts and Guides Amateur Radio Club.

The Club meets most Fridays at 7.00 p.m. during term time in the Radio
Shack at Greenock and District Scout Headquarters, Finnart Street,
Greenock, Inverclyde.

We welcome visitors to the Club Radio Shack.

Should you or your Group wish to visit, please make arrangements
through your Leader.

We can be contacted by email at: mm0tsg@yahoo.com



Scan with your mobile phone to visit our website.

<http://mm0tsg.wordpress.com>



In order to complete the Communicator badge you must complete *FIVE* of the following:

1. Think of two things you enjoy at Guides. Describe them using two different methods of communication, e.g. a foreign language, Morse code, cartoon, signing, mime, Braille, email, text messaging.

2. Show how messages are communicated differently by two different types of media, e.g. TV, radio, magazines. You could do this by devising an advert for one product using two different media.

3. Do both a and b.

a) Collect as many company or organisation logos as possible and use them to run a game for your Patrol. Are organisations recognisable just by their logo? Do the logos portray the meaning of the organisations?

b) Design a logo for your unit or District.

4. For a week, keep a diary of how many times you use electronic communication and personal communication. Explain which you use more, and why. Do you think this is good or bad? List three advantages of each type.

5. Do either a or b.

a) Visit a newspaper or a radio, amateur radio or TV station, and tell the other members of your unit all about it.

b) Take part in World Thinking Day on the Air or on the Internet.

6. Play at least three different computer games and write a brief review of each one. Include comments on the objective of the game, skills required, quality of the graphics, interest level and educational value. Explain whether the games are more suited to a male or female audience, and why.

7. There are various ways that you can communicate in writing: sending a card or letter by post; email; filling in a form or an information sheet. Explain which would be the best way to communicate this information:

- Arrangements for a Patrol meeting at one of your houses.
- World Thinking Day greetings to friends abroad.
- Thanking a speaker or guest at a unit meeting.
- Details of a forthcoming camp or holiday.

Produce examples of at least two of these.

8. Do both a and b.

a) Be able to describe the problems that a person with a hearing or sight impairment might encounter in everyday life when trying to communicate.

b) Do one of the following:

- Using sign language, show that you can introduce yourself to a deaf person and tell that person something about yourself and your home.
- Be able to sign a simple story, poem or song.
- Make a collage or sculpture which will feel interesting to a blind or partially sighted person.
- Be able to guide a blind or partially sighted person around a route, having chosen appropriate strategies to overcome any problems.

9. Prepare and deliver a presentation on your favourite hobby. Think about using PowerPoint, OHPs etc to illustrate your talk. The best talks have a good introduction to captivate the audience, and also an interesting ending. Think about how many people you will be talking to.

10. Make up a secret code and use it to run a game for your Patrol or unit.

11. Produce a newsletter, leaflet or poster all about your Patrol or unit, which could be used in a recruitment campaign.

12. Take a series of photos that tell a story and present them in an interesting way.

13. Do either a or b.

a) Compile a list of Internet sites that could help another Guide with a Go For It! or an interest badge.

b) Design a poster for someone younger, with safety guidelines for using the Internet.

Our visit as well as introducing you to the exciting hobby of Amateur Radio can help you complete some of the tasks on this list.

1. **Describe two things you like about guides using *MORSE CODE* this will complete 1 task from clause 1.** You will also need to describe two things you like about Guides using another method of communication in order to complete this clause.
2. **Visit an amateur radio station and tell other members of your unit about it.** This will complete the task from clause 5 a. **OR with the help of the radio club you could take part in Thinking Day on the Air. This would complete clause 5 b.**

CLAUSE 1:

What is Morse Code?

Morse code is an international method of sending messages using a key to switch a signal on and off in short or long burst. The short bursts are called dots and the long bursts called dashes. It has been used by the Military, by ships, by railways and is still extensively used by Amateur Radio operators.

Morse Code

A •—	N —•	1 •— — — —
B —•••	O — — —	2 •• — — —
C —•—•	P •— —•	3 ••• — —
D —••	Q — —• —	4 •••• —
E •	R •—•	5 •••••
F ••—•	S •••	6 —••••
G — —•	T —	7 — —•••
H ••••	U ••—	8 — — —••
I ••	V •••—	9 — — — —•
J •— — —	W •— —	0 — — — — —
K —•—	X —••—	, — —•• — —
L •—••	Y —•— —	. •—•• — —
M — —	Z — —••	? ••— —••

Using the Morse alphabet on the previous page write your name in Morse code:

Now think about two things you like about guides and write them in Morse code. First write them down then put them down in Morse code.

Now practice sending these using the Morse keys.

When you have successfully completed this ask one of the Radio Operators to sign your task sheet.

This certifies that

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has successfully sent the above information using Morse code.

Operators Signature Date

CLAUSE 5 A:

Just visiting the station fulfils part of your task; you will then have to tell other members of your unit about it.

Our portable station is operated by Members of the Greenock and District Scouts & Guides Amateur Radio Club. Our permanent station is situated at Scout Headquarters in Greenock.

Our club members are Scouts and Guides who operate the station and take part in special events e.g. Jamboree on the Air and Thinking Day on the Air.

Ask one of the operators to sign this certificate to show that you have visited our station.

<h1>Greenock and District Scouts & Guides Amateur Radio Club</h1> <h2>MM0TSG MM0L2G</h2> <p><i>Certify that</i></p> <hr/>	
	<p><i>Visited our station on</i> _____</p> <p>_____</p> <p>Station Operator's Signature</p>

To help you tell other members of your unit about your visit try to find out some of the following.

All Amateur Radio operators, and clubs, have a unique call sign to help people around the world recognize them.

1. Find out the call sign of the club

2. Find out the name and call sign of at least one of the clubs operators

3. Write down the name and call sign of the person you spoke with on the radio

4. Some radio amateurs collect awards which are given for contacting other amateurs in other countries. How do they confirm the contact?

5. You will be able to send a short greetings message over the air.

To help when you are “on the air”, write down what you would like to say. Always include your first name and try to tell the person operating the other station a little bit about yourself. It might be something you have enjoyed in Guides, a hobby or something about your family or pet.

Finish off by asking them a question.

6. Write down the answer to your question

CLAUSE 5 B:

Thinking Day the Air (TDOTA) takes place the third full weekend in February. If you would like to visit our station during this time, please speak to your Guide Leader who will be able to arrange a visit for you either on your own or as part of a group.



HOPE TO SEE YOU THERE

73 from the radio operators of MMOTSC