

Morse Code Messaging



HB 1ØØ JAM

Kander 100: Radio Scouting activities

1. Activity

Morse Code Messaging

2. SDGs

4

3. GG hub

xxxx

4. Ages

11+

5. Duration of the activity

15-20 minutes

6. Minimum of participants

2 teams of 1-2

7. Materials needed

2 Morse “phones” (wire link / wireless), incl. 9V-batteries

2 Morse keys

2 headphones

2 clipboards with pen and some paper

3 Instructions with Morse Code tree and Morse Code alphabet, A4 laminated

8. Location of materials

keep locked at Uncle Sams Cabin

9. Location of the activity

Uncle Sams Cabin and area around

10. Description

Exchange a funny message (send and receive) by using morse code with radio equipment.

11. Badge

Xxxx

12. QR code to earn the badge.

Xxxx

13. Educational objective

Send and receive morse code signals by electronic means.

14. Before the activity

All equipment is stored at Uncle Sams Cabin.

Put up and connect headphones / speakers and keys to the morse phones (takes 5 minutes).

Test functioning.

Switch off until use.

15. Instructions

Participants should have done the Morse Code Challenge before!

After instruction the two teams are separated and cannot see them each other.

16. Reflective question

Did you code and decode the transmitted message correct?

17. After the activity

Short information on the other activities in the Radio Scouting area and JOTA-JOTI.

Check if everything is back and switched off.

Only in the evening/night (when the station is closed down):

Disconnect all devices, store everything in Uncle Sams Cabin, lock the door!

18. Training notes

None

19. Safety

Nothing particular

20. Accessibility

No limitations

Morse Code Messaging

You are two teams. Each of you has a so-called Morse Phone, which is a transmitter with a key and a receiver for Morse code signals. The Morse Phone works connected by wire or wireless using radio modules, which do not require a radio licence.

The Morse code signals consist of dots and dashes, where:

- a dash is three times longer than a dot;
- the space between letters is three times a dot;
- the space between words seven times a dot.

Your challenge is: transmit the following message to the second team, who must decode it.

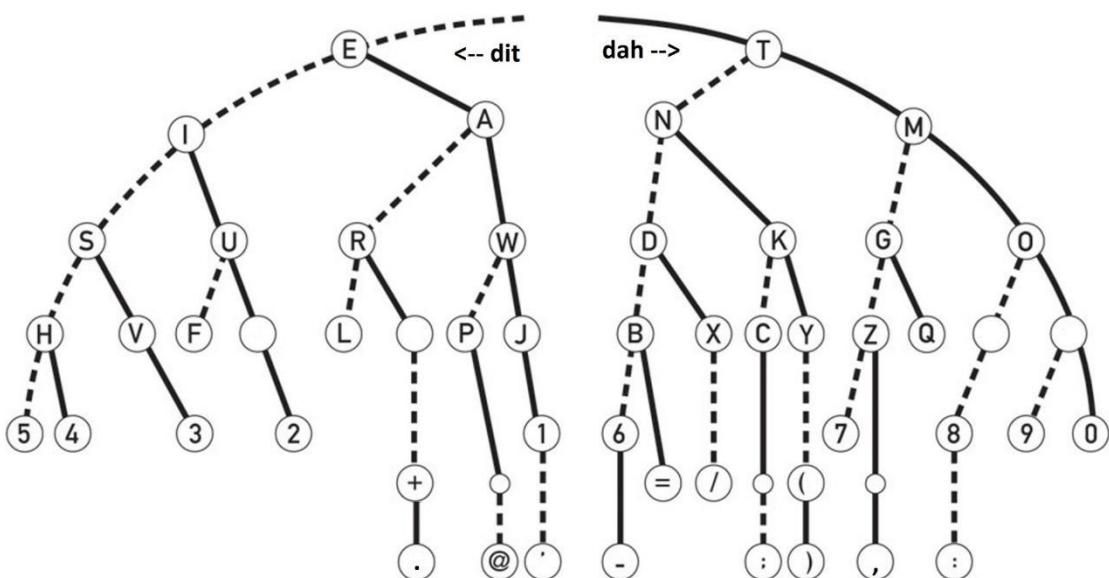
Then the role changes and now you will receive and decode a message from the other team.

- The message starts with **— • — • —** da di da di dah,
- and ends with **• • • — • —** di di di da di dah.

Your message to be sent is:

da di da di dah **di di di da di dah**

Morse Code Tree



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Morse Code Signals

Letters

A	• —	di dah
B	— • • •	da di di dit
C	— • — •	da di da dit
D	— • •	da di dit
E	•	dit
F	• • — •	di di da dit
G	— — •	da da dit
H	• • • •	di di di dit
I	• •	di dit
J	• — — —	di da da dah
K	— • —	da di dah
L	• — • •	di da di dit
M	— — —	da dah
N	— •	da dit
O	— — — —	da da dah
P	• — — •	di da da dit
Q	— — • —	da da di dah
R	• — •	di da dit
S	• • •	di di dit
T	—	dah
U	• • —	di di dah
V	• • • —	di di di dah
W	• — — —	di da dah
X	— • • —	da di di dah
Y	— • — —	da di da dah
Z	— — • •	da da di dit

Figures

1	• — — — —	di da da da dah
2	• • — — —	di di da da dah
3	• • • — —	di di di da dah
4	• • • • —	di di di di dah
5	• • • • •	di di di di dit
6	— • • • •	da di di di dit
7	— — • • •	da da di di dit
8	— — — • •	da da da di dit
9	— — — — •	da da da da dit
0	— — — — —	da da da da dah

Punctuation marks and miscellaneous signs

Full stop	• — • — • —	di da di da di dah
Comma	— — • • — —	da da di di da dah
?	• • — — • •	di di da da di dit
/	— • • — •	da di di da dit
:	— — — • • •	da da da di di dit
-	— • • • —	da di di di dah
+	• — • — •	di da di da dit
=	— • • • —	da di di di dah
Error	• • • • • • •	di di di di di di dit
@	• — — • — •	di da da di da dit
Starting	— • — • —	da di da di dah
End	• • • — • —	di di di da di dah

Source: Recommendation ITU-R M.1677-1 (10/2009)



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