

# Pac-Man



1923 - 2023

**HB 100 JAM**

**Kander 100: Radio Scouting activities**

## 1. Activity

Pac Man

## 2. SDGs

4

## 3. GG hub

xxxxx

## 4. Ages

11+

## 5. Duration of the activity

20 to 45 minutes

## 6. Minimum of participants

4

## 7. Materials needed

- For each team 2 handheld radio's with in ear or headphone ( with 2 teams 4 handhelds)
- For each team a blindfold ( ski goggle with black tape) ( with 2 teams 2 blindfolds)
- For each team a bucket
- Lots of balloons filled with water, or nespresso cups.
- Red/white plastic wire for making the playground, or a ground sheet with on it a labyrinth made with tape.
- Lots of pegs for holding the red/white wire

## 8. Location of materials

keep locked at Uncle Sams Cabin

## 9. Location of the activity

Area in front of or closed by Uncle Sams Cabin

## 10. Description

2 teams of scouts compete in a radio communication game to collect the most tokens from a pacman labyrinth.

This game will learn to communicate in an efficient way using 2-way radios (walky-talkies).

The winner is the team that collected the most cups from the Pac Man playground.

- 2 teams of 2 persons
- Both teams have 2 walky-talkies to communicate
- Per team,
  - player is blindfolded on the Pac Man playground and has a bucket,
  - 1 player is at a distance to the Pac Man playground.
- The player off the playground, is steering the player in the playground by commands on the walky-talky.
- The player in the playground is collecting cups in the bucket.

Rules:

- You cannot leave the lanes
- Don't cheat with the blindfolds



Level of difficulty:

- Both teams use different channels.

- Both teams use the same channel.

## 11. Badge

International Friendship Award

Radio Scouting Award

## 12. QR code to earn the badge.

International Friendship Award



## Radio Scouting Award



### 13. Educational objective

Exercise effective voice communication using a radio communication link.

### 14. Before the activity

All equipment is stored at Uncle Sams Cabin.

Put up the field in the morning (takes at least 20 minutes).

Test if all radios work.

## 15. Instructions

See 10. Description

## 16. Reflective question

Were you an effective team that exercises listening and effective instructions?

## 17. After the activity

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

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

Switch off all radios, store everything in Uncle Sams Cabin, lock the door!

## 18. Training notes

None

## 19. Safety

Nothing particular

## 20. Accessibility

No limitations, but same language per team.

# Pac Man

## Instruction card

This game will learn to communicate in an efficient way using 2-way radios (walky-talkies).  
Details see Pac-Man\_Booklet.pdf



This game was created for World Scout MOOT Iceland 2017.

Original documentation can be found here:

[https://github.com/pe1mew/MOOT-Radio-Scouting-and-Electronics-Activity/tree/master/Outdoor\\_PacMan](https://github.com/pe1mew/MOOT-Radio-Scouting-and-Electronics-Activity/tree/master/Outdoor_PacMan)



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