

Game: battleship

A very useful game to learn the NATO/ICAO alphabet or Morse code.

Learning targets: Training on the use of Morse code and NATO/ICAO alphabet, and their memorization.

Materials:

- PMR/CB, one for each group of participants (groups of 2-3 are preferable, with larger groups some people may not be involved and get bored)
- Printable grids for the battleship game (many templates can be easily found online)
- If Morse code communications are chosen, for each transceiver a Morse key must be provided (or built, check the dedicated activity). A Morse code identification chart should be provided for each group (eg. <https://commons.wikimedia.org/wiki/File:Morse-code-tree.svg>).

Time and preferred place: At least 30 min. Any outdoor place is ok, provided that it is not too noisy.

Description: The game is the well-known battleship: every group places its ships on a square grid, where each square is identified by column (letter/number) and row (number letter). Ships may extend over a different number of squares, depending on their importance. In turns, each group shoots the enemy ships in one of their squares, giving the coordinates (letter and number). The opponent communicates whether the shot hit one of their ships or not, then it's his/her turn to shoot. The success or failure of shots should be reported in a separate grid. When all the squares of a ship are hit, the group communicates that the ship has sunk. The winner is who sinks all the enemy ships, or who makes the largest number of successful shots.

While in the classic game the coordinates are communicated by voice, in this case the communications are done by radio, using the NATO/ICAO alphabet or the Morse code. The important point is that Scout/Guides should be pushed to remember the codes.

For reference, the NATO/ICAO alphabet is reported here.

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

The Morse code is also reported. The reader is also encouraged to use encoding/decoding charts, as the one reported in

https://en.wikipedia.org/wiki/Morse_code#/media/File:Morse_code_tree3.png

| | | | |
|----------|---------|----------|---------|
| A | · — | B | — · · · |
| C | — · — · | D | — · · |
| E | · | F | · · — · |
| G | — — · | H | · · · · |
| I | · · | J | · — — — |
| K | — · — | L | · — · · |
| M | — — | N | — · |
| O | — — — | P | · — — · |
| Q | — — · — | R | · — · |

JOTA-JOTI basic activities

Game: battleship

| | | | |
|---|-------------|---|-------------|
| S | ... | T | — |
| U | ..— | V |— |
| W | .— — | X | —...— |
| Y | — . — — | Z | — — . . |
| 1 | . — — — — | 2 | . . — — — |
| 3 | . . . — — | 4 | — |
| 5 | | 6 | — |
| 7 | — — . . . | 8 | — — — . . |
| 9 | — — — — . | 0 | — — — — — |
| . | . — . — . — | , | — — . . — — |
| ? | . . — — . . | / | — |

