

Game: maps and paths

Radio communication and topography, together in an open air game to strengthen both the techniques.

Learning targets: Learn the use of transceivers - Learn how to use maps and GPS coordinates (latitude - longitude)

Material:

- Map and compass, or mobile phone with a GPS mapping application
- PMR/CB, one per group
- PC/mobile phone and internet connection for video conference (if it is not possible to meet altogether)

Time and preferred place: 2-3 hours. Any outdoor place is ok, provided that sufficient topographical documentation about it is available.

Description: Using a mapping application (eg. Google Maps) or map and compass, every group will have to complete a specific path on the land, reaching points whose coordinates are communicated via radio in sequence (only after having reached a point the coordinates of the next positions are communicated). In the end, the path of each group will form a letter on the map, to be put together with the other ones to create a word.

In case of extreme COVID restrictions, each Scout/Guide could move alone; video conferences should be done at the beginning of the game for the necessary explanations and at the end to put results together.