

Game: monument hunt

A funny way to refine radio communication practice and to learn more about the historical and cultural heritage of your country.

Learning targets: Get familiar with the use of transceivers - get familiar with the SSTV technique for exchanging images via radio - Learn more about the history and cultural heritage of your land.

Material:

Hardware:

- PMR/CB and Android phone for each group/patrol
- PC/mobile phone and Internet connection for video conferencing (if meeting altogether is not allowed)

Software:

- Robot36
(<https://play.google.com/store/apps/details?id=xdsopl.robot36&hl=it&gl=US>)
- SSTV encoder
(<https://play.google.com/store/apps/details?id=om.sstvencoder&hl=it&gl=US>)

Time and preferred place: 2-3 hours. This is an outdoor activity (city/village).

Description: Scout/Guide leaders send the photo of a specific monument/place of interest of the city. Patrols must receive the photo, identify the monument, reach it as soon as possible, take a selfie with it and send it to the leaders. The exchange of images is performed in SSTV. The radio and the mobile phone are put close together in a sufficiently silent place; with the app Robot 36 it is possible to decode sound messages into images, while the SSTV encoder transforms an image into a sound, to be transmitted by radio. The first patrol which sends a good image earns a point, all the other patrols must stop to not create a large crowd close to the monument, and they must wait for the next target. Multiple targets can be given at once, so that the patrols must find the most efficient way to reach them in time.