Game: spy story!

No game can be a real spy game without radios and awesome communication methods!

Learning targets: Get familiar with the use of transceivers - get familiar with the SSTV technique for exchanging images via radio - improve observations skills.

Material:

Hardware:

- disguise clothes for spies and Scouts/Guides
- PMR/CB and Android phone for each group/patrol
- Secret messages
- PC/mobile phone and Internet connection for videoconferencing (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.

Description: One or more spies are wandering through the village/city, leaving messages in some places. The groups/patrols have just few hints about the suspected people: staying in radio contact with the base (or even among them, if multiple radios are available per patrol), they must identify the spies and the secret messages they are hiding; the patrols must not be identified by the spies. In the end, altogether in presence or in videoconference, the people in the base will summarize the secret messages and the identikits given by the patrols via radio. By surprise, the spies will also show up, giving the identikits of the people they recognized as their pursuers. The points earned by each patrol will be: number of secret messages plus number of identified spies, less the number of patrol people discovered by the spies. Identikits can be exchanged by putting the mobile phone close to the radio in a sufficiently silent place; with the app Robot 36 it is possible to decode sound messages into images, while SSTV encoder transforms an image into a sound, to be transmitted by radio. More points can be assigned to the secret message if they are transmitted in Morse code in a dedicated channel.