

Game: subtone telephone game

James can be only received from Anne, Anne only from Carlos, Carlos only from Philippe...will the message reach its destination?

Learning targets: Get familiar with the use of transceivers and with the good practices for managing radio communications.

Material:

- PMR, one for each person or patrol/group

Time and preferred place: 1-2 h. This is an outdoor activity. There should be enough space to place individuals or patrols far enough to not hear each other.

Description: Thanks to the CTCSS technique an audio subtone can be included in voice transmissions. Transceivers can be set so that only transmissions with a certain subtone are heard through the radio. Transmission and reception subtones are usually the same. In this way, it is possible to filter the radio communications and only hear those of the people you are interested in. The only attention is that no one should transmit over someone else's transmission, that would spoil both communications.

CTCSS tones can be used to propose any game that involves some kind of chain communication. Each individual or patrol receives a PMR which is programmed to transmit with a subtone and receive in one another, in a way that only a certain person/patrol can successfully send a message to a certain person/patrol. The distances between the transceivers should be large enough to avoid any direct voice communication, but short enough to ensure that all PMRs can listen to themselves.

The basic game is that one station starts with a word, the second station receives the word, appends a second word to create a meaningful sentence and transmits the two words to the third station, and so on. Once the transmissions arrive at the final station, this could communicate with the first one. The individuals/groups could be divided into two macro-groups competing with each other. The winner is the macro-group completing a sentence with the highest number of words, or reaching a certain number of words in the shortest time.