

**Name of activity:**

Sea battle with the Morse Phone

**Target activity:**

Familiarize yourself with technology and apply it in a playful way.

**Description of the activity:**

By linking 2 or 3 Morse Phone it is possible to send accusations to each other (explanation can be found in the Building Description) it is possible to send messages to each other over a larger distance.

Create a playing field as you know of sea battle, eg 25x25 courses and number the vertical boxes 1 to-and 25 and the letters A to Y on the bottom boxes.

This creates a letter with a number combination, which then corresponds to one box.

Draw the ships in the playing field, horizontally and vertically (not diagonally) by signalling eg B-12 via the Morse Phone on the other hand, the player or players on their skin touch or miss.

Use the Morse Phone to check whether you have hit or miss.

Note on all playing fields with colour whether you have hit or missed.

Variation on this for larger or more groups: let 3 teams shoot on eg the playing field of the lead, so the game goes faster and creates a small league connection.

**Safety:** N.V.T.

**Tips:**

Connect a 3rd or even 4th Morse Phone to be able to listen to or play along with.

**Preparation time:** 10 minutes (in which building of the Morse Phone is not included)

**Game duration:** 45-120 minutes

**Activity area:**

Forest. Club house, club grounds,

**Age group:** DEWEK, scouts, Exploring.

**Group size:** 5 to 25 players.

**Location:** inside / forest / outside / lawn or playing field.

**Award:** Development award.

**Appendix:** N.V.T.