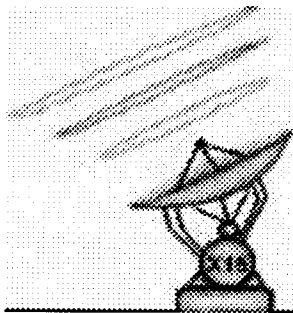


WEBELOS

COMMUNICATOR



Communicator

This being the "Information Age" the communicator badge offers a wide range of opportunities for the boys to be entertained as they learn about communication today. We are all communicators and it is up to all of us to teach each other how to express ourselves to each other through things like good telephone manners and practicing being polite and courteous to others.

Den Activities

Demonstrate and teach the Webelos Scouts the Boy Scout Motto using sign language.

Have a deaf, blind or mute person visit the den and describe special problems they have in communicating.

Visit the Library.

Instruct Scouts in the use of secret codes. Then let several Scouts complete and invent their own code.

Visit a newspaper, radio or television station. If you cannot visit a newspaper, radio or television newsroom, invite a newsperson or reporter to your meeting to talk to the boys about their job.

Review the instructions on addressing a group and have several Scouts compete.

A color guard of three Webelos Scouts present the U.S. flag, one other Scout reads the History of Our Flag, (**Official Boy Scout Handbook**), at an opening.

Have boys bring in a news story and have it read to the den as it might be read on a newscast.

Who's Who History of Communication

Match the following inventions to their inventors.

- | | |
|-------------------------|----------------------|
| 1. Telegraph | 2. Phonograph |
| 3. Telegraph | 4. Printing Press |
| 5. Photography | 6. Typewriter |
| 7. Radio | 8. Computing Machine |
| 9. 1st Digital Computer | |

- _____-Johann Gutenberg
_____-Guglielmo Marconi
_____-Louis Jacques Madaire' Daquere
_____-Alexander Graham Bell
_____-Thomas Alva Edison
_____-Howard Aiken
_____-Samuel Morse
_____-Xavier Progin
_____-Charles Babbage

Answers: 1. Bell, 2. Edison, 3. Morse, 4. Gutenberg, 5. Daquere, 6. Progin, 7. Marconi, 8. Babbage, 9. Aiken.

Games

Blindfold Game

Have your den form a large circle. In the center place an empty coffee can. Blindfold one of the boys and supply him with a broomstick. The object of the game is to have the Den direct the blind Scout to the can and have him pick it up with the broomstick. Was it easy? Does it work better with one boy giving directions or all of them?

Tower of Playing Cards

Equipment: Several decks of playing cards (**all the same size**)

Divide the boys into teams and have them build a tower with playing cards (Skip-be, Uno, Fish can be mixed if they are the same size.)

Here's the catch. The boys cannot say one single word while building the tower - it all has to be done with sign and body language. When the tower is built, each team uses their verbal skills by deciding on a package that "sells" their tower. Why it's the best, tallest, grandest, wackiest, most pleasing, sturdiest, most stable, etc.

Body Language Game

To play this game, give your den members paper and pencil. Ask them to think about feelings they can show by body language only-without making a sound. Have them make a list of at least five feelings they can show. Den members take turns showing one of their feelings. The others try to guess what the feelings are. The den leader or den chief can be referee and decide whether the body language really does show the feeling. If a den member guesses correctly, he gets one point. If nobody guesses correctly, the boy who performed the body language gets one point. The final winner is the boy with the most points.

Word Lighting

Players sit in a circle. The leader points to one of them and calls out a letter of the alphabet. The chosen player has

exactly one minute to recite all the words he can think of that begin with the letter called. The leader keeps track of the time, while the other players count the number of words. Proper names are not allowed, and the same word may not be repeated. The leader gives each player a turn; he uses a different letter for each player but avoids such difficult letters as "x", "q" and "z". The player who complies the longest list of words in the allotted minute wins the game. This game is not as simple as it sounds, because it is often surprisingly difficult to think of familiar words when under pressure. You are already a communicator. So is every other human being. A communicator is one who gives information. It is the Den Leader's responsibility to teach the Webelos Scout how to express oneself and to present him with many different ways of communicating. Communication is a big field and the Webelos Den Leaders can help the boys sample that field through the den working on the Communicator Activity Pin.

Hear, Hear Game

This game is identifying sounds. The den chief produces the sounds below from behind a screen or in another room and the Webelos listen. As each sound is produced, the boys write down what they think it is.

Sample sounds: sandpaper, golf ball or ping-pong ball bouncing on a bare floor, piece of metal being filed, and bursting a paper bag.

Invisible Writing

Equipment: Hot light bulb, Paper, White crayon, White paper, Water colors, Paint brush, and One of the following: milk, vinegar, lemon / orange / grapefruit/ apple/ onion juice, soda pop, or sugar water.

Invisible Writing can be accomplished in many ways - milk, vinegar, lemon/ orange/ grapefruit/ apple/ onion juice, soda pop, and sugar water all dry invisible but when put next to a hot light bulb, they will darken so they can be read. Here is a different approach. Draw your message in code or in picture writing using a white crayon on white paper. The receiver uses watercolors to find the message.

Codes

Secret Code for Your Scouts

	A	E	I	O	U
1	A	B	C	D	E
2	J	I	H	G	F
3	K	L	M	N	O
4	T	S	R	Q	P
5	U	V	W	X	Y or Z

5I 1U 1E 1U 3E 3U 4E

This code uses numbers in place of letters. The code for A is 1A, because A is the first (1) column and first (1) row. The code for M would be 3I, because it is in column 3 and row 3. Always use

your column number first. Read across for rows, and down for columns.

Every letter has its own box except Y and Z. They share a box but you can figure out which one is meant by seeing which letter fits into the rest of the word.

Greek Alphabet Code

A	B	X	Δ	E	Φ	Γ	H
A	B	C	D	E	F	G	H
I	Θ	K	Λ	M	N	O	Π
I	J	K	L	M	N	O	P
Θ	P	Σ	T	Υ	ς	Ω	Ξ
Q	R	S	T	U	V	W	X
			Ψ	Z			
			Υ	Z			

XAN ΨΟΥ ΔΕΧΙΠΗΡ

 THIS MESSAGE

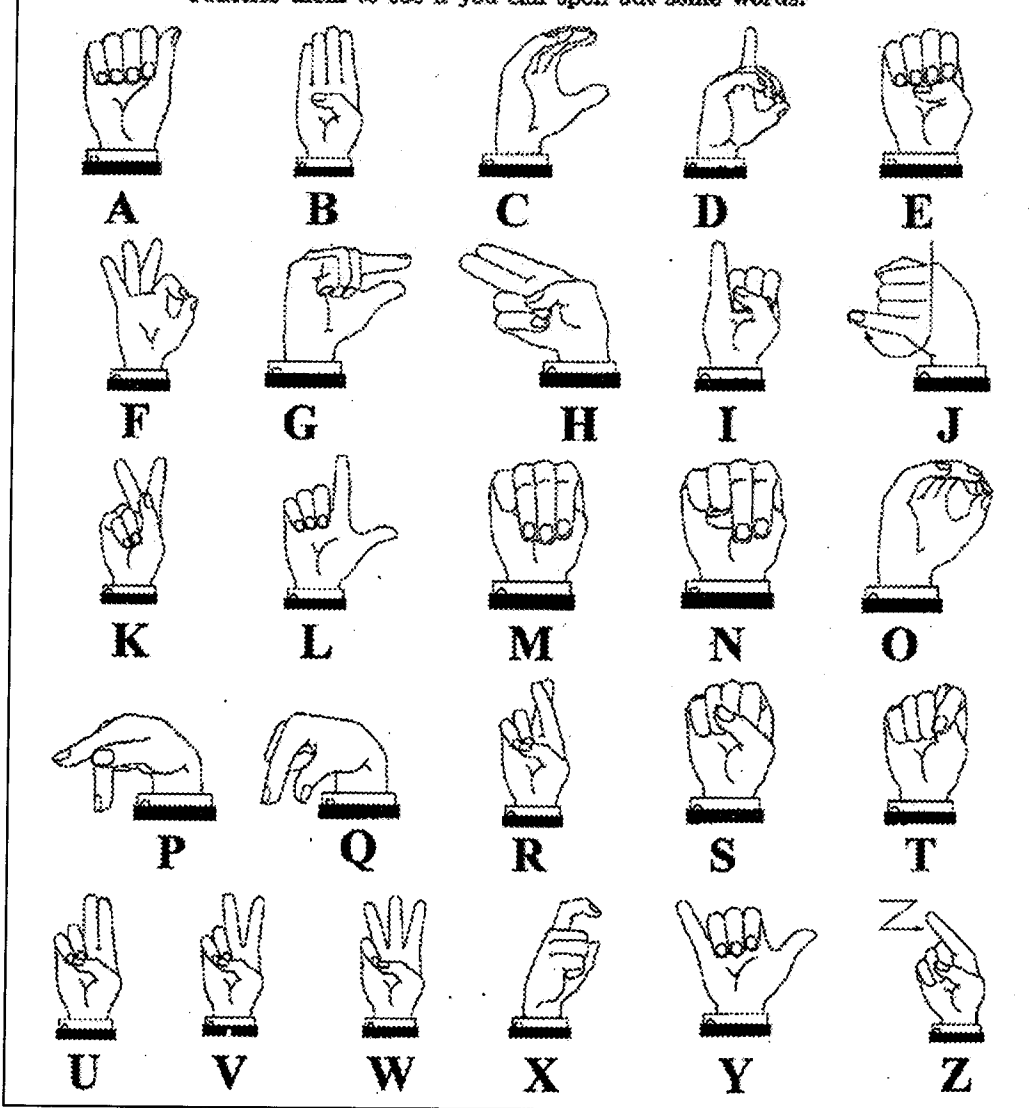
Morse Code

Use Morse code to send and receive messages.

A	B	C	D	E	
·-·	-··	·-·	-··	·	
F	G	H	I	J	
··-	-·-	···	··	·- - -	
K	L	M	N	O	
·-·	·-·	- - -	-·	- - - -	
P	Q	R	S	T	
·- - -	-·-·	·-·	···	- - -	
U	V	W	X	Y	Z
··-	··-·	·- -	-··	-·- - -	- - -

Signing

The Manual Alphabet or Signing is a means of communication used by people who have a hearing impairment.
 Study the signs shown and see if you can learn them.
 Practice them to see if you can spell out some words.



Can you read what the hands are saying in the message?



Communicator



Now You See It, Now You Don't

(NOWY OUS SEEI IN OWY OUD ONT!)

Over 150 years ago, a man names Thomas Jefferson Beale sent a friend three secret messages written in cipher. In a note that came along with the ciphers, Beale explained that he had left town in a hurry. Before he left, he buried his treasure. The ciphers, he said, would tell a friend where the treasure was hidden.

In case the letter fell into the wrong hands, Beale left out the key to reading the ciphers. One of the messages has been solved, but not the other two. Beale's treasure – about \$14.7 million worth of silver, gold and jewels – remains unbound.

What's the moral of this story? Perhaps it is this: Don't use a cipher that is so difficult that even your friends can't figure it out!

All of the following ciphers seem like gibberish at first. But if you know how to look at them, the message will appear – like magic. The secret to cracking the cipher is right there on the page. It's now-you-see-it, now-you-don't.

With these ciphers, you'll be able to hide your message quickly. And the person to whom you're sending your secret message won't have to spend a lot of time deciphering it. People who aren't in on the cipher will still be thrown off the track.

Outer Space Cipher

In this Cipher, only the spacing of the letters is changed. The letters of the real message are all in the right order, but the words are broken up into new groups of nonsense words.

For instance, can you decipher the punch line to this joke?

Q. What did the moon say when it was offered a piece of fried chicken?

A. XZNOTH AN KSIMFU LL!

Take a look at the last four letters of the punch line. FU LL. If you group those letters together, you get the word FULL. Try regrouping the other letters in the message.

Ignore the X and Z. They're what code and cipher writers call "nulls." Nulls are nonsense letters or words stuck into a code to fill up space and confuse people.

You'll also have to add your own punctuation. Codes and ciphers often leave out the punctuation.

If you start reading from left to right, the words will start to appear. Writing the words down with a pencil and paper will help.

A. XZ NO TH AN KS IM FU LL!
(No thanks, I'm full!)

For more practice with Outer Space Cipher, try this:

Mini Mystery

A man is running home. Suddenly he stops and runs the other way. Why?

1st Clue: XZLTH EMANI SWE ARIN
GAUN IFO RM!

Here's another clue. This one is in *backward* Outer Space Cipher. It works exactly the same way as regular Space Cipher, only this time you have to read from right to left. Watch out for null letters on both ends!

2nd Clue: SNRZM ROFI NULLA BESA
BAGNI RAEWS EHQR.

Once you've untangled this clue, read the Mini Mystery again. Now can you guess why the man suddenly stopped running home and ran the other way?

Here's the answer – in cipher, of course.

SWTXT HEMAN ISP LAYI NGBA SEB
ALLH ESRUN NIN GTOH OMEP LATET
HENH ESEE STHA TTH ECA TCHERHAS
THEBA LLSO HERUN SBA CKTOT HIR
DBA SE!

Crease Cipher

If they miss the crease, people will spend hours trying to crack this cipher. The message is staring them right in the face.

Q: *Why did the magician invite only lions to see his magic show?*

A:

SEEIUERDT	DKFOWEIR	SDFOWEIRC	GHTOSSUG
POWERSDXO	DEOFGHTI	FSIWERHFR	HASOSIGH
QEIRUGHTH	EEOFGHTO	ASDFOWERO	FHJGGOIG
WIERYRRUE	ADFWOERI	XCCXVEOCW	GGHOWIGH
WOERIRUEA	SBEOIRRU	SOFIGHGID	EHGSSOE
XVCDGCBXR	CRCFHGUR	WOIGHGDIR	OSDFIGHI
UOIYUIYOT	UIUOTYIO	SOSSOFIDO	SDIFODFI
XXBCCBFH	ECRWODEI	AXXDIFJGA	DIFFJKL
ASDFKSDFE	SDFJSWWI	SOIDHGIRR	SICOIFFL

Where's the punch line hiding? Look straight up and down along the two vertical creases. All the other letters are just nulls to confuse you. And the horizontal crease is another kind of null to make the other two creases seem natural – as if the whole piece of paper had been folded up. To find the message, read down the letters just to the left of the first vertical crease, followed by the letters just to the left of the second vertical crease.

If you want to be even trickier, measure the middle of the paper with a ruler and mark it with a faint line. Write your message along the line, then erase the pencil marks. Now fill in null letters to hide the message. The person who gets the message simply folds the paper in half and reads down along the crease.

The crease doesn't have to go straight up and down. It can also go on a diagonal, like this:

Q: *What has a head and a tail, but no arms and no legs?*

A:

A	WEIREWWWREERERE
SC	RDBSDFWEFIGHTS
SDO	EIGSFISNOITSS
SDXI	SDFITNSIDFW
SDIRN	YRESTUVWIXN

Crease Ciphers can also be written backwards, from the bottom row to the top. You can make the message as long as you like. For extra long messages, add more creases.

Dot Cipher

This cipher was popular in the seventeenth century. Back then it was cheaper to mail a newspaper than a letter. So people wrote letters to each other on newspapers – by using dot cipher.

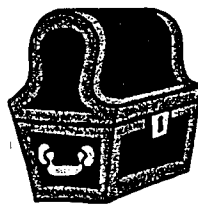
First write out your secret message. Now take a newspaper article. Place a tiny dot or pinprick above the letters of the words in your message, in order, throughout the article.

For example, there's an answer to a brain teaser hidden in the following article. Write down the dotted letters on a separate piece of paper to keep track of them.

Q: *Exactly how much dirt is there in a hole that is 11 feet deep, 21 feet long, and 3 feet wide?*

A.

KID, 12, FINDS BURIED TREASURE!



Paramus, N.J. – Howie

Ravitch was digging

in his backyard yesterday,

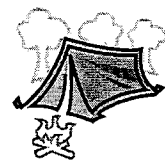
when his shovel hit something

hard. That hard object turned out to be an old

chest filled with gold doubloons worth millions of dollars!

"I don't know why I started digging there," a proud Howie told reporters. "But I sure am glad I did!"

(Answers on page 130)



COMMUNICATOR

This Activity Badge/Pin allows all the ways in which we can Communicate with one another. It also allows boys to explore ways of Communicating that in the past they may not have used or tried. It also allows boys to can an appreciation for those who communicate their ideas and feelings even if they do have a handicap.

Sources for field trips, a den meeting speaker, or an Activity Badge/Pin Counselor could come from any of the following: Express-News, KENS-TV, KSAT-TV, San Antonio Central Library or another branch, and the Lighthouse for the Blind.

PACK DEMONSTRATIONS:

- Have the boys do the Cub Scout Oath or Boy Scout Oath in sign language.
- Have the boys do a skit on the workings of a TV or radio station.
- Have the boys write, print and distribute the Pack's Newsletter.

GAME:

Circling Message

Materials:

paper and pen or pencil to write out messages

Object:

Boys sit in a circle. The boy that is going to start the circle writes out his message and gives it to a leader. Then he joins the circle and tells the boy on his left his message. That boy then tells the next boy to the left and around the circle it goes. It stops with the boy immediately to the right of the boy who started the circle. The last boy tells the message that he heard. Compare that to what was started. The game continues until each boy in the circle has had a chance to start a message. At the end of the game the den leader or pin counselor could have the boys reflect on the communication skills of listening and speaking.

Electronic Morse Code

Morse Code may seem out-of-date in this computer age(it was invented in the 1830s), but it's easy for kids to learn and run to do. The code consists of dots and dashes that stand for short and long sounds. Your child can use a zero or a one, two letter, two stamps, and so on, as substitutes. Don't be surprised if you hear tapping from your child's bedroom tonight—the message might be, "Guess who's still awake!"

A *_-	J *---	S ***	2 **---
B _***	K _*-	T -	3 ***_
C _*_*	L *_**	U **_	4 ****_
D _**	M --	V ***_	5 *****
E *	N _*	W --	6 -****
F **_*	O ---	X -**_	7 _****
G --*	P *_**	Y -*_--	8 ___**
H ****	Q _*_	Z _**	9 ----*
I **	R *_*	I *_---	0 ----

WEBELOS



COMMUNICATOR

Find the words in the word scramble. They are horizontal or vertical.

- | | | | |
|--------|------------------|---------------|---------|
| WORDS: | computers | speaker | wires |
| | body language | announcer | radio |
| | communication | sign language | mime |
| | satellite | television | picture |
| | foreign language | visual | talking |
| | politician | library | parent |
| | newspaper | email | hearing |
| | internet | listening | movies |
| | Morse code | DJ | teacher |
| | Writing | coded | cables |
| | Phone | news | |

C	O	M	M	U	N	I	C	A	T	I	O	N	H	M	
R	N	A	I	C	I	T	I	L	O	P	F	X	E	A	Q
E	N	O	H	P	C	F	P	O	G	J	K	D	A	R	N
W	S	E	A	N	N	O	U	N	C	E	R	E	R	O	I
Q	A	D	F	N	T	R	E	L	M	R	A	D	I	N	O
S	T	O	P	A	R	E	N	T	X	S	K	O	N	I	S
P	E	C	H	E	M	I	M	Z	T	R	E	C	G	S	I
E	L	E	G	A	U	G	N	A	L	Y	D	O	B	I	V
A	L	S	N	B	J	N	G	U	I	R	J	T	G	N	E
K	I	R	I	T	Y	L	J	H	A	A	F	E	N	E	L
E	T	O	T	D	F	A	X	C	M	R	L	N	I	L	E
R	E	M	I	Z	S	N	O	P	E	B	A	R	K	E	L
U	T	T	R	Y	U	G	S	E	R	I	W	E	L	T	Z
T	F	G	W	L	A	U	S	I	V	L	X	T	A	T	S
C	S	H	T	Y	O	A	H	G	F	S	M	N	T	S	E
I	W	E	G	A	U	G	N	A	L	N	G	I	S	S	E
P	E	W	T	F	S	E	I	V	O	M	I	O	N	L	B
A	N	T	S	L	I	S	T	E	N	I	N	G	K	B	A
Q	S	E	K	R	E	P	A	P	S	W	E	N	J	B	A
Z	T	E	A	C	H	E	R	E	T	U	T	M	O	C	C

WEBELOS