

Communicator Activity Badge Outline -- Community Group

The Communicator Activity Badge is recommended to be presented in a one month format, as outlined in the Webelos Program Helps booklet. This example outline presents the Badge in four weekly meetings. Every requirement in the first elective section is covered in the outline in three meetings. One meeting is set aside for either a field trip or activity on a personal computer. Each Scout who attends all meetings will satisfy all of the first set of requirements, even though only four of the seven electives are required. The second set of electives can be worked on partly in the Den meeting, partly at home. The field trips to the library, newspaper, radio or television stations should be done outside the Den meetings.

Use the Webelos book in the meeting. Have the Scouts read sections from the book. Use all the resources you have available. Make sure you sign off their books each meeting.

Week 1

Requirements to be fulfilled:

Do Four of These:

1. Play the Body Language Game with your Den.
2. Tell your Den about something you have done and answer questions about it.

Discussion and Demonstration:

1. Read the introduction and requirements on pages 103 and 105. Discuss the requirements and how they will be worked on in and outside the Den. Make sure you alert the Scouts and the parents about any field trips that will be planned. Also, make sure you telephone the parents a few days before the field trip -- it helps attendance.
2. Read pages 105 - 106 on Body Language.
Show the Scouts the pictures on pages 106 - 107. Play the body language game. A prize for the winner is a good idea, too.
3. Read pages 106 - 107 on Telling a Story.
Warn the Scouts at the beginning of the meeting that they will have to tell a story. Choose a subject before hand so that the Scouts can think about it for a while during the meeting. Something like, "What did you do on Summer Vacation", "Tell us about a trip you took this summer", "What do you like about School", "What do you not like about school", etc. Have each scout stand in front of the other Scouts and tell their story, 1 to 2 minutes max. Then have the other Scouts ask questions.

Homework:

1. Look for Body Language in the people around you. Look at your parents and friends as they talk to you or talk to others. What do you learn from their Body Language? Tell the Den next week.

Week 2

Requirements to be fulfilled:

3. Invent and use a sign language or picture writing to tell someone a story.
4. With your Den use a signal code to send a message of a few words.

Discussion and Demonstration:

1. Report on Homework
2. Read pages 108-109 on Sign Language and Picture Writing.
Have each Scout demonstrate a couple or a few signs they make up. Suggest a few others. See if together you can make up a short story using the signs. Don't spend more than 10-15 minutes on this exercise.

Is there someone in your Pack who knows sign language who can come to your Den meeting to demonstrate it and teach the Scouts a few signs?

3. Read pages 110 - 112 on Signal Codes.

It is best to arrive at the meeting prepared with one page for each scout that contains the signal code you will use, such as Morse Code, and another sheet for each Scout that contains a short message for them to decode. If you have a code practice oscillator, then you can demonstrate how Morse Code is sent and what it sounds like.

Have each Scout write a short message, just a few words, on the same page as the prepared message. Left or right shift all pages one Scout and decode them.

I have also used American Sign Language as the signal code -- providing a printed sheet with the entire alphabet and a short message to decode.

Another good signal code is the Prisoner Code, a tapping code based upon a matrix of letters as shown below:

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

This code has been used by prisoners to communicate cell to cell. A person taps the number of the row, then the number of the column with a pause in between. As an example, "tap tap <pause> tap tap tap" would be the letter H.

Homework:

1. Do you ever use signs with your friends? How about waving hello and good-bye? Do you see other people using signs? Tell your Den next week what you see.

Week 3

Requirements to be fulfilled:

5. Tell how to use a telephone or Citizen's Band (CB) radio properly.
[Time is set aside here for a Personal Computer demonstration]

Discussion and Demonstration:

1. Report on Homework
2. Read page 113 on using the Telephone.
Discuss the proper use of the telephone. If someone has Ham Radio equipment, have them come in to show how it is used, and discuss briefly how to obtain a license. I would avoid discussion of CB radio, since almost any use of CB is illegal and should not be encouraged.
3. The personal computer demonstration MUST be set up ahead of time. If you have the necessary computer, etc., then either bring it into the meeting or take the Scouts to where it is. You can do the demonstration just as the book says, "Access a computer program and tell what you learn" or you can do something that will really get the Scouts excited. The book was written long before the proliferation of electronic mail and Internet access. This is what I have done:

I subscribe to the Scouts-L Youth Groups Discussion list, an auto-forwarding e-mail list with about 1400 Scouts and Scouters located all over the world. Subscribe by sending the message, SUBSCRIBE SCOUTS-L <your name> to listserv@tcubvm.is.tcu.edu. Send messages to the group at Scouts-L@tcubvm.is.tcu.edu. A couple days before the demonstration I send a message out to Scouts-L announcing when we will be on the computer and ask for messages specifically to our Den. Then, when the time comes, there are messages already there to read, and we together make up some messages to send out to Scouts-L. The Scouts introduce

themselves, ask questions, etc. We get replies back very quickly, so the Scouts actually communicate with other Scouts and Scouters around the world.

Extra Credit: How about establishing e-mail pals with some other Scouts half way around the world. What is Scouting like in Australia?

Homework:

1. Start thinking about a Den secret code. We will need some symbol for each letter in the alphabet. KEEP IT SIMPLE!
2. Think up a short story to tell at the next meeting.

Week 4

Requirements to be fulfilled:

6. Invent your own Den secret code, and send one of your Den members a secret message.
7. With one of your Den members, tell a story two different ways. Let the rest of the Den try to find you which version is true by asking questions.

Discussion and Demonstration:

1. Report on Homework
2. Read pages 113 - 114 on Secret Codes.
Arrive at the meeting with a sheet for each scout that has two columns, with the alphabet, so that the Scouts can write their symbols next to each letter. Divide the alphabet into the same number of groups as you have Scouts at the meeting. Then, have each scout write their symbols next to their group. Left shift the papers and have the Scouts write their symbols on the next paper. Continue until all papers have the entire alphabet completed.
Now, using a clean piece of paper, have each Scout write a short message, of a few words, using the secret code. Now, left shift again and have each Scout decode the message. [Note: Left or right shifting eliminates the, "I want his, no I want yours", kind of stuff.]
3. Read pages 114 - 115 on Finding the Truth.
This is a good makeup exercise, if one or more Scouts have not attended enough meetings to satisfy all requirements. If you try to do this with your whole Den, it will take up a large portion of a meeting. Buddy them up and have them go into a corner for 5 minutes max, to discuss a story, to be told two ways -- one which is true, the other which is false. Then have them return to the group and each tell the story. Have the Den ask questions to determine which story is true and which is false. Then have the Den guess which is true.

Working on the Second Elective Group:

Requirements to be fulfilled:

Do Two of These:

8. With your Den visit a library and talk to the librarian. Learn how books are indexed to make them easy to find.
9. Visit the newsroom of a newspaper, radio or television station and find out how they receive information.
10. Invite a blind, deaf, or mute person to visit the Den. Ask them about the special problems they have communicating. See how well you can communicate with them.
11. Use a personal computer or terminal to access a computer program. Talk about what you discover.
12. Find out about jobs in communications. Tell your den what you learn.

Satisfying the Requirements:

1. Plan a field trip to the local library. This can be done during a Den meeting, but will probably take the whole meeting time. A field trip outside the usual meeting time will probably be best. It is likely that your Scouts will already have taken a trip to the local library as part of school. Find out, and if so, choose another requirement to fulfill.
2. Most towns have a newspaper that will be glad to give a tour. Many towns have radio and television stations. Call ahead to see if they can give a tour. Plan this trip for outside meeting time, as it will probably take more time than a normal meeting.
3. It may or may not be easy to find someone that is blind, deaf or mute, to invite to your Den meeting. If so, your Scouts can learn a lot about special communications needs and capabilities. Blind people learn Braille, deaf people learn how to read lips and learn American Sign Language. These are important skills that your Scouts may not know anything about.
4. By far the best way to satisfy the personal computer requirement is to access Internet from a home computer and talk with one or more people by electronic mail. There are Scouting forums on America On-Line and CompuServe. There are thousands of Scouts and Scouters out there that communicate with each other daily via e-mail. Set up a schedule with someone before hand, so that the message traffic can be personalized to the members of your Den.
5. Where do you find out about jobs in communications? The Library, newspapers, talk with the librarian, and the people you meet at the other field trips. This is a good one to give as a homework assignment to some Scout that is particularly interested. Or you can bring material into the Den meeting and all learn about these jobs together.

The Webelos Secret Code

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
1
2
3
4
5
6
7
8
9
0

The Morse Code

A A
B B
C C
D D
E E
F F
G G
H H
I I
J J
K K
L L
M M
N N
O O
P P
Q Q
R R

S S
T T
U U
V V
W W
X X
Y Y
Z Z
1 1
2 2
3 3
4 4
5 5
6 6
7 7
8 8
9 9
0 0

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The American Sign Language

A	A	M	M	Y	Y
B	B	N	N	Z	Z
C	C	O	O	1	1
D	D	P	P	2	2
E	E	Q	Q	3	3
F	F	R	R	4	4
G	G	S	S	5	5
H	H	T	T	6	6
I	I	U	U	7	7
J	J	V	V	8	8
K	K	W	W	9	9
L	L	X	X	0	0

A message 4 u

In Webelos we learn a lot about being a Boy Scout. It is also a lot of fun! Do you like camping and hiking?

When we go hiking
we try to identify
new plants

Do you know your
knots square knot
clove hitch and
bowline

Communicator Activity Badge Den Leaders Record

List Boy's Names

Date: _____
 Month/Year

Requirements

Do Four of These:

1. Play the Body Language Game with your den.																				
2. Tell your den about something you have done and answer their questions about it.																				
3. Invent and use a sign language or picture writing to tell someone a story.																				
4. With your den, use a signal code to send a message of a few words.																				
5. Tell how to use a telephone or Citizens Band (CB) radio properly.																				
6. Invent your own secret code and send one of your den members a secret message.																				
7. With one of your den members, tell a story two different ways. Let the rest of the den try to find out which version is true by asking questions.																				
And Do Two of These:																				
8. With your den, visit a library and talk to a librarian. Learn how books are indexed to make them easy to find.																				
9. Visit the newsroom of a newspaper or radio or television station and find out how they receive information.																				
10. Invite a blind, deaf, or mute person to visit your den. Ask them about special problems they have in communicating. See how well you can communicate with them.																				
11. Use a personal computer or terminal to access a computer database. Talk about what you discover.																				

**Date Completed
 Awarded**

Scouting on the Internet -- A Summary

This is an introduction to Scouting resources available on the Internet. It is a brief summary of the information available on the "Scouting on the Internet" World Wide Web page, at http://www.macscouter.com/SCT_INET.

1.0 The Basics -- Mac and PC freeware and shareware

There are a variety of free and shareware applications available to support both Macintosh and Wintel platforms. To obtain them, you will usually need to use an FTP client of some sort. Anonymous FTP is performed by using the word anonymous as the username and your e-mail address as the password, when logging onto an FTP server. You can also perform FTP using a World Wide Web browser, such as Netscape or Mosaic.

1.1 Macintosh Basics

FTP and Archie Clients -- There are two FTP clients, Fetch and Anarchie. I am partial to Fetch. The original is available at: <FTP://dartvax.dartmouth.edu/pub/Mac>.

Newsreader Clients -- InterNews, a sophisticated USENET newsgroup reader is available at: <FTP://dartvax.dartmouth.edu/pub/Mac>. A somewhat less sophisticated, but very usable newsgroup reader called NewsWatcher is available at: <FTP://ftp.acns.nwu.edu/pub/newswatcher>

Web Browsers -- The latest version of Netscape can be obtained via anonymous FTP: <FTP://ftp.mcom.com/netscape1.1/Mac>

1.2 PC Basics

Most PC programs can be obtained at any of the major Internet archives, including but not limited to wuarchive.wustl.edu (fsp, gopher), ftp.cica.indiana.edu (FTP, fsp, gopher), oak.oakland.edu (FTP) and their mirror sites.

Web Browsers -- The latest version of Netscape can be obtained via anonymous FTP at either : <FTP://ftp.mcom.com/netscape1.1/Windows>, or <FTP://ftp.netscape.com/netscape1.1/Windows>. The Mosaic World Wide Web (WWW) browser is available at: <FTP://ftp.ncsa.uiuc.edu/Web/Mosaic/Windows>

The One Stop Winsock Shop -- Lachlan Cranswick (lachlan@dmp.CSIRO.AU), from Australia, has a single self extracting archive of all necessary Internet applications for a Windows computer. This stuff is located at <FTP://sol.dmp.csiro.au/pub/Internet/all>, as file internet.exe. HD disk images of this software are located at <FTP://sol.dmp.csiro.au/pub/Internet/floppy> as files internt1.exe, and internt2.exe. There is a US mirror site at (expires in October) <FTP://ftp.alumni.caltech.edu/pub/dank/Internet-kit>.

2.0 Discussion Groups and News Groups

There is a vast wealth of information and experience out there -- not only with Scouters in this country, but also Scouters from around the world. With a computer and an Internet connection, you and your unit can benefit from discussions with other Scouters.

2.1 The Scouts-L Youth Groups Discussion List -- To subscribe, send "subscribe Scouts-L <your name> to listserv@tcubvm.is.tcu.edu

2.2 The E-Scouts Discussion List -- To subscribe, send "subscribe Scouts-L <your name> to listserv@tcubvm.is.tcu.edu

2.3 The Arrow-L Discussion List -- To subscribe, send an e-mail message to listserv@indian.dc.isoft.com, with the message: subscribe Arrow-L Your-First-Name Your-Last-Name.

2.4 The Explorer-Net Discussion List -- To subscribe, send an e-mail message to explorer-net-request@erda.rl.af.mil, with the message: subscribe Explorer-Net Your-First-Name Your-Last-Name

2.5 The SCOUT-GIRLS-L Discussion List -- To subscribe, send an e-mail message to server@slc.cts.com: Join Scout-Girls-L.

2.6 APO-L -- To subscribe, send a message to: listserv@purccvm.bitnet.com, with the usual, SUBSCRIBE APO-L Your-First-Name Your-Last-Name

2.7 The World Jamboree Mailing List -- To subscribe to the list, send mail to Toumas M. Toivonen at toivotuo@clinet.fi. Include your name, e-mail address and some information about your scouting background and role in the Jamboree.

2.8 Scouting-Europe -- Send message to : Listproc@ifipc01.uni-muenster.de, with the usual, SUBSCRIBE SCOUTING-EUROPE Your-First-Name Your-Last-Name.

2.9 Pfadi-liste -- Send message to: Listproc@ifipc01.uni-muenster.de, with the usual, SUBSCRIBE Pfadi-liste Your-First-Name Your-Last-Name

2.10 SCOUTS-NL -- To subscribe to SCOUTS-NL, send an e-mail message to LISTSERV@NIC.SURFNET.NL: SUBSCRIBE SCOUTS-NL Your-First-Name Your-Last-Name.

2.11 The rec.scouting USENET Newsgroup

2.12 The World Jamboree Discussion List -- To join the World Jamboree '95 mailing list send mail to Jamboree-Request@FreeNet.Hut.FI. In the message just tell that you want to join the list.

2.13 The Jewish Scouting Discussion List -- To subscribe to the J-Scouts mailing list, send an e-mail message to listproc@shamash.nysenet.org, with the message: subscribe J-Scouts.

2.14 The Native-L Discussion List -- To subscribe send a message to listserv@tamvm1.tamu.edu with 'subscribe native-l firstname lastname' .

3.0 Scouting Forums on the On-line Services

- 3.1 The AOL Scouting Forum -- The AOL Scouting forum is accessed by KEYWORD: Scouting. Our forum host Pat Skelly is a participant under the name Scout Ldr. The forum includes an extensive library full of clip art, files, and software samples.
- 3.2 The Prodigy Scouting Forum -- On Prodigy: Jump Service Clubs BB, click on "Choose a Topic" and select Boy Scouts.
- 3.3 The Compuserve Scouting Forum -- On Compuserve: Go OUTACT. Choices of libraries or interactive discussion this Outdoor Activities forum.

4.0 Internet Relay Chat (IRC)

IRC is a multi-user on-line chatting system. It allows users to talk to other users all around the world via the Internet. This is done by connecting a client program to a server. You need a connection to any network connected to the Internet and running TCP/IP. You have to select your preferred server (usually the nearest), as listed below. There are over 2000 IRC channels. Of interest to us is the #scouting channel. You can join the discussion by issuing a "/join #scouting" command to your IRC client. There are a lot of IRC servers all over the world -- hundreds. A couple close by are irc.ucdavis.edu -- University of California, Davis, and irc.ucsd.edu -- Univ of Calif San Diego.

5.0 FTP Sites

- 5.1 The Pluto.utdallas.edu/pub Site -- UNDER RE-CONSTRUCTION UNTIL
- 5.2 The FTP.ETHZ.CH/rec.scouting/ Site
- 5.3 The FTP.IMP.CH/scouting Site
- 5.4 The ftp.HiWAAY.net/hyper/Scouts/ Site
- 5.5 The FTP.ITC.UNIVIE.AC.AT/pub/scout Site
- 5.6 The FTP.CTS.COM/pub/mikey Site
- 5.7 The FTP.NETCOM.COM/pub/jn/jnelson/cubs Site
- 5.8 The SETON.COR.NET/pub/scouts Site
- 5.9 The FTP.US.NET/PUB/SCOUT Site
- 5.10 The ftp.macscouter.com/MSW51 and ftp.macscouter.com/HamJOTA_Clipart Sites
- 5.11 The ftp.cam.org/users/malak/scouting Site
- 5.12 The rtfm.mit.edu/pub/usenet-by-group/news.answers/scouting Site

6.0 Scouting on the World Wide Web

The World Wide Web is the hottest thing in Cyberspace these days. If you do not have access to the Web, you can retrieve any URL by sending (SEND "URL address") to (listserv@info.cern.ch) .

6.1 Places to Start Browsing

There are a few very good places to begin Scouting on the Web. The number of Scouting related Web home pages is increasing daily, so that there is no way to exhaustively catalog them. Go browse for yourself.

Boy Scouts of America:

The official BSA starting place is the Boy Scouts of America, Inc, WWW Pages for the Boy Scouts of America and Member Units. The URL for this home page is <http://www.almaden.ibm.com/scouting/> (also at the following URL: <http://www.scouting.org/scouting>).

The US Scouting Front Door:

The US Scouting Front Door is a home page located at <http://www.HiWAAY.net/hyper/Scouts/>. This Web page contains links to a variety of things not available on the BSA Home page.

World Guiding and Scouting Resources:

Another interesting place to browse is the World Guiding & Scouting Resources home page at <http://www.clinet.fi/~toivotuo/wogusr/index.html>

The InterNETional Scouting Home Page:

The InterNational Scouting Home Page is located at the following URL: <http://www.strw.leidenuniv.nl/~jansen/scout.html> . This is a goodstarting place to learn about scouting in Europe and elsewhere.

The MacScouter Home Page

And don't forget The MacScouter home page of Gary Hendra, your humble author of Scouting on the Internet. There are a lot of really neat links, mostly my own pages, from my Home page. Things like skits, gross songs, ghost stories, shaggy dog stories, the Dutch Oven Cookbook, etc. Check it out! <http://www.macscouter.com>

7.0 Scouting Software Available on Internet

- 7.1 ScoutWare 1.0 for Windows -- Available for download via anonymous FTP from <ftp.us.net/pub/scout> .
- 7.2 Cubmate V1.2 Evaluation Copy -- not currently available on Internet
- 7.3 Girl Scoutmate V1.04 Evaluation copy -- not currently available on Internet
- 7.4 Scoutmate v3.12 -- not currently available on Internet
- 7.5 Scout Manager Software --The application `sctmngn.zip` can be downloaded using anonymous FTP from:
[FTP://scorpion.cowan.edu.au/pub/varia/scouts](ftp://scorpion.cowan.edu.au/pub/varia/scouts)
- 7.6 Macintosh Troop Tracker Software -- The files are available at <http://www.tyrell.net/~kkaiser/software.html>.
- 7.7 Macintosh ScoutTracker Hypercard Stack --Doc Haseman has announced his ScoutTracker version 3.0 Hypercard stack which can be downloaded from [FTP://Dartmouth.EDU/pub/ScoutTracker/](ftp://Dartmouth.EDU/pub/ScoutTracker/)