

Approaching different youth age scales

- Under 10
- 10-14
- 15-20
- 21-25
- Keeping 25+ active?

Under 10

Group 12

“ To introduce children to amateur radio, we should create games that aren't too boring and not too complex; otherwise, the children won't be able to understand them. For example, games in the woods, in parks or at school.

10-14

Group 2

“ Visiting their school and making presentations about the hobby. Also bring a portable HF station and showcasing to them how to operate. Lego through radio, Battleship through radio, simple ARDF, sport event, SSTV, ARISS Contact...

Group 12

“ Create engaging activities and slightly more complex, matching their level of education. For example, activities in the woods, parks or at school that are challenging but still understandable for them.

15-20

21-25

Group 11

Approach

- “
 - Presentations and workshops in high schools/unis
 - Active social media presence, managed by youngsters
 - Club stations
 - ARDF
 - Organize events
 - Go to fairs (maker faire, 37C3...)

Keeping them interested

- “
 - Regular activities
 - Weekly meetings
 - Project
 - Field days
 - contests
 - activations (POTA/SOTA...)
 - Camps
 - ARDF
 - Workshops
 - Having transceivers available to lend to newcomers

Keeping 25+ active?

Group 12

- “ 1. establish a mentorship program where experienced hams can pair up with youngsters
- 2. plan activities to appeal all ages such as tech workshops
- 3. Encourage elmers to learn about new technologies and digital modes
- 4. Hosting social gatherings encouraging interactions among members
- 5. Initiating projects requiring collaboration between the youth and the elmers