

"Let's create!"

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Live workshops

How to become a Ham?

How to Become a Ham - Beginner Workshop

Group Members:

- DL6BW
- HA0XD
- E71HB Haaarun
- 9A3BQR
- ES2ADO

Event Overview:

- **Name of the Event:** How to Become a Ham
- **Number of Participants:** 3-6 people
- **Level of Experience:** Beginner (no prior experience required, participants are preparing to get their licenses)
- **Duration:**
 - 3 hours per session, every week.
 - Each session is split into 1.5 hours for lecture and 1.5 hours for practical activities.
- **Location/Space Needed:**
 - A local radio club or a similar facility equipped with basic radio equipment.
 - The space should have a lecture area and room for radio operation practice.

Food:

- **Meals:** No food required.

- **Refreshments:** Optionally, provide water or coffee.

Budget:

- **Do you need money for the event?**
 - Yes, around **5-10 € per person** to cover materials (pens, notebooks, etc.).
 - Money can be collected from participants or sourced from the local radio club.

Materials and Equipment Needed:

- **For Lectures:**
 - Pen and paper for participants.
 - A blackboard/whiteboard or a projector for the instructor to explain concepts.
- **For Practical Sessions:**
 - A working radio station for participants to practice QSOs.
 - A morse key and software/hardware for trying out CW (optional).
 - A computer or station to try digital modes (optional).

Organizer's Preparations:

- Prepare all necessary teaching materials in advance (lecture slides, handouts, etc.).
- Set up the radio station and ensure it is functional for practical exercises.
- If using digital modes, install the necessary software and verify the setup.

What Participants Need to Bring:

- A notebook for taking notes.
- A positive attitude and a smile!

Workshop Content:

Workshop Structure:

1. Lectures (1.5 hours per session):

- Cover the following topics over the course of several weeks:
 - **Basics of Amateur Radio:** What it is, the different modes (voice, CW, digital), and the purpose of getting licensed.
 - **Operating a Radio:** How to handle radio equipment safely and efficiently.
 - **Call Signs & Procedures:** How to identify yourself and communicate properly on the air.
 - **Radio Etiquette:** Common dos and don'ts during QSOs.
 - **The Phonetic Alphabet:** Learn and practice using it in mock QSOs.
 - **Basic Regulations and Frequencies:** An overview of important laws and frequency bands for amateur radio operators.

2. Practical Sessions (1.5 hours per session):

- **Simulated QSOs:** Each participant practices making a basic QSO with their peers under instructor supervision.
 - Focus on proper use of call signs, signal reports, and correct radio procedures.
- **Introduction to CW (Morse Code):** Try basic CW operations using a Morse key or software.
 - Start with simple letters and numbers, progressing to simple words.
- **Digital Modes (optional):** A brief introduction to FT8, PSK31, or another digital mode.
 - Demonstrate how to set up a computer-radio interface and make digital contacts.

3. Weekly Focus:

- **Week 1: Introduction & Radio Basics**
 - Learn what amateur radio is, basic concepts, and hands-on radio operation.
- **Week 2: Call Signs, QSO Procedures, and Phonetic Alphabet**
 - Focus on how to make QSOs and communicate on the radio effectively.
- **Week 3: CW & Digital Modes Introduction**
 - Introduce participants to CW and some basic digital modes, allowing them to practice both.
- **Week 4: Practice QSOs, Mock Radio Exams, & Review**
 - Give participants time to practice their skills and prepare for their amateur radio license exams with mock scenarios and exam questions.

Learning Objectives:

- Help participants understand the basics of ham radio and the procedures for making QSOs.
- Build confidence in using a radio station, handling equipment, and operating on different modes (voice, CW, digital).
- Prepare participants for their upcoming amateur radio license exam by teaching key concepts and allowing practical hands-on experience.

Role of the Referee:

- Ensure participants are following proper radio procedures during QSOs.
- Provide guidance on correct radio operation and QSO etiquette.

Live workshops

Exploring the World of Amateur Radio

Waves of Connection:

Exploring the World of Ham Radio - Workshop

Group Members:

- Not specified (participants will register for the event)

Event Overview:

- **Name of the Event:** Waves of Connection: Exploring the World of Ham Radio
- **Number of Participants:** 15 people
- **Level of Experience:** No prior experience with ham radio (complete beginners)
- **Duration:** 1 day (Field Day)
- **Location/Space Needed:**
 - Outdoor area, preferably on a hill or elevated location for better signal transmission.
 - Tables and chairs for participants.
 - Shade (from tents, trees, or portable canopies) for comfort.

Food:

- **Meals:** Organize a picnic-style lunch.
 - Provide sandwiches, salads, fruit, snacks, and drinks.
 - Ensure that any dietary restrictions are considered (vegetarian, gluten-free, etc.).

Budget:

- **Do you need money for the event?** Yes.
 - Estimated costs for food, materials, and equipment.
 - **How to cover costs:**
 - Charge a small participation fee.
 - Seek sponsorship from local radio clubs or societies.

Materials and Equipment Needed:

- Portable ham radios for communication exercises.
- Morse code cheat sheets and devices (e.g., practice oscillators).
- Maps or software for tracking DX (long-distance) contacts.
- Chairs, tables, and shaded areas for comfort.
- Whiteboards or other presentation materials for teaching.
- Sunscreen, hats, and water stations (to keep participants hydrated and protected from the sun).

Organizer's Preparations:

- Secure all required equipment and materials in advance (radios, Morse devices, tables, etc.).
- Set up a registration process for participants to manage attendance.
- Create a detailed schedule and timeline for the day's activities.
- Coordinate with any guest speakers or ham radio experts who will share insights.
- Ensure all setup, including tables, chairs, and radios, is ready before participants arrive.

What Participants Need to Bring:

- Comfortable clothing and shoes suitable for outdoor activities.
- Paper and pens for taking notes during sessions.
- Sunscreen, hats, and sunglasses for sun protection.

- Enthusiasm and curiosity for learning about ham radio!

Workshop Content:

Welcome and Icebreaker:

1. Introduction:

- Welcome participants and introduce the event organizers.
- Share the day's schedule, goals, and what participants can expect to learn.

2. Icebreaker Activity:

- Fun, engaging activity to get participants comfortable with each other and set a positive tone for the day.
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Introduction to Ham Radio:

1. What is Ham Radio?:

- Explain the basics of ham radio and its importance in global communication.
- Highlight stories of how ham radio has contributed to emergency situations and public service.

2. Ham Radio's Role in the Modern World:

- Discuss how ham radio is used for international communication, emergency coordination, and space communication (satellites).
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Basics of Radio Waves:

1. Interactive Session:

- Explain radio wave properties in a simple, easy-to-understand way (e.g., frequency, wavelength, propagation).
 - Demonstrate how different frequencies work and the possibilities (e.g., bouncing signals off the ionosphere, satellite communication).
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Communication Techniques:

1. Ham Radio Protocols:

- Introduce basic ham radio communication protocols (e.g., calling CQ, using call signs, signal reports).

2. **Hands-on Practice:**

- Let participants practice using portable ham radios, under supervision, to simulate real QSOs (radio contacts).
 - Provide simple scripts or prompts to guide beginners through their first radio exchanges.
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Short Morse Code Exploration:

1. **Introduction to Morse Code:**

- Teach participants the basics of Morse code and its history in ham radio.
- Demonstrate simple Morse code patterns for letters and numbers (e.g., SOS, common letters like E and T).

2. **Morse Code Practice:**

- Participants try sending and receiving basic Morse code using practice oscillators or straight keys.
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Outdoor Picnic Lunch:

1. **Picnic Lunch:**

- Enjoy a relaxed, picnic-style lunch where participants can socialize and discuss their morning activities.
 - A good time to chat about personal experiences or any early impressions of ham radio.
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Expert Talk (Guest Speaker):

1. **Guest Speaker:**

- Invite a seasoned ham radio operator to talk about their experiences in the hobby.
 - The speaker can share stories of long-distance contacts (DX), public service, or unique aspects of ham radio (e.g., satellite communication, contests, etc.).
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Q&A and Sharing Session:

1. **Discussion:**

- Open the floor for participants to share their thoughts, questions, or concerns about ham radio.
- Encourage them to discuss what they've learned and any lingering questions.

2. **Next Steps:**

- Provide information on how participants can continue learning about ham radio and how to get their license.
 - Offer resources such as websites, books, or local clubs they can join to further explore the hobby.
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Closing Remarks:

1. **Recap:**

- Summarize the key takeaways from the workshop.
- Reinforce the excitement and possibilities of ham radio as a hobby.

2. **Thank You:**

- Thank participants, guest speakers, and any contributors.
 - Encourage participants to stay in touch and consider pursuing their ham radio license.
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Learning Objectives:

- Introduce participants to the world of ham radio in a fun, hands-on environment.
- Teach the basics of radio communication, radio waves, and Morse code.
- Spark curiosity and interest in the hobby by providing a welcoming, interactive experience.
- Equip participants with knowledge and resources to pursue their ham radio license.

Live workshops

Live & Listening

Live and Listening - Ham Radio Workshop for Kids

Group Members:

- Kira
- Lucía
- Dzestina
- Sam
- Diego

Event Overview:

- **Name of the Event:** Live and Listening
- **Number of Participants:** 12 kids (aged 7-12)
- **Level of Experience:** No prior knowledge of ham radio, but all participants speak English.
- **Duration:** Half a day (approximately 4-5 hours)
- **Location/Space Needed:**
 - A local club house with a ham radio station or a room where a station can be set up.
 - Create a "club room vibe" to keep the atmosphere friendly and engaging.
 - Comfortable seating and spaces for creative activities, like making QSL cards.

Food:

- **Meals:**
 - Provide snacks like pizza, sweets, and drinks (coffee for adults, juice for kids).

- Serve snacks when energy levels start dropping, to keep participants engaged and create a "party vibe."

Budget:

- **Do you need money for the event?** Yes.
 - **What for:** Food and snacks (pizza, sweets, drinks).
 - **Funding Source:** Use the club fund for food and materials.
 - **Additional Materials:** Walkie-talkies (HTs) for hands-on practice.

Materials and Equipment Needed:

- A working ham radio station.
- Handheld radios (HTs) for kids to practice with.
- Vertical/straight Morse keys and electronic keyers for CW practice.
- QSL Cards or plain paper for kids to design their own QSL cards.
- Colour pencils, markers, and writing materials for creating QSL cards.
- Stationery for note-taking and participating in activities.

Organizer's Preparations:

- Coordinate with club members to schedule on-air contacts (Rx) from the station during the event.
- Ensure the radio station and all equipment are working properly (debugging, if necessary).
- Prepare blank QSL cards or materials for kids to design their own.
- Set up the station for interviews, and coordinate with club members to be on standby for on-air conversations with the kids.
- Prepare the room to feel comfortable and kid-friendly.

What Participants Need to Bring:

- Stationery (pens, pencils, etc.).
- Enthusiasm and curiosity!

Workshop Content:

1. Introduction (15 mins):

- Welcome the kids and introduce them to ham radio in simple terms.
- Explain what ham radio is and why it's exciting. Highlight how people use it to communicate across the world, even in emergencies.
- Briefly go over the day's schedule and activities.

2. ICAO Phonetic Alphabet (20 mins):

- Teach the kids the **ICAO Phonetic Alphabet** using fun examples.
- Have them practice saying their names using the ICAO alphabet.
- Activity: Let them introduce themselves on-air using the phonetic alphabet.

3. How to Say Your Name & Callsign in ICAO (20 mins):

- Teach kids how to say a basic callsign using the phonetic alphabet.
- Practice calling out a mock callsign over the station or handheld radio (HT).

4. Prepare QSL Cards (30 mins):

- Explain what a **QSL card** is and why it's important in ham radio.
- Let the kids design and create their own QSL cards using paper, markers, and colour pencils.
- Encourage creativity in their designs and have fun with it!

5. Interview with Club Members (30 mins):

- Schedule club members to be available on the air to speak with the kids.
- Have the kids prepare simple interview questions for club members:
 - Callsign: _____
 - Date/time: _____

- o Name: _____
- o QTH (location): _____
- o WX (weather): _____
- o Why do you like ham radio? _____
- o What is your favorite part of ham radio? _____
- o What is your most embarrassing moment in ham radio? _____
- o Tell me about a friend you made in ham radio. _____

6. Hands-On Communication with HTs (25 mins):

- Let the kids try **handheld radios (HTs)** to communicate with each other using what they've learned.
- Guide them through a simple **off-air QSO** using proper radio etiquette.

7. Introduction to CW (Morse Code) (25 mins):

- Teach the basics of **Morse Code (CW)**, explaining how it was used for long-distance communication.
- Practice sending simple messages like **SOS** and **CQ** using vertical or straight keys.
- Let the kids practice with Morse code oscillators or keyers to try out basic letters and phrases.

8. Picnic Break (30 mins):

- Take a break for snacks and drinks (pizza, sweets, and juice).
- Use this time to socialize and chat about what they've learned so far.

9. Exchange QSL Cards (15 mins):

- Have the kids exchange their personalized QSL cards with each other or with the club members they spoke to during the interviews.
- Celebrate their accomplishments by discussing their designs and radio conversations.

10. Wrap-Up & Follow-Up Event Planning (15 mins):

- Recap the key takeaways of the day and encourage the kids to explore ham radio further.
- Mention upcoming events or workshops where they can continue learning about ham radio.
- Thank the participants for their enthusiasm and participation, and invite them to a potential follow-up event.

Learning Objectives:

- Get kids excited about ham radio by introducing them to the basics of communication and radio technology in a fun, hands-on way.
- Teach the ICAO phonetic alphabet and how to make a basic call using radio protocols.
- Show them how to use handheld radios and Morse code to communicate.
- Engage them creatively with QSL card design and real on-air interviews with experienced operators.
- Spark their curiosity to continue exploring ham radio as a hobby or future pursuit.

Completing a QSO in every mode on 5 bands

Completing a QSO in Every Mode on 5 Bands - Workshop for Beginners

Group Members:

- Lili (HA2LY)
- Zoli (HA0BZ)
- Amar (E70AW)
- Ljuba (YU5EEA)
- Bastien (ON4BCY)

Event Overview:

- **Name of the Event:** Completing a QSO in Every Mode, in at least 5 Bands (CW is optional)
- **Number of Participants:** 5-10 people
- **Level of Experience:** Beginner (participants have just obtained their licenses)
- **Duration:** 1-2 hours
- **Location/Space Needed:**
 - A single shack with a radio station setup.
 - A computer with logging software and digital mode software.

- The space should accommodate all participants comfortably for hands-on radio operation.

Food:

- **Meals:** Light refreshments like water, soda, and snacks (chips, fruits) to keep participants energized during the session.

Budget:

- **Do you need money for the event?**
 - No significant costs are required beyond basic refreshments.
 - Use existing club resources for the shack, radios, and software.

Materials and Equipment Needed:

- A working **ham radio shack** that supports different modes:
 - **SSB (Single Sideband)** for voice QSOs.
 - **CW (Morse Code)** (optional) for those who want to practice.
 - **Digital modes** like FT8 or PSK31, which will require a computer and digital mode software.
- **Paper and pens** for participants to take notes or log contacts manually if necessary.
- **Stopwatch app** (to time QSOs for practice and efficiency).

Organizer's Preparations:

- **Prepare the shack:** Ensure all equipment (radio, antennas, computer) is set up and tested before the event begins.
- **Software setup:**
 - Check that the **logging software** is installed and configured properly.
 - Verify that the **digital mode software** is working, such as WSJT-X or fldigi.
- Test the radio station on all planned bands (at least 5) to ensure proper operation during the workshop.

What Participants Need to Bring:

- A positive attitude and willingness to learn.
- No additional materials are required, as all necessary equipment will be provided.

Workshop Content:

1. Introduction to QSOs Across Multiple Modes and Bands (15 mins):

- **Explanation of Modes:**
 - **SSB (Voice):** Introduction to making voice contacts over the radio, highlighting proper etiquette and procedures.
 - **CW (Morse Code - Optional):** Brief introduction to CW for those interested, though it's not mandatory for the workshop.
 - **Digital Modes:** Explanation of digital modes like FT8, including how to set up and log digital contacts using the computer.
- **Band Overview:**
 - Explain the characteristics of different bands (e.g., 40m, 20m, 15m) and why operating on multiple bands can increase the range of contacts.

2. Hands-on Activity: Completing a QSO in Every Mode (60-75 mins):

- **Objective:** Each participant will attempt to complete a QSO in at least 3 modes (SSB, digital, CW optional) on 5 different bands.
- **Process:**
 - Participants take turns operating the station.
 - Start with **SSB (voice mode):**
 - The instructor will guide the first participant in making their QSO, explaining proper call signs, signal reports, and logging procedures.
 - Move to **Digital Mode:**
 - The next participant will operate on digital mode (e.g., FT8) using the computer.
 - Guide them through the steps of selecting the band, initiating a QSO, and logging it using the software.
 - **Optional CW (Morse Code):**
 - If participants are interested, let them try making a simple CW QSO. This part is optional for those unfamiliar with Morse Code.
- **Band Changes:**

- After each successful QSO, switch to a different band and repeat the process, allowing participants to gain experience on multiple bands.

3. Timed QSO Challenge (Optional - 10-15 mins):

- For those who complete their QSOs quickly, organize a **timed challenge** to see who can complete a contact the fastest while maintaining proper procedure.
- Use the stopwatch app to track the time it takes for participants to complete a QSO on a specific mode.

4. Recap and Q&A (10-15 mins):

- **Review Key Points:**
 - Discuss the different modes and what participants learned about operating on different bands.
 - Provide feedback on their QSOs, including any areas for improvement in signal reports, callsign usage, or logging.
- **Q&A Session:**
 - Open the floor for questions, addressing any concerns or clarifications participants may have about operating on multiple modes and bands.

5. Conclusion and Next Steps:

- Encourage participants to continue practicing QSOs in different modes and bands on their own time.
- Suggest further resources or events, such as field days or contests, where they can put their skills to the test in a real-world setting.

Learning Objectives:

- Teach participants how to complete a QSO using different modes (SSB, digital, and optionally CW).
- Provide hands-on experience in operating across multiple bands.
- Ensure participants are comfortable using logging software and operating both voice and digital modes.
- Help participants gain confidence in making QSOs as beginner ham radio operators.

Field Days

FFF / POTA Week-end

Flora Fauna Weekend with Youngsters

Event Details

- **Name of the event:** Flora Fauna Weekend with Youngsters
- **Participants:** 10-15
- **Experience Level:** None to Advanced
- **Duration:** ~2 days

Location and Facilities

- **Space Needed:**
 - Camping ground with tables and a fireplace
 - Ample space for antenna setup

Food

- **Type:** Regular camping food (e.g., barbeque, soup)
- **Source:** Grocery store
- **Budget:** Under 10 euros per participant

Finances

- **Equipment:** Can be borrowed from nearby clubs
- **Food:** Participants will contribute (around 10 euros each)
- **Transport:** Carpool or public transport

Materials and Equipment

- **Radio Equipment:**
 - Antennas, wires
 - Battery power (car battery or inverter)
 - Radios, pliers, coax, connectors, headphones, electric tape, crimping tools
- **Camping Equipment:**
 - Flashlights, sleeping bags, tents
 - Handheld radios, cooking gear, dishes, food prep equipment
 - A large tent for the radio shack

Organizer Preparations

- Ensure transport is arranged (public transport or car)
- Gather and check all equipment
- Account for any special needs of participants
- Prepare a meal plan and ensure enough food for all
- Be ready for any type of weather conditions
- Schedule activities and allow some extra time for flexibility
- Plan free-time activities such as games

Participant Checklist

- Bring your own camping gear
- Bring handheld radios

Event Structure

- Participants arrive at the flora fauna location for a weekend
- Youngsters set up antennas and the radio station themselves
- Station activation and amateur radio operations
- Learning sessions on survival skills in the forest

Hamping - Beginner Ham Radio Field Day

Hamping

Group Members:

- Alex 2E0FMZ
- Hannah 9A5YYQ
- Fabien OK1GAL
- Francesco IU3OVL
- Dominik DL1DJH

Event Overview:

- **Name of the Event:** Hamping
- **Number of Participants:** 10-15 people (mostly younger attendees, under 14)
- **Level of Experience:** Little experience; participants just got their licenses.
- **Duration:** 2 days (1 weekend)
- **Location:** Campsite with basic facilities (restroom, showers).
- **Focus:** Fun, hands-on activities to teach beginners practical ham radio skills in a relaxed outdoor environment.

Food:

- **Meals Needed:**
 - **Day 0 (Arrival Day):** Dinner.
 - **Day 1:** Breakfast, Lunch, Dinner.
 - **Day 2:** Breakfast, Lunch, Dinner.

- **Day 3 (Departure Day):** Breakfast.
- **Organizing Food:**
 - Plan for 8 meals in total.
 - Simple, camping-friendly meals like sandwiches, grilled items, salads, and snacks.
 - Consider dietary needs and restrictions (e.g., vegetarian, gluten-free).

Budget:

- **Expenses:**
 - Food, event space, restrooms/showers, toilet paper, soap, equipment for lessons/group activities, and accommodation.
- **Funding Sources:**
 - Local radio society and potential sponsorships from local companies.
 - Participants may contribute a small fee to cover food and space rental.

Materials and Equipment Needed:

- **Radio Equipment:**
 - Portable radio station.
 - Antennas (including satellite antennas).
 - Tents for camping.
 - SSTV equipment for the activities.
- **Camping Equipment:**
 - Tents, sleeping bags, lamps, mosquito spray.
- **Other Supplies:**
 - Station setup tools.
 - Teaching materials for classes.
 - Group activity resources (stopwatch, notepads, etc.).

Organizer's Preparations:

- **Venue:** Secure the event space (campsite) with access to restrooms and showers.
- **Food:** Organize and plan the meals.
- **Facilities:** Ensure all necessary equipment (radio, antennas) and supplies are available and functional.
- **Activities:** Plan the schedule for the entire weekend and ensure all teaching materials are ready.

What Participants Need to Bring:

- Personal camping gear (tents, clothes, lamps, etc.).
- Basic camping supplies (mosquito spray, water bottle).
- Enthusiasm and willingness to learn!

Event Structure and Schedule:

Time	Day 0: Arrival Day	Day 1: Satellites	Day 2: SSTV	Day 3: Final Day
09:00-10:00	-	Breakfast	Breakfast	Breakfast
10:00-12:00	-	Build a Satellite Antenna Lab	How SSTV Works Class	Goodbyes
12:00-13:00	-	Lunch	Lunch	-
13:00-15:00	-	Station Setup Class & How to QSO	SSTV Funniest Meme Competition	-
15:00-17:00	-	Off the Air / In the Water: CQ Contest in a Pool	Tour of Host Town	-
17:00-18:00	Dinner	Dinner	Dinner / Bring your favorite snack	-
18:00-20:00	Opening & Introductions (ice breakers)	Working Satellites at Night	HF Radio Station Time (slots per team)	-

Detailed Event Breakdown:

Day 0: Arrival Day

- **17:00-18:00: Dinner**
 - Participants arrive, set up camp, and enjoy a group dinner.
- **18:00-20:00: Opening and Introductions**
 - Ice-breaker activities to help participants get to know each other.
 - Overview of the weekend's activities and expectations.

Day 1: Satellite Operations

- **09:00-10:00: Breakfast**
- **10:00-12:00: Build a Satellite Antenna Lab**

- Learn how to construct a simple satellite antenna.
- Participants work in small groups to build and test their antennas.
- **12:00-13:00: Lunch**
- **13:00-15:00: Station Setup Class & How to QSO**
 - A hands-on class about setting up a radio station and making QSOs.
 - Participants will practice making QSOs using their newly built satellite antennas.
- **15:00-17:00: Off the Air / In the Water: CQ Contest in a Pool**
 - A fun, off-air contest where participants try to simulate QSOs while in a swimming pool.
 - This promotes team-building and creativity while reinforcing QSO skills.
- **17:00-18:00: Dinner**
- **18:00-20:00: Working Satellites at Night**
 - Night-time satellite tracking and communication exercises.
 - Participants will use their antennas to contact satellites and make QSOs.

Day 2: SSTV (Slow Scan TV) and Exploring the Town

- **09:00-10:00: Breakfast**
- **10:00-12:00: How SSTV Works Class**
 - A class explaining the basics of Slow Scan Television (SSTV).
 - Participants will learn how to send and receive images via radio.
- **12:00-13:00: Lunch**
- **13:00-15:00: SSTV Funniest Meme Competition**
 - A friendly competition where participants create and send their funniest SSTV memes.
 - Images will be judged based on creativity and humor.
- **15:00-17:00: Tour of Host Town**
 - A relaxed walking tour of the nearby town or surrounding area, allowing participants to unwind and explore.
- **17:00-18:00: Dinner / Bring Your Favorite Snack**
 - Participants enjoy a group dinner and share their favorite snacks with each other.
- **18:00-20:00: HF Radio Station Time**
 - Participants will have scheduled time slots to operate an HF station and make QSOs on various bands.
 - This is a key part of their hands-on learning experience.

Day 3: Departure Day

- **09:00-10:00: Breakfast**
- **10:00-12:00: Goodbyes**
 - Recap of the weekend's activities.
 - Encourage participants to stay in touch and continue exploring ham radio.

Learning Objectives:

- Teach participants how to set up a radio station, make QSOs, and operate on different modes.
- Provide hands-on experience with satellite communication and SSTV.
- Encourage teamwork and creativity through contests and group activities.
- Familiarize participants with the process of building antennas and operating in the field.
- Foster a love for ham radio and outdoor activities.

SOTA Youth Field Day

SOTA Youth Field Day -

Summit on the Air Activation

Group Members:

- 9A3BYW
- ON6RF
- ET3AA
- EA6ALW
- ON3MKO

Event Overview:

- **Name of the Event:** SOTA Youth Field Day
- **Number of Participants:** 6 people (2 experienced, 4 beginners)
- **Level of Experience:** Beginners who just got their licenses, with two experienced participants to guide them.
- **Duration:** 30 hours (2 days with overnight camping on the summit)
- **Location:** Easily accessible summit via cable car/public transport or a simple means of transportation.

Space Needed:

- **Radio Tent (4x4m):** For radio operation, equipped with tables, chairs, and logging equipment.
- **Larger Tent:** For non-radio needs, such as sleeping, dining, and relaxation.

Food:

- **Meals:** 3 meals a day:
 - Simple, easy-to-prepare or pre-cooked meals (e.g., pasta, rice-based meals).
 - Snacks and drinks for energy throughout the day.
- **Catering Equipment:** Portable stoves, pots, and utensils for meal preparation.

Budget:

- **Estimated Costs:** €500 (requires detailed budgeting based on location and supply costs).
 - **Expenses Include:**
 - Food for the duration of the event.
 - Camping equipment (if not already available).
 - Transportation costs for equipment and participants.
 - **Funding Sources:** Local radio society, participant contributions, potential sponsorship.

Materials and Equipment Needed:

- **Tents:**
 - 1 tent for radio operations.
 - 1 tent for sleeping and other needs.
- **Power Supply:**
 - Batteries for the radio equipment.
 - Solar panels for battery recharging.
- **Radio Equipment:**
 - HF radios, antennas, masts, cables, TRX (transceivers).
 - Antennas and other materials for satellite communication (if applicable).
 - Logging equipment: laptops, tablets, or paper logs.
- **Furniture:** Tables and chairs for the radio setup.
- **Camping Equipment:** Sleeping bags, camping beds.
- **Catering Equipment:** Cooking gear, portable stoves.
- **First Aid Kit:** Ensure the group is prepared for minor injuries or health issues.
- **HT Radios:** Participants should bring handheld radios, but extras should be provided if necessary.
- **Transportation:** A vehicle or van to carry equipment to the summit.

Organizer's Preparations:

- **Pre-event:**

- Announce the event and open registration for participants.
- Grocery shopping for food and supplies.
- Test all equipment before the event (batteries, radios, antennas).
- Recharge batteries and prepare solar panels.
- Ensure all necessary permits and authorizations for the location.
- Monitor weather conditions, and prepare a contingency plan.
- For satellite work, calculate satellite passes over the summit during the event.

What Participants Need to Bring:

- **Personal Items:**

- Sleeping bag, clothing (including extra underwear), and hygiene products.
- A backpack for personal items and water bottles.
- Optional: small portable radios or handheld transceivers (HTs).

Event Structure:

Pre-Event Preparation:

- **Day Before the Event:**

- Go to the summit in advance to do a test run with one radio.
- Ensure everything is working smoothly to guarantee a successful and enjoyable activation.

Day 1 (Morning - Arrival and Setup):

1. **Early Morning:**

- Meet at an agreed location.
- Pack all supplies and equipment into a transport vehicle and head to the summit.

2. **Arrival at the Summit:**

- Teach participants the basics of setting up a campsite:
 - Setting up the tents (radio tent and sleeping tent).
 - Ensuring proper positioning of the tents to protect from wind or adverse weather.

- **Activity:** Team-building exercise to establish the camp quickly and efficiently.

Day 1 (Afternoon - Radio Setup and Activation):

1. Lunch Break:

- Enjoy a simple meal to refuel before starting the radio activities.

2. Radio Station Setup:

- Show the participants how to set up the radio equipment:
 - Set up antennas and teach about orientation for optimal signal.
 - Connect radios, batteries, and logging equipment.
 - Basic tips for antenna placement and adjusting for various bands.
- **Activity:** Each participant assists in different parts of the station setup.

3. SOTA Activation (Afternoon - Early Evening):

- **Objective:** Help participants complete contacts on various bands and modes.
- Start with **Search & Pounce (S&P)** mode, where participants listen for signals and make contact.
 - Beginners will start with easier contacts, gaining confidence in operating the station.
- Once participants are comfortable, they can begin **Calling CQ** for SOTA activation.
 - Guide them through handling a pile-up, as it's almost guaranteed on a summit.
- **Backup Activities:**
 - For those waiting to operate the HF station, provide other activities like:
 - **Hiking** or exploring the summit.
 - **Geocaching** if the area supports it.
 - **Animal watching** or **nature exploration**.
 - **Stargazing** after dark (depending on weather).
- **Satellite Operations (Optional):**
 - Teach participants how to work SOTA via satellite, explaining how to track satellite passes and make contacts.

4. Dinner and Evening Activities:

- **Dinner:** Cook a simple meal together as a group.
- After dinner, relax and socialize around the campsite.
- **Night Activity:** Continue operating the HF station or satellite, giving participants the opportunity to make night-time contacts.

Day 2 (Morning - Pack Up and Departure):

1. Morning Activity:

- Clean up and pack away all radio equipment and antennas.
 - Ensure all logging is completed and saved.
 - Review the basics of how the station was disassembled for future reference.
2. **Camp Pack-Up:**
 - Pack up tents, clean the site, and ensure no trash is left behind.
 - Make sure the camp area is left better than it was found.
 3. **Departure from Summit:**
 - Travel back down the summit together, reflecting on the weekend's achievements.

Learning Objectives:

- Teach participants how to properly set up a ham radio station for SOTA activation.
- Provide hands-on experience with antenna setup, radio operation, and logging.
- Help beginners gain confidence in making contacts, including handling pile-ups and calling CQ.
- Encourage teamwork through shared camp setup and maintenance activities.
- Introduce satellite communications as an additional fun and educational activity.

Forest Field Day

Forest Field Day - Beginner Ham Radio Workshop

Group Members:

- Group 11: Mario EA1JAY, GeunHo DS3QGH, Larissa OE3YLR, Joss ES5JOSS, Paul F4ILV

Event Overview:

- **Name of the Event:** Forest Field Day
- **Number of Participants:** 4-8 people (plus at least 4 coordinators, with at least one YL)
- **Level of Experience:** Beginner, ages 7+ (participants have just obtained their licenses)
- **Duration:** 1 day (from 9 AM to 4 PM)
- **Location/Space Needed:**
 - A public park with enough open space for setting up tents and radio stations.
 - Areas for antenna-building, ARDF (Amateur Radio Direction Finding) activities, and socializing.

Food:

- **Meals:**
 - Participants should bring their own lunch boxes.
 - BBQ equipment for group cooking (participants can bring their own meat and sides).
 - Snacks and desserts can be ordered or brought by participants (e.g., fruits, cookies).

Budget:

- **Costs:**
 - Event budget: \$200 - \$450 (10 Euros per person).
 - Funding options:
 - Ask for sponsorships from public park authorities or foundations.
 - Contribution from participants to cover food, BBQ items, and materials.

Materials and Equipment Needed:

- **Radio Equipment:**
 - 1 radio station for group use.
 - Antennas (materials for making antennas).
 - Phonetic alphabet code cards.
- **Field Day Equipment:**
 - Tents for participants and coordinators.
 - ARDF receiver/transceiver for Fox Hunting.
 - Ropes or flags for marking boundaries for activities.
 - BBQ equipment for lunch.
- **Additional Supplies:**
 - Flashlights, water bottles, and basic outdoor supplies.

Organizer's Preparations:

- **Tents:** Set up tents for group activities, shelter, and BBQ station.
- **Equipment Testing:** Ensure that the radio station, ARDF receivers, and other materials are functioning correctly.
- **Phonetic Alphabet Cards:** Print and prepare phonetic alphabet flashcards for the "battleship" game.
- **Safety Gear:** Make sure all participants are briefed on outdoor safety and ARDF rules.
- **Entertainment:** Prepare short, engaging movie clips related to ham radio to break up the hands-on activities.

What Participants Need to Bring:

- Flashlights, water bottles, sun protection (hats, sunscreen).
- Comfortable outdoor clothing and shoes suitable for walking and physical activity.

- Optional: Snacks and drinks for sharing during breaks.

Event Structure:

Time	Activity	Description
9:00-9:30	Welcome & Introduction	Participants arrive and settle in. Brief introduction to the day's schedule, safety guidelines, and objectives.
9:30-10:30	Antenna Building Workshop	Hands-on session where participants learn to build a simple antenna using the provided materials.
10:30-11:00	Movie Clips & Discussion	Watch short educational clips on ham radio, its history, and its modern-day uses (emergency communication, space).
11:00-1:00	Phonetic Code Battleship Game	A fun, interactive game where participants practice the phonetic alphabet using a "battleship"-style format.
1:00-2:00	BBQ Lunch Break	Participants enjoy a BBQ lunch, socialize, and discuss ham radio topics with coordinators.
2:00-4:00	Fox Hunting (ARDF)	Introduction to ARDF (Amateur Radio Direction Finding). Participants form teams and hunt for hidden transmitters using ARDF receivers.
4:00 PM	Closing & Departure	Recap of the day, certificate or small gift for participants, and goodbyes.

Detailed Event Breakdown:

1. Welcome & Introduction (9:00-9:30 AM):

- Greet participants and give a brief overview of the day's activities.
- Go over safety instructions and explain the objectives of the event.
- Set the tone for a fun and educational day in nature.

2. Antenna Building Workshop (9:30-10:30 AM):

- **Objective:** Teach participants how to construct a simple antenna.
- **Activity:** Using materials provided (e.g., wire, poles, connectors), participants will work in pairs or small groups to build an antenna.

- **Outcome:** By the end of this session, participants should be familiar with basic antenna construction principles and how to connect the antenna to a radio station.

3. Movie Clips & Discussion (10:30-11:00 AM):

- **Objective:** Introduce ham radio through entertaining and educational videos.
- **Activity:** Watch short clips that explain the basics of ham radio, its historical importance, and its application in modern times (e.g., emergency communications, satellite operations).
- **Outcome:** Participants gain a better understanding of why ham radio is important and exciting.

4. Phonetic Code Battleship Game (11:00 AM - 1:00 PM):

- **Objective:** Help participants learn and practice the **ICAO Phonetic Alphabet** in a fun way.
- **Activity:**
 - Split participants into teams and play a battleship-style game using the phonetic alphabet.
 - Teams will call out grid coordinates using the phonetic alphabet (e.g., "Bravo 3") to try and "hit" the opponent's ships.
 - This game reinforces the phonetic alphabet while adding an element of competition.
- **Outcome:** Participants become more comfortable with using the phonetic alphabet, an essential skill in ham radio.

5. BBQ Lunch Break (1:00-2:00 PM):

- **Objective:** Socialize and relax while enjoying a BBQ lunch.
- **Activity:**
 - Participants can cook their food over a BBQ, chat about the morning activities, and enjoy the natural surroundings.
 - Coordinators can use this time to answer any questions about ham radio or give one-on-one attention to participants who need help.

6. Fox Hunting (ARDF) (2:00-4:00 PM):

- **Objective:** Introduce participants to **Amateur Radio Direction Finding (ARDF)**, also known as "fox hunting."
- **Activity:**
 - Split participants into teams.
 - Teach the basics of ARDF, where teams use radio receivers to locate hidden transmitters (the "foxes") placed around the park.
 - Teams compete to see who can find all the transmitters the fastest.

- **Outcome:** Participants learn how to use direction-finding equipment and gain experience in tracking signals.

7. Closing & Departure (4:00 PM):

- Gather all participants for a brief closing ceremony.
- Recap the day's lessons and activities, highlighting what was learned.
- Give participants a small certificate or souvenir to commemorate their participation.
- Thank everyone for attending and encourage them to continue exploring ham radio!

Learning Objectives:

- Teach participants how to build and set up antennas for ham radio.
- Help them become comfortable with using the phonetic alphabet during radio communication.
- Provide hands-on experience with ARDF (Fox Hunting) to develop their direction-finding skills.
- Create a fun and engaging environment that encourages participants to explore ham radio further in the future.

Games

HOOOLA

HOOOLA - Phonetic Alphabet Learning Event

Group Members:

- Maria 5B4AQB
- Viktor OE5SZV
- Bence HA7FB
- Mohamed SU1ME
- Aron 9A7AS

Event Overview:

- **Name of the Event:** HOOOLA
- **Number of Participants:** Groups of 4 people
- **Level of Experience:** Each group consists of 2 experienced participants and 2 inexperienced participants.
- **Duration:** Potentially 2 days.
- **Location/Space Needed:** A shack (basic facilities).

Food:

- **Meals:** 3 meals per day.
- **Organization:** Organizer needs to prepare meals in advance or arrange food delivery. Ensure there's enough food for the duration of the event.

Budget:

- **Do you need money for the event?** Yes, potentially.
- **Amount and Fundraising:** Estimate the cost for food, equipment, and space. Consider getting sponsorships or contributions from participants.

Materials and Equipment Needed:

- A radio
- An antenna
- A computer
- An amplifier
- A4 paper

Organizer's Preparations:

- Ensure the A4 paper is readable (e.g., printed or handwritten clearly).
- Confirm that all equipment (radio, antenna, amp, computer) works properly.
- Prepare food arrangements in advance.

What Participants Need to Bring:

- Sleeping bag
- Toiletries

Game Explanation and Rules:

- The game is designed to help participants learn the phonetic alphabet by engaging in real QSOs (contacts over the radio).

How the Game Works:

1. Team Setup:

- Experienced operators are seated next to inexperienced operators.

- The inexperienced operator starts by logging QSOs (radio contacts), while the experienced operator handles the radio operations.

2. **Switching Roles:**

- Once the inexperienced operator feels confident, they switch places with the experienced operator and begin making QSOs themselves.

3. **Independence:**

- After some practice, the inexperienced operators will be left to handle QSOs on their own, allowing them to build confidence in using the phonetic alphabet during radio communication.

4. **Goal:**

- The main objective is to help inexperienced operators become comfortable with radio communication, especially in using the phonetic alphabet.

Morse Code Learning - CW Scribble

CW Scribble & Hangman - Morse Code Learning Event

Group Members:

- Jules F4IEY
- Suzan PD3SZN

Event Overview:

- **Name of the Event:** CW Scribble, combined with Hangman
- **Number of Participants:** 6 people
- **Level of Experience:** 0-100% (Participants may range from beginners to experienced)
- **Duration:** 1-2 days
- **Location/Space Needed:**
 - Can be done remotely or in a physical room.
 - Morse key and computer required for either option.

Food:

- **Meals:** Not needed.

Budget:

- **Do you need money for the event?**
 - If done remotely, no additional costs beyond a computer.
 - If in-person, money might be needed to rent a room or space.

Materials and Equipment Needed:

- Morse key
- Computer (for remote participation or additional game features)

Organizer's Preparations:

- Prepare a list of random words that can be found easily using Google or other resources.
- Set the time and place for the event (either a physical location or an online platform for remote participation).

What Participants Need to Bring:

- Laptop (for both in-person and remote participation)

Game Explanation and Rules:

Game Format: CW Scribble (with Hangman bonus rounds)

1. **Objective:** Help participants learn and practice Morse code (CW) by guessing and spelling random words using CW. Up to 10 letters and numbers will be used during the game.
2. **How it Works:**
 - Each round, a player selects a random word from a pre-determined list (offering 3 choices).

- The player transmits the word in Morse code, and the other participants have to guess the word and spell it back using CW.
 - Correct answers earn points, and the player who accumulates the most points by the end of the game wins.
3. **Bonus Round (Hangman Variant):**
- To make the game more engaging, a "Hangman Bonus Round" will be included.
 - In this round, participants must guess a more complicated word transmitted in CW.
 - This round offers additional points compared to regular rounds, encouraging participants to improve their Morse code proficiency.

Additional Game Idea: Codeword in CW

- **Concept:** This variation can also be played online. Clues and answers are provided exclusively in CW.
- Participants must decipher the clues and respond with the correct answers, all using Morse code. This version emphasizes both accuracy and speed in interpreting and transmitting CW.

Construction Contest

Construction Contest (CC) - QSO Practice Event

Group Members:

- Not specified (teams will be formed at the event)

Event Overview:

- **Name of the Event:** Construction Contest (CC)
- **Number of Participants:**
 - Teams of 2-4 people each, with a mix of instructors and builders.
 - As many teams as needed.
 - 1-2 referees overseeing the event.
- **Level of Experience:**
 - Basic communication via radio.
 - Participants should be newly licensed and familiar with making basic QSOs (radio contacts).
- **Duration:**
 - Flexible, depending on the complexity of the object to be constructed (e.g., 1-3 hours).
- **Location/Space Needed:**
 - The event requires 2 separate rooms or outdoor spaces for each team.
 - Teams must not hear each other without using the radios.

Food:

- **Meals:** Not necessary.
- **Refreshments:** Provide fresh water and light snacks (e.g., fruit) to keep participants energized.

Budget:

- **Do you need money for the event?** Yes.
 - **What for:**
 - Purchase of Lego sets or materials for building.
 - Handheld radios (2 per team).
 - Transportation of teams.
 - Rental of any required space or additional materials.

Materials and Equipment Needed:

- **For Each Team:**
 - 2 handheld radios (one for the instructor, one for the builders).
 - A small customizable Lego set (or another building kit such as an electronic circuit).
 - Building instructions for the instructors.
- **Other Equipment:**
 - Space for separation of the teams (either rooms or outdoor areas).

Organizer's Preparations:

- Acquire pairs of identical small Lego sets (or similar construction materials like breadboards and circuit components).
- Prepare building instructions for the instructors.
- Set up the spaces so that teams cannot communicate without radios.

What Participants Need to Bring:

- Nothing. All equipment will be provided by the organizer.

Game Explanation and Rules:

Objective:

- The goal is to help participants practice QSOs by explaining how to build an object via radio communication.
- Instructors must clearly convey the instructions to the builders using only their radios, improving communication skills and comfort with radio operation.

How the Game Works:

1. Team Setup:

- Each team is divided into two roles: instructors and builders.
- Instructors are given a manual with step-by-step instructions on how to build the object (e.g., a Lego set or a simple electronic circuit).

2. Communication Rules:

- The instructors and builders are placed in separate rooms or locations. They can only communicate via their handheld radios.
- Instructors must guide their builders step by step through the construction process, describing how to position and assemble the pieces.

3. Winning the Game:

- The first team to correctly complete their build according to the instructions wins.
- The referee will check to ensure the build matches the instruction manual exactly.

4. Referee's Role:

- Ensure that all communication is done via radio (no shouting or other methods of communication).
- Provide assistance with the radios if needed and offer tips on proper radio operation (e.g., proper use of phonetic alphabet, clear communication).

Learning Outcomes:

- Participants practice making QSOs under pressure.
- Teams improve their ability to clearly communicate instructions over the radio.
- Builders become more comfortable asking clarifying questions and working through tasks via radio communication.

Camps and big events

Radio Adventure weekend

Weekend Radio Camp

Event Details

- **Name of the event:** Radio Adventure Weekend
- **Participants:** 8
- **Experience Level:** Beginners (newly licensed)
- **Duration:** 2 nights

Location and Facilities

- **Space Needed:**
 - Camping site with 2 mobile homes (each housing 4 people)
 - Open space for antenna setup and outdoor activities

Food

- **Meals:**
 - Total: 91 meals (56 for participants, 35 for organizers)
 - Meals needed: breakfast, lunch, dinner, and snacks
 - Simple, easy-to-prepare meals like sandwiches, BBQ, salads, pasta, and campfire cooking
 - Food will be organized by the event team, with supplies from local stores

Finances

- **Budget:**

- 600€ for mobile homes
- 400€ for food
- 100€ for custom event t-shirts
- 50€ for souvenirs (small keepsakes, pins, stickers, etc.)
- Total: 1,150€
- **Funding:**
 - Event fees (to cover accommodation and food)
 - Small sponsorships from local clubs or businesses
 - Fundraising through social media campaigns

Materials and Equipment

- **Radio Gear:**
 - Radios, antennas, cables, amplifiers
 - Laptops, monitors for digital logging and data analysis
 - Spare batteries, chargers, and power sources
- **Camping Essentials:**
 - Mosquito repellent, sunscreen, and basic first aid supplies
 - Sport equipment for free time (e.g., frisbees, balls, etc.)

Organizer Preparations

- **Key Preparations:**
 - Plan the event timeline and budget
 - Recruit a working group to help with logistics and event management
 - Assign a social media manager to handle promotion and updates
 - Create social media accounts and launch a promotional campaign to attract participants and sponsors
 - Organize and purchase sport equipment, camping gear, and radio equipment

Participant Checklist

- **What to Bring:**
 - Comfortable clothes (suitable for outdoor activities)
 - Personal medicine and toiletries
 - Flashlight or camping lamp
 - Hat for sun protection
 - Portable power bank for phones/devices

Event Structure

Day One

- **Lunch Time:** Arrivals, settling into mobile homes
- **Afternoon:**
 - Program introduction (welcoming ceremony)
 - Brainstorming session: participants come up with activity ideas (the winning idea will be implemented on Day 2)
 - Free time: sports, radio activities, socializing
- **Evening:**
 - Game night with icebreaker activities to encourage interaction
 - Bonfire: storytelling, music, and campfire songs

Day Two

- **Morning:**
 - Group sightseeing trip around the area
 - Free time for sports or more radio operation practice
- **Afternoon:**
 - Hands-on kit building workshop
 - Antenna building session (learning the basics of antenna setup)
- **Evening:**
 - Meteor scatter communication demonstration (using radio waves to bounce off meteors in the atmosphere)

Newbies On The Air UK

NOTA - Newbies On The Air

Event Details

- **Name of the event:** NOTA - Newbies On The Air
- **Participants:** 15 - 20
- **Experience Level:** Beginner (Newbies)
- **Duration:** 2 Days (1 Night Sleep)

Location and Facilities

- **Space Needed:**
 - Dormitory accommodation
 - Fully stocked toilets and shower facilities
 - Canteen with various food options (including vegetarian/vegan)
 - Special events station area for radio operations
 - A small room for teaching and workshops
 - Outdoor areas with marquees for activities

Food

- **Meals:**
 - Day 1: Breakfast, Lunch, Dinner
 - Day 2: Breakfast, Lunch, and optionally Dinner (depending on check-out time)
 - Organized by the event team with a variety of options available to accommodate dietary needs

Finances

- **Budget:**
 - Accommodation: £1,200 - £4,800
 - Food: £1,400 - £3,000
 - Venue: £6,000 - £12,000
 - Bills: £1,000
 - Total Estimated Cost: £9,600 - £20,800
- **Funding:**
 - Event fees from participants
 - Sponsorships from local businesses or amateur radio clubs
 - Crowdfunding or online donations

Materials and Equipment

- **Event Materials:**
 - Basic kit-building materials, with pre-organized components and detailed instructions
 - Whiteboard for teaching sessions
 - Radio equipment: transceivers, antennas, cables, computers for logging and digital modes
 - Soldering kits for hands-on activities (seasonal-themed kits like Christmas trees during holidays)
 - Reliable internet connection for research and digital radio modes

Organizer Preparations

- **Key Preparations:**
 - Create a detailed event timetable, including time slots for operating the event station
 - Pre-prepare kits with all necessary components to avoid confusion
 - Secure access to emergency supplies and snacks
 - Book accommodation and organize food service
 - Set up a Discord server or similar platform for communication and coordination
 - Coordinate with local radio clubs for volunteers to help with setup and mentoring

Participant Checklist

- **What to Bring:**
 - Handheld radio
 - Sufficient clothing and toiletries for 2 days
 - Some cash or card for personal expenses
 - Any personal radio equipment participants want to use

Event Structure

- **Day One:**
 - **Morning:** Arrivals and check-in, followed by an introductory briefing
 - **Late Morning:** Basic workshops covering the fundamentals of amateur radio (frequencies, antennas, basic operating procedures)
 - **Afternoon:** Kit building (beginner-friendly kits with instructions) and setting up the event station
 - **Evening:** Group dinner followed by an icebreaker event (such as a radio-related game or scavenger hunt)
 - **Night:** Open-air stargazing or outdoor free time by the fire
- **Day Two:**
 - **Morning:** Optional group sightseeing or outdoor activity
 - **Late Morning:** Time slots for operating the event station, with guidance from experienced volunteers
 - **Afternoon:** Participants split into interest groups for activities of their choice (antenna building, digital modes, satellite communication demos, etc.)
 - **Late Afternoon:** Closing remarks, certificates of participation, and group photos
 - **Evening (optional):** Farewell dinner (depending on check-out time)
- **Optional:**
 - License exam opportunities for participants (if applicable in the region, e.g., UK sub-regional camp)
 - Free time for socializing, relaxing, and experimenting with personal radio setups

Camp Young Radio

Camp Young Radio

Event Details

- **Name of the event:** Camp Young Radio
- **Participants:** 15 participants (ages 10-14), 5 organizers, technical staff, and lecturers
- **Experience Level:** No experience, no license
- **Duration:** Friday evening - Sunday afternoon

Location and Facilities

- **Space Needed:**
 - A country where operating without a license is authorized with supervision
 - Established radio station
 - A classroom for lectures
 - Kitchen for meal preparation

Food

- **Meals:**
 - Friday evening: Dinner
 - Saturday: Breakfast, Lunch, Dinner
 - Sunday: Breakfast and packed lunch
 - Meals will be prepared by the organizers and participants, ensuring variety and balanced nutrition

Finances

- **Funding:**

- Funded by local community groups, participants' families, and a local amateur radio club
- Expenses cover food, possible rent for the venue, and equipment maintenance
- Budget kept minimal with community and volunteer support

Materials and Equipment

- **Equipment:**

- Radios: HF radios and PMRs (Personal Mobile Radios) for each participant
- Wire antennas for outdoor setups
- Car batteries or access to electricity for powering radio equipment

Organizer Preparations

- **In Advance:**

- Prepare lectures and fun, engaging activities
- Organize radios and local ham operators for QSO (radio contact) simulations
- Plan games and icebreakers to ensure participants feel comfortable and connected
- Coordinate with local hams to be on-air for live QSO interactions

Participant Checklist

- **What to Bring:**

- Notebooks and water bottles
- Outdoor clothing (suitable for hiking or outdoor activities)

Event Structure

Friday Evening

- **Arrival and Ice-Breaker Games:**

- Introduce yourself using the phonetic alphabet
- Other fun group games to build camaraderie
- Overview of the weekend's schedule

- **Night:** Settle in, prepare for an exciting weekend ahead, and lights out

Saturday

- **Morning:**
 - **Breakfast**
 - **QSO Lecture:** Introduction to radios, QSO basics (what to say, how to listen), and radio etiquette
 - **Off-the-Air QSOs:** Practice making contact with other participants using PMRs
- **Afternoon:**
 - **Lunch**
 - **PMR Hide and Seek:** Teams use PMRs to find hidden transmitters or each other, learning about signal strength and direction
 - **Free Time:** Explore the camp, enjoy outdoor activities, or chat with organizers about radios
- **Evening:**
 - **First Live QSO:** Participants make their first supervised QSOs using the station radio, connecting with local ham operators on air
 - **Dinner**

Sunday

- **Morning:**
 - **Breakfast**
 - **Special Activity (SOTA/POTA/IOTA):** Introduction to SOTA (Summits On The Air), POTA (Parks On The Air), or IOTA (Islands On The Air). Participants go outdoors, break into smaller groups, and build simple stations with antennas and PMRs or HF radios
 - Practice making QSOs from their own stations in the field
- **Afternoon:**
 - **Lunch to Go:** Packed lunch as participants finish up their activities
 - **Departure:** Travel back home or to the event's end location, closing the camp with a quick debrief

Closing

- Brief recap of the weekend's activities and a final group photo
- Encourage participants to explore further into the amateur radio hobby, with information about local clubs or online resources