

Radio Games

Games with CB hand held radios

Lots of fun can be had using CB handheld radios. Choose channels from the following list for general usage: 9, 12-17, 19-21 24-28, 30, 39, 49-60, 64-70, 79 and 80 and set the CTCSS tone on the radios to avoid hearing other conversations.



Remember that your radio transmissions may be received by other people.

- Obtain several sets of CB handheld radios. Set each pair onto a separate channel. Hand out the radios at random and have the girls spread far apart. Girls try to identify the person with their paired radio by asking questions.
- Give out CB handheld radios with pens and paper. The girls then move to their own space. One girl gives instructions over the radio of what to draw. Girls compare drawings when the instructions are complete. This could also be used to describe building a Lego structure or similar.
- Play games like "Battleships" and "Guess Who" using CB handheld radios.
- Blind fold a girl and direct her around a maze or obstacle course using the radios.



Games without radios

- Radio collars are used to track endangered animals. One girl is an "endangered animal" with a "radio collar" and emits regular beeps. A blindfolded person is the "tracker" who is trying to locate her. Other girls stand still and are "interfering radio signals" who make "shushing" sounds when the "tracker" approaches them. Game ends when the "tracker" finds the "endangered animal".
- Girls sit in a circle. One girl is chosen to be a "spy" and goes outside (or closes her eyes) while another girl is chosen to be the "secret agent" sending out "messages" by winking at people. On receiving a "message" girls make a chosen action such as clapping hands. When the "spy" returns she has three guesses as to who is transmitting the messages.
- Girls sit in a circle with one girl blind folded who sits on a chair in the middle of the circle. She is the "radar tower". A set of keys or similar is placed under the chair. A girl is chosen who must first walk around the outside of the circle and then attempts to retrieve the keys without being detected by the "radar tower" (pointed at). If she is successful the "radar tower" girl must guess who took the keys.



Who uses radio? - Play Wireless Bingo

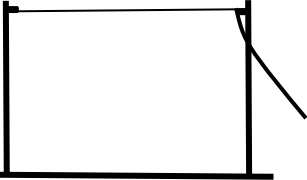
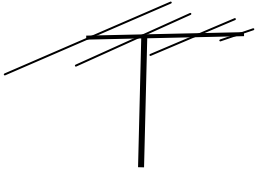
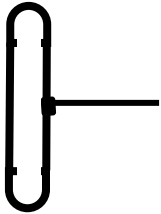
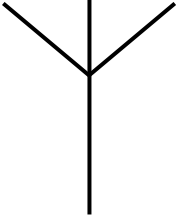
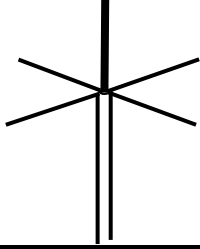
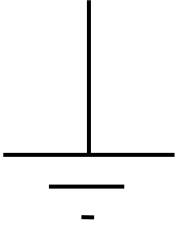
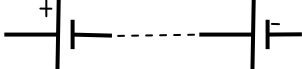
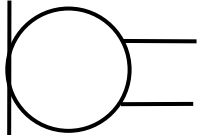
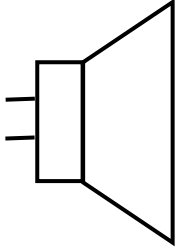



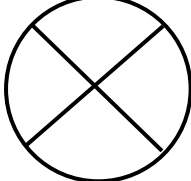
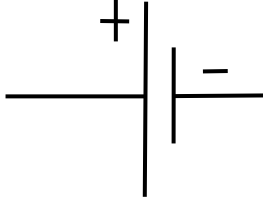
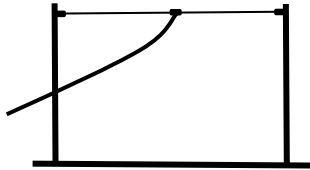
Wireless technology is everywhere. Radio is so much a part of our lives we scarcely notice it. Girls draw up a 3X3 grid and choose names for each square from the list below. Print and cut out the radio words and place them into a container. Draw out one name at a time. The winner is first girl to cross off all the names on her grid.

Navigation Beacons	Radio Micro-phones	Radio controlled Toys	Garage Door Openers	Survival Beacons
Remote Instruments	Ships & Boats	Broadcast Radio	Amateur Radio	Delivery Drivers
Credit Cards	GPS	Time Signals	SES	TV Remote
Security Tags	Satellites	Blue Tooth	Hikers	Drones
EFTPOS Machines	Weather Warnings	Citizen Band	Mobile Phones	Animal Tracking
Wireless Keys	Airport Radar	Police Speed Detectors	Baby Monitors	Animal Microchips
Cordless phones	Ambulance	Fire Fighters	Army	Aircraft
Navy	Airforce	Police	Wifi	Television

Concentration Radio Card Game

- Make two copies of the cards on the next page
- Cut out the cards
- Shuffle the cards and place them all face down
- The girls take turns to turn over two cards
- She keeps the pair if the cards match and has another turn at turning over two cards
- She continues until the cards turned over do not match
- If the cards do not match they are turned face down again
- The next girl now takes a turn
- The game continues until all the pairs have been collected
- The winner is the girl with the most pairs

Radio Symbols Concentration Cards

<p>End Fed Antenna</p> 	<p>Yagi Antenna</p> 	<p>Folded Dipole Antenna</p> 	<p>Antenna</p> 
<p>Ground Plane Antenna</p> 	<p>Earth</p> 	<p>Battery</p> 	<p>Microphone</p> 
<p>Speaker</p> 	<p>Switch</p> 	<p>Resistor</p> 	<p>Fuse</p> 
<p>Lamp</p> 	<p>Cell</p> 	<p>Centre Fed Dipole</p> 	<p>LED</p> 