



Technology Camp

17-19 October 2008
Linnet Clough

Activity Guide

Some activities require pre-work
Please read this guide before the camp



Introduction

The first Technology Camp took place in 2002, the event has continued to run every year since, offering more people a wide range of technology based activities.

This guide is designed to allow you to get the most out of your camp. You should read through the guide before the camp as some badges require pre-work and registration. Then bring the guide with you to the camp for reference, at the back of the guide is your personal programme which will be completed at the Friday night briefing.

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Electronics badge



To complete the electronics badge you will learn about electronic components and circuits through experimentation. You will be told about components then get to wire them together to make various circuits. You will also solder together three circuits (one on a previous camp, this years project and an additional circuit). Construction takes place in the Lynmouth and the hands on learning in the Storm Hut.

To do the electronics badge you must have built a circuit on a previous camp and complete the online registration including learning about resistor values. To register go to:

www.kitronik.co.uk/techcamp.htm

Key facts

Location: Storm Hut & Lynmouth

Duration: 3 hours learning, 2½ hours construction

Booking: Online registration before camp

Pre-work: A built circuit, plus resistor task

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IT badges

Information Technology gives you the opportunity to gain your Stage 1 or Stage 2 IT Badge, you will need to know the main components of a computer and have an understanding of Word and PowerPoint.

We can also offer to test for IT stage 3 - 5 but pre-work is required and must be brought with you, ideally on a CD or memory stick. Currently we are using Office 2003 so please ensure any pre-work is compatible with this version of Office.

The requirements of the IT staged badges can be found on www.scoutbase.org.uk

Key facts

Location: Norlog

Duration: 30 - 60 minutes (depending upon stage)

Booking: At Friday night briefing

Pre-work: Stages 3 - 5 require pre-work

Communicator badge



Enjoy learning how radio amateurs communicate across vast distances - from around the globe to bouncing signals back from the Moon or orbiting satellites. To complete the badge you will be told all about radio, you will need to log calls, which will keep you occupied for hours, but it is worth all the effort.

You will need to pre-book and have learnt the pre-work. This work will be tested on Friday evening before being accepted onto the course. The pre-work is to learn the phonetic alphabet, Q code & signal report. These can be found at:

<http://www.jota.org.uk/preevent/radio/combadge/combadge.htm>

Key facts

- Location:** Storm Hut & Lynmouth
- Duration:** 3 hours learning, 3 hours logging calls
- Booking:** Registration before camp
- Pre-work:** Phonetic alphabet, Q codes & signal report

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Radio stations

The radio operators run three stations and you are welcome to have a go yourself and send and receive messages with other stations around the world - particularly Scout Jamboree On The Air (JOTA) stations. The stations run throughout the day and you can just turn up and stay as long as you like.

Voices on HF radio sound very different to broadcast quality. You need to listen carefully so your ear and brain 'tune-in'. Learning a little about the codes and procedures used makes listening more fun too.

Key facts

Location: Lynmouth

Duration: As long as you like

Booking: None required, pop in for 10 min or 2 hours

Pre-work: None

Radio orienteering



Do you like a challenge...this is for you. The course can be completed in less than five minutes or not at all depending on your level of skill or listening ability.

What is entailed: Set into the Linnet Clough site are two transmitting radio beacons. Each sends a different signal in alternate one minute bursts and has a coded orienteering punch. Using a special receiver you follow the direction of the radio transmission until you find the flag marker (usually well concealed). The card is then punched and you then go on to find the next flag marker.

The winning team is the one which records the fastest time in finding the beacons.

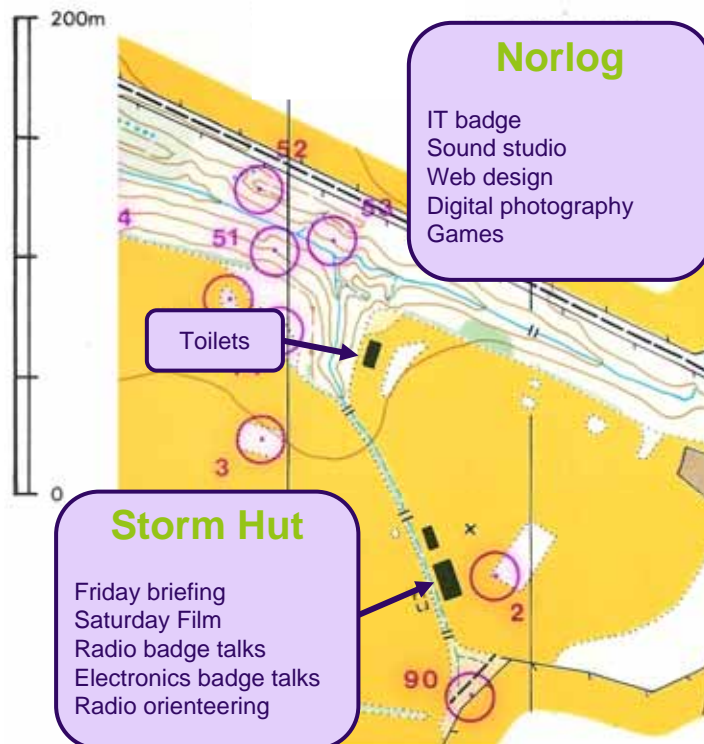
Key facts

Location: Storm Hut

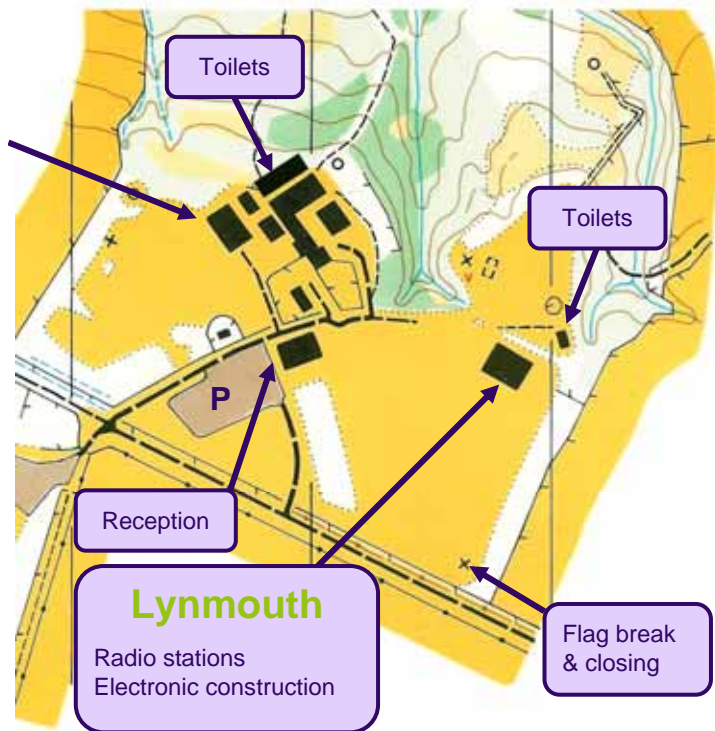
Duration: 30 minutes

Booking: A team of 4 at Friday night briefing

Pre-work: None



dirt road		building	
large path		campfire	
small path		post	
fence		bridge	
wall		car parking area	
vegetation change		contour	
impassable cliff		form line	



small earth wall
 steep slope
 pit
 crossable stream
 ditch
 marsh
 narrow marsh



open land
 rough open land
 forest: run
 forest: slow run
 forest: walk



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Electronic construction

Electronic construction is your chance to build an electronic gadget, no previous experience necessary.

In this activity you will solder parts in to a circuit board to build a tent guy rope warning device, which you will be able to keep. The gadget can also be used in wide games as they can be set-up to flash when torch light is shone on them.

There are seven sessions of electronic construction, which are run all weekend. The activity takes place in the Lynmouth and needs to be booked at the Friday night briefing.

Key facts

Location: Lynmouth

Duration: 1½ hours

Booking: At Friday night briefing

Pre-work: None

Digital photography



You will be able to take photos using a professional digital camera. These can be individual or group shots taken indoors against a backdrop or of anything of interest across the camp site.

Then on the computer you can work on the images from simple corrections such as removing red eye to more advanced processing such as morphing your photo onto a different background.

Don't forget, if you book your digital photography session before your IT badge or web design you will be able to use any photos you have taken.

Key facts

Location: Norlog
Duration: 30 minutes
Booking: At Friday night briefing
Pre-work: None

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Web design & Sound studio

Web design & sound studio are two separate activities, though both take place in the Norlog.

In web design you will be able to create your very own web page and be shown how to upload it onto the Technology Camp website. This can include text and images, so a bit of artistic flare and an idea of what you would like to do will help. This is not the same as Facebook or blogs.

In the sound studio you have the opportunity to learn how to mix multiple sound sources such as voice keyboard or guitar. Then how to record and modify them on a PC multi-channel recorder.

Key facts

Location: Norlog

Duration: Each activity lasts 30 minutes

Booking: At Friday night briefing

Pre-work: None

Games & flight simulator



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We have several flight simulators for you to try your skill at over the weekend. Leaders will be there to assist you in how to land without crashing too much during your 30 minute pre-booked slot.

Also for your amusement there are a selection of arcade games for you to try your hand at. These don't need to be booked, just wait for a machine to become available and take your go. When it isn't busy you can stay for as long as you like. If you get on to the high score don't forget to enter your name and group so we know who has won at the end of the weekend.

Key facts

Location: Norlog

Duration: Flight sim - 30 minutes

Booking: Pre-book the flight sim, just turn up for games

Pre-work: None

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Saturday Activities

09:00	Flag break
09:30	
10:00	
10:30	
11:00	
11:30	
12:00	
12:30	
13:00	Lunch
13:30	Lunch
14:00	
14:30	
15:00	
15:30	
16:00	
16:30	
17:00	
17:30	
18:00	Evening meal

Sunday Activities



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09:30	Flag break & Scouts own
10:00	
10:30	
11:00	
11:30	
12:00	
12:30	
13:00	
13:30	
14:00	Lunch
14:30	Lunch
15:00	Closing ceremony & presentations
Group	
Name	

Activity booking takes place at the Friday evening briefing
in the Storm Hut at 9:30 pm



Technology camp is sponsored by



www.abbeyesaddlery.co.uk



www.birchprint.co.uk



www.jprelec.co.uk



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