



# Technology Camp

16-18 October 2009  
Linnet Clough

## Activity Guide

Pre-event  
leader version

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

### Leaders information



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This years camp will be limited to a maximum of 200 scouts and booking forms must be returned before the end of September.

Scouts wishing to do their Electronics and Communicator badge need to do the pre-work before attend the camp, pre-registration for the electronics badge is online. Those wishing to be tested or IT3-5 need to bring with them all necessary project work, some of this needs to have been done over a period of time.

This year there will be a camp badge that can be worn on uniforms on the left sleeve with activity badges.

On receipt of you groups booking form and payment you will be sent a booklet for all those attending. You will also receive a CD with a copy of the website and this booklet.

Please ensure all scouts have been given their booklet well before the event. Spares copies will be available on the Friday night should any scout forget to bring theirs.

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### 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. You will be able to register for activities during the Friday night briefing.

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### Electronics badge



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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. You can't do the electronics badge if you do the radio communicator badge. To register go to:

[www.kitronik.co.uk/techcamp.htm](http://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](http://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

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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

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## Communicator badge

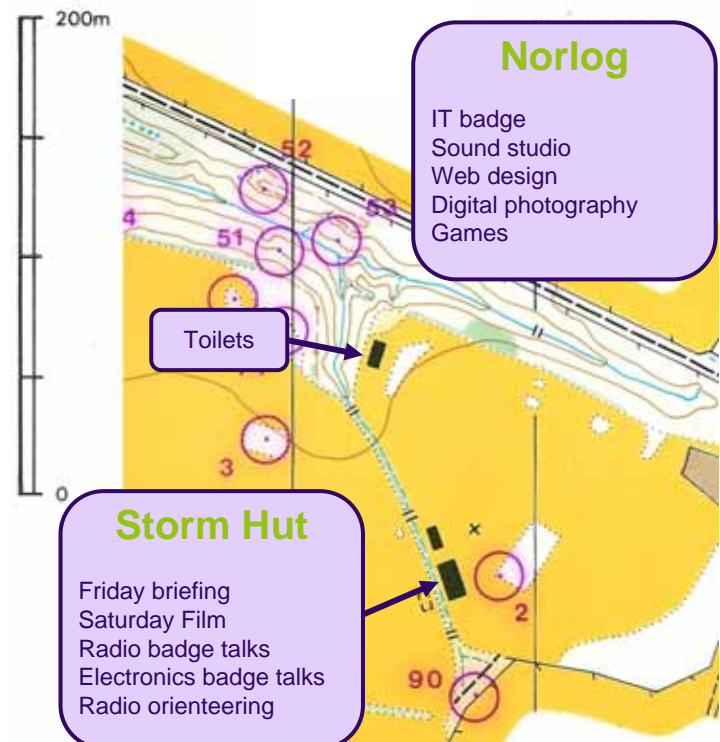
Enjoy learning how radio amateurs communicate across vast distances - from around the globe to bouncing signals back from the Moon or orbiting satellites. To complete the badge you will be told all about radio, you will need to log calls, which will keep you occupied for hours, but it is worth all the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

You will need to pre-book and have learnt the pre-work. You can't do the communicator badge if you do the electronics badge. 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:

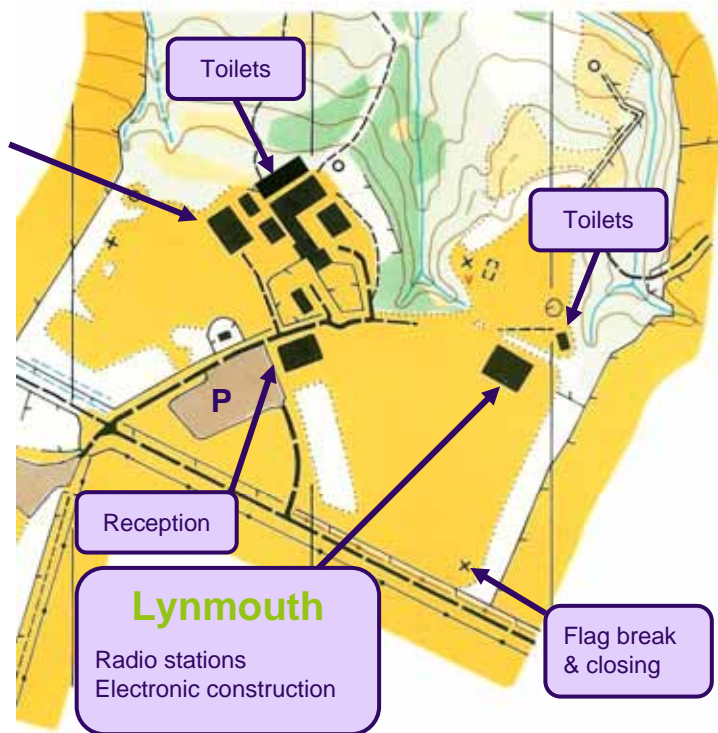
<http://www.jota.org.uk/preevent/radio/combadge/combadge.htm>

### 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



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		open land	
steep slope		rough open land	
pit		forest: run	
crossable stream		forest: slow run	
ditch		forest: walk	
marsh			
narrow marsh			



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## 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

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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 an electronic xylophone which you can play simple tunes on by placing your finger on special sensitive pads.

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

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## 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

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## Games & flight simulator

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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## Robot racer team challenge

This activity is new for 2009 and is a hi-tech version of scrap heap challenge. Working in a team of four you will have a hour to design and make a buggy from tech card, wheels, axles, pulleys, gears and so on. Your team will then program it so that the robot buggy completes the challenge of driving to the end of the track, dropping a coin half way and returning to the start.

After the initial build time there will be half an hour to tweak the design and complete up to three runs against the clock. Points will be given for the performance of your robot in terms of speed and accuracy. How well will your robot buggy work compared to the other teams?

Teams must be four Scouts & booked at the briefing, this may be limited to one team per group.

### Key facts

**Location:** Undecided  
**Duration:** 1½ hours  
**Booking:** A team of 4 at the Friday night briefing  
**Pre-work:** None

## Technology camp is sponsored by



[www.abbey saddlery.co.uk](http://www.abbey saddlery.co.uk)



[www.jprelec.co.uk](http://www.jprelec.co.uk)



[www.kitronik.co.uk](http://www.kitronik.co.uk)

[www.jota.org.uk](http://www.jota.org.uk)

[techcamp@keithhampson.co.uk](mailto:techcamp@keithhampson.co.uk)