National Defence   Défense nationale

Canada

Scout Program

for the

Canadian Navy's 100th anniversary

by the

Department of National Defence
September 2009

Scout Meeting Schedule

Theme: *Commemorate, Celebrate, Commit: Canadian Naval Centennial*

Date:

Time	*Activity*	*Program Details*
10 minutes	**Salvo Game**	Salvo is the paper-and-pencil game which the classic board game Battleship is based on.
5 minutes	**Opening Ceremony**	
15 minutes	**Gathering Activity: Battleship Game**	The leader is going to call out some commands and the Scouts must do the appropriate actions.
5 minutes	**Decipher the Hidden Message**	Use the following code to decipher the secret message.
30 minutes	**Signalling in Semaphore**	Give one Scout the message ''Ready Aye Ready'' (the motto of the Canadian Navy) or ''Be Prepared'' (the Scouts motto) which he/she must send to the other.
30 minutes	**Morse Code and Twine Signalling**	Give one Scout the message ''Bring the Navy to Canadians'' (the theme of the Canadian Naval Centennial) or ''Commemorate, Celebrate, Commit'' (the slogan of the CNC) which he/she must send to the other.
5 minutes	**Closing**	Leader manual
15 minutes	**Leader Discussion**	

Extra Activity:

10 minutes	**« Heart of Oak »**	Learn and sing the official march of the Canadian Navy
10 minutes	**Game – Encode the Message**	Use the code to encode the message for transmission.
40 minutes	**Paper Ship Model**	Built a paper model warship

Note: Other possibilities can be investigated. For example, the potential idea to invite a guest with a naval background to talk about his or her experiences could be very interesting.

Activity Instructions

Activity: **Battleship Game**

Equipment: none unless leaders post sign on corresponding walls.

Instructions: Gather the Scouts together in the middle of the meeting area. Explain that they are now sailors on a battleship. The leader is going to call out some commands, the leader may delegate this function to the Scouts, and the Scouts must do the appropriate actions. The commands are listed but new ones can be added:

<u>**Command**</u>	<u>**Action**</u>
Stern	Run to the wall marked stern.
Bow	Run to the wall marked bow.
Starboard	Run to the right wall.
Port	Run to the left wall.
Captain Onboard	Stop running and salute. *(Show them how to make a military salute.)*
Swab the decks	Use an imaginary mop and mop the deck (floor).
Man Overboard	Drop to the floor and start to swim.
Abandon Ship	Drop to the floor, sit and start to row the oar.
Peace	Gather in the center of the room and make the peace symbol *(the first and second finger in a "V", thumb holding other fingers curled in. (See diagram below).*

Activity Instructions

Activity: **Salvo Game**

___

Equipment: Paper and pencil are all that's required. Each player will require 2 copies of the grid paper (next page) and ships' holders (at the bottom of this page) to play.

Instructions: Salvo is the paper-and-pencil game which the classic board game Battleship is based on. The game Salvo is a guessing game played by two people. The goal is to sink all of your opponent's ships before she does the same to you.

Each Scouts draws two 10x10 grids on their paper – if they don't have graph paper. The grids should be characterized with letters across the top (A through J) and numbers down the side (1 through 10). One of the grids should be labelled "Self" and the other labelled "Opponent." Each player then decides where to place his four ships: a five-space Battleship, a four-space Cruiser, a three-space Destroyer, and a two-space Submarine. None of the ships may be placed diagonally; they must all be placed in straight lines either horizontally or vertically and can not be moved during the game. It is legal (but not obligatory) for two or more ships to be adjacent to each other. The ships are marked by blocking in the appropriate spaces.

The game can now begin. One after the other and one shot at a time, players try to determine where the ships of the opponent are on the 10x10 grid. If the player calls the coordinates of a space where a ship is located, his opponent tells him so by saying "hit." If he missed, his opponent has to say "miss." Players need to mark the shots they take on their "Opponent" grid, and whether each shot was a hit or a miss, so that they don't call any space more than once. Players may also mark the "Self" grid with shots taken by their opponent. A ship is sunk when all of its squares have been hit. When this happens, the player whose ship was sunk says, for example, "You sank my _____ (type of ship)"."

Bat	tle		shi	p

Cr	ui	se	R

Des	tro	yer

Subm	arine

Salvo Game

Maritime Forces of Canada

	A	B	C	D	E	F	G	H	I	J	
1											1
2											2
3											3
4											4
5											5
6											6
7											7
8											8
9											9
10											10

| | A | B | C | D | E | F | G | H | I | J |

Activity: **Decipher the Hidden Message**

Instructions: Use the following code key, decipher the secret message.

Equipment: Copies of this secret message.

A = Z	M = N	Y = B
B = Y	N = M	Z = A
C = X	O = L	1 = 0
D = W	P = K	2 = 9
E = V	Q = J	3 = 8
F = U	R = I	4 = 7
G = T	S = H	5 = 6
H = S	T = G	6 = 5
I = R	U = F	7 = 4
J = Q	V = E	8 = 3
K = P	W = D	9 = 2
L = O	X = C	0 = 1

_ _ _ Scouts is a combination of classic scouting, _ _ _ _ _ _ _ and navy games. This
H V Z   H Z R O R M T H

movement was created in _ _ _ _. Among other things, _ _ _ Scouts learn to calculate the
               0 2 1 8   H V Z

_ _ _ _'s heights and to recognize beacons. They also study the maritime rules to be
G R W V

respected for a good cohabitation on _ _ _ _ _ _ . Finally, they venture on the
               I R E V I H

manipulation of both the _ _ _ _ _ _ _ and the ruler of Cras[1] and on _ _ _ _ _ _'
               X L N K Z H H   X S Z IG H

decoding.

[1] *Note*: **Jean Émile Paul Cras** (22 May 1879- 14 September 1932) was a 20th century French composer and career naval officer; his mathematical skills led to his proposing a number of innovations in technical practices which were adopted by the navy, including his invention of an electrical selector and a navigational plotter protractor which was named after him.

Activity: **Decoded the Hidden Message (ANSWER)**

Instructions: Use the following code key, decipher the secret message.

Equipment: Copies of this secret message.

A = Z	M = N	Y = B
B = Y	N = M	Z = A
C = X	O = L	1 = 0
D = W	P = K	2 = 9
E = V	Q = J	3 = 8
F = U	R = I	4 = 7
G = T	S = H	5 = 6
H = S	T = G	6 = 5
I = R	U = F	7 = 4
J = Q	V = E	8 = 3
K = P	W = D	9 = 2
L = O	X = C	0 = 1

_ _ _ Scouts is a combination of classic scouting, _ _ _ _ _ _ _ and navy games. This
HVZ   HZRORMTH
movement was created in _ _ _ _. Among other things, _ _ _ Scouts learn to calculate the
                    0 2 1 8   HVZ
_ _ _ _ 's heights and to recognize _ _ _ _ _ _ _. They also study the maritime rules to be
GRWV   YVZXLMH
respected for a good cohabitation on _ _ _ _ _ _ . Finally, they venture on the
                                     IREVIH
manipulation of both the _ _ _ _ _ _ _ and the ruler of Cras[1] and on _ _ _ _ _ _'
                          XLNKZHH   X S Z IG H
decoding.

[1] *Note*: **Jean Émile Paul Cras** (22 May 1879- 14 September 1932) was a 20th century French composer and career naval officer; his mathematical skills led to his proposing a number of innovations in technical practices which were adopted by the navy, including his invention of an electrical selector and a navigational plotter protractor which was named after him.

Answer: Sea Scouts is a combination of classic scouting, *sailing* and navy games. This movement was created in *1908.* Among other things, *Sea* Scouts learn to calculate the tide's heights and to recognize *beacons*. They also study the maritime rules to be respected for a good cohabitation on *rivers*. Finally, they venture on the manipulation of both the *compass* and the ruler of Cras and on *charts*' decoding.

Activity Instructions

Activity: **Decipher the Hidden Message (2)**

Instructions: Use the following code key, decipher the secret message.

Equipment: Copies of this secret message.

A = Z	M = N	Y = B
B = Y	N = M	Z = A
C = X	O = L	1 = 0
D = W	P = K	2 = 9
E = V	Q = J	3 = 8
F = U	R = I	4 = 7
G = T	S = H	5 = 6
H = S	T = G	6 = 5
I = R	U = F	7 = 4
J = Q	V = E	8 = 3
K = P	W = D	9 = 2
L = O	X = C	0 = 1

The Canadian _ _ _ _ will be one _ _ _ _ _ _ _ years old in _ _ _ _. Our navy is
            MZEB   SFMWIEW   9101
concentrated in two locations: _ _ _ _ _ _ _, Nova Scotia and _ _ _ _ _ _ _ _ _, British
                 SZORUZC   VHJFRNZOG
_ _ _ _ _ _ _ _ but is also present in _ _ cities across the _ _ _ _ _ _ _ by the Naval
XLOLYRZ   97   XLFMGIB
_ _ _ _ _ _ _ Divisions.
IVHVIEV

Activity Instructions

Activity: **Decipher the Hidden Message (2) (ANSWER)**

Instructions: Use the following code key, decipher the secret message.

Equipment: Copies of this secret message.

A = Z	M = N	Y = B
B = Y	N = M	Z = A
C = X	O = L	1 = 0
D = W	P = K	2 = 9
E = V	Q = J	3 = 8
F = U	R = I	4 = 7
G = T	S = H	5 = 6
H = S	T = G	6 = 5
I = R	U = F	7 = 4
J = Q	V = E	8 = 3
K = P	W = D	9 = 2
L = O	X = C	0 = 1

The Canadian _ _ _ _ will be one _ _ _ _ _ _ _ years old in _ _ _ _. Our navy is
          MZEB   SFMWIEW   9101
concentrated in two locations: _ _ _ _ _ _ _, Nova Scotia and _ _ _ _ _ _ _ _ _, British
                SZORUZC   VHJFRNZOG
_ _ _ _ _ _ _ _ but is also present in _ _ cities across the _ _ _ _ _ _ _ by the Naval
XLOLYRZ   97   XLFMGIB
_ _ _ _ _ _ _ Divisions.
IVHVIEV

The Canadian *Navy* will be one *hundred* years old in 2010. Our navy is concentrated in two locations, *Halifax*, Nova Scotia and *Esquimalt*, British *Colombia* but is also present in *24* cities across the country by the Naval *Reserve* Divisions.

Activity: **Signalling in Semaphore**

Instructions: Use the following code to signal a message.

Equipment: Copies of the semaphore chart and 2 hand flags per person.

Explanations: Semaphore is an alphabet that was originally useful for the navy in the 18th century. Nowadays Scouts use it like codes in some of their games or simply to communicate. Faster to learn than the Morse code, Semaphore is based on the use of two identical flags with both a red and a yellow triangle. In absence of hand flags, flat hands can be used. This alphabet contains 8 positions from the point of view of the one who receives the message: North-West (NW), North (N), North-East (NE), East (E), South-East (SE), South (S), South-West (SW) and West (W). We just need to tend our arms that become like clockwise. Movements are made in this way.

Semaphore is divided in seven series of seven, six, five, four, three, two and one letters: one flag or the clockwise indicate which <u>series</u>: it's immobile. The other flag, the minutes, indicate the <u>letter</u>. For example, the flag that indicates the first series is in position S. The one that indicates the second series is in the position SW.

The flag of the first letter of each series is situated at the position that follows the series' flag. Thus the letter A, the first of the first series, is drawn by the positions S (series) and SW (letter).

Furthermore, for the first batch we will obtain B = S - W, C = S - NW, D = S - N, E = S - NE, F = S - E, G = S - SE.

Visually Semaphore is presenting like this. Don't forget that it is from the receiver's point of view so you need to invert when you transmit it.

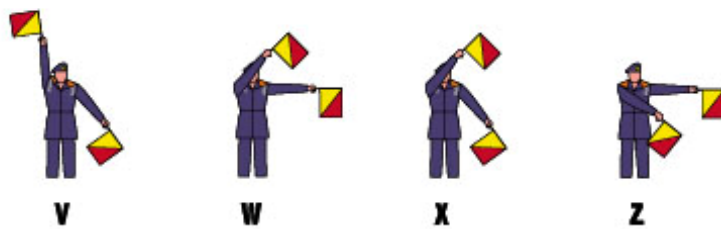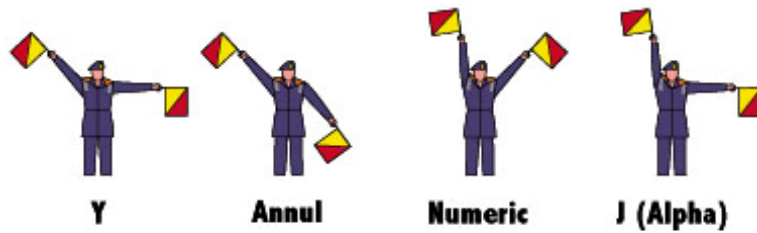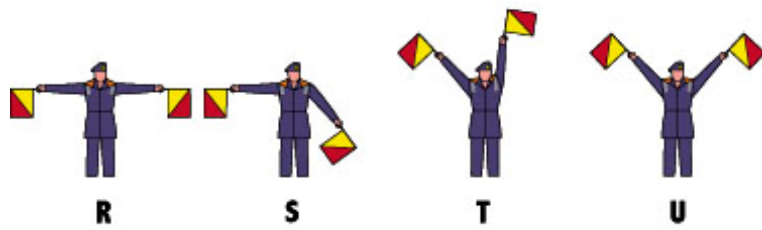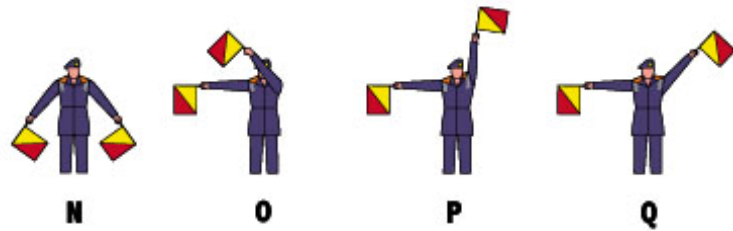Samples of message, leaders are encouraged to create short messages about their troop:
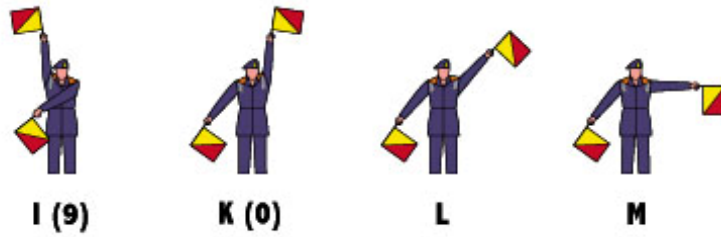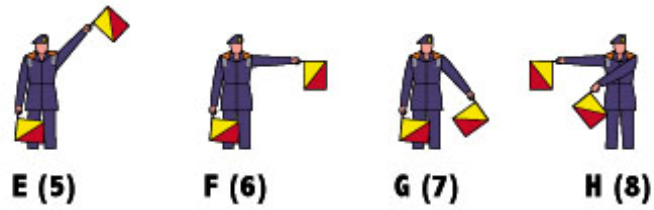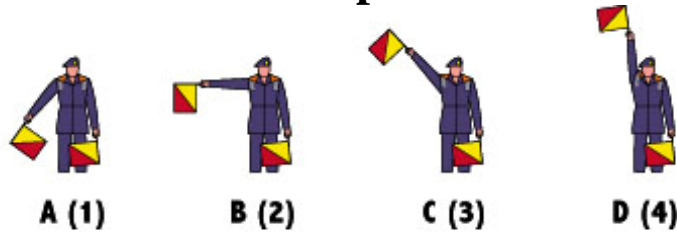
"Ready Aye Ready" (The motto of the Canadian Navy)

"Be Prepared" (The Scout motto)

"The Canadian Navy is 100 years old"

"Scouting is fun"

Semaphore

A (1)   B (2)   C (3)   D (4)

E (5)   F (6)   G (7)   H (8)

I (9)   K (0)   L   M

N   O   P   Q

R   S   T   U

Y   Annul   Numeric   J (Alpha)

V   W   X   Z

Activity Instructions

Activity: Morse code and Twine Signaling

Equipment: Morse code cards (below); long lengths of twine (or flashlights can be used in place of the twine), pencil and paper.

Instructions: Divided into pairs, provide each Scout with the Morse code card. Give each pair of Scouts a length of twine, stretching the twine from one Scout to the other. Give to one Scout one of messages below which he/she must send to the other. After the first message is sent the other Scout will send the other message. Leaders may want to have others short sentences ready for Scouts who are quicker. Flashlights may be used instead of twine; one scout will send the message while the other reads it; when the message is received properly, the roles are reverted and a new message is sent.

A big pull signifies a dash and a short jerk signifies a dot. If a mistake is made, the erase signal is eight ''E's''(……..). Upon completion of a word, let the line go slack and wait. When the receiving Scout has understood the word, he/she signals using a single E (.). The sender starts the next word.
End of message signal is: ''AR'' (.-.-.); Message received signal is: ''R'' (.-.) if the message has been received properly.

Morse code

A	.-	**M**	- -	**Y**	-.--
B	-...	**N**	-.	**Z**	--..
C	-.-.	**O**	---	**1**	.----
D	-..	**P**	.--.	**2**	..---
E	.	**Q**	--.-	**3**	...--
F	..-.	**R**	.-.	**4**	....-
G	--.	**S**	...	**5**	.....
H	....	**T**	-	**6**	-....
I	..	**U**	..-	**7**	--...
J	.---	**V**	...-	**8**	---..
K	-.-	**W**	.--	**9**	----.
L	.-..	**X**	-..-	**0**	-----

Samples of message, leaders are encouraged to create short messages about their troop:

"The Canadian Navy is 100 years old"

"Scouting encourages camaraderie"

"Baden-Powell created the Scouts movement in 1907"

"The Canadian Navy was established on 4 May 1910"

''Bring the Navy to Canadians'' (the theme of the Canadian Naval Centennial)

''Commemorate, Celebrate, Commit'' (the slogan of the Canadian Naval Centennial)

Activity Instructions

Activity: **Navy song**

Instructions: The Scouts listen to this song once and then they can listen to it a second time and try to sing. Encourage them to ask questions about some stanza they don't understand. Explain to them the meaning of this song.

        "Heart of Oak" is the official march of the Royal Navy of the United Kingdom. It's also the official march of the Canadian Navy. As many of our military and naval traditions come from Britain, it is why it says in the stanzas ''Britannia triumphant'' or ''Stout Britons''.

        The "wonderful year" referenced in the first verse is 1759-60, during which British forces were victorious in several significant battles: the Battle of Lagos on August 19, 1759 off Portugal, the Battle of Quebec City on September 13, 1759 and the Battle of Quiberon Bay near St. Nazaire, France on 20 November 1759. These were followed a few months later by the Battle of Wandiwash in India on 22 January 1760.

        The music was composed by Dr. William Boyce and the words were written by the 18th Century British actor David Garrick.

Equipment: This song and copies of the following lyrics.

The signing version of the song can be heard at the following website addresses:

        http://www.youtube.com/watch?v=Xz5bSv3y3JU&feature=related

        http://www.youtube.com/watch?v=GBhoMSHX2i0&feature=related

        http://www.youtube.com/watch?v=2mmbKR98dTw&feature=related

Heart of Oak

Come cheer up my lads, tis to glory we steer,
To add something new to this wonderful year;
Tis to honor we call, you as free men not slaves,
For who are so free as the sons of the waves.

(Chorus)

Heart of oak our ships, jolly tars our men,
We always are ready, steady boys, steady.
We'll fight and we'll conquer again, and again.

We ne'er see our foes, but we wish them to stay;
They always see us and they wish us away;
If they run we will follow, we will drive them ashore;
For if they won't fight we can do no more.

(Chorus)

They say they'll invade us, these terrible foes;
Frighten our women, our children, our beaus;
But should their flat-bottoms, in darkness get o'er,
Stout Britons they'll find to defeat them ashore.

(Chorus)

Britannia triumphant, her ships rule the seas,
Her watchword is justice, her password is free.
So come cheer up my lads, with one heart let us sing,
Our soldiers, our sailors, our statesmen, our Queen.

(Chorus sung twice...)

Activity: **Encode the Message**

Instructions: Using the following code key, encode the message for transmission.

Equipment: Copies of this secret message.

A = Y	M = V	Y = H
B = L	N = I	Z = B
C = X	O = G	1 = 6
D = C	P = A	2 = 9
E = K	Q = U	3 = 4
F = P	R = J	4 = 2
G = T	S = M	5 = 7
H = R	T = O	6 = 1
I = Q	U = N	7 = 8
J = D	V = Z	8 = 0
K = E	W = S	9 = 5
L = F	X = W	0 = 3

The message:

On 4 May 2010, the Canadian Navy will celebrate its 100th anniversary. Many celebrations will take place across the country during the year. From its modest beginning, our navy became the third largest navy at the end of the Second World War. The Canadian Navy is present in all the provinces and continues to conduct operations in support of domestic and international policies.

Activity Instructions

Activity: **Encode the Message (ANSWER)**

Instructions: Using the following code key, encode the message for transmission as quick as you can.

Equipment: Copies of this secret message.

A = Y	M = V	Y = H
B = L	N = I	Z = B
C = X	O = G	1 = 6
D = C	P = A	2 = 9
E = K	Q = U	3 = 4
F = P	R = J	4 = 2
G = T	S = M	5 = 7
H = R	T = O	6 = 1
I = Q	U = N	7 = 8
J = D	V = Z	8 = 0
K = E	W = S	9 = 5
L = F	X = W	0 = 3

The message:

On 4 May 2010, the Canadian Navy will celebrate its 100th anniversary. Many celebrations will take place across the country during that year. From its modest beginning, our navy became the third largest navy at the end of the Second World War. The Canadian Navy is present in all the provinces and continues to conduct operations in support of domestic and international policies.

Coded message (to ease reading, an underscore is added between words and punctuations were omitted):

GI_2_VYH_9363_ORK_XYIYCQYI_IYZH_SQFF_XKFKLJYOK_QOM_633OR_
YIIQZKJMYJH_VYIH_XKFKLJYOQGIM_SQFF_OYEK_AFYXK_YXJGMM_ORK_
XGNIOJH_CNJQIT_ORYO_HKYJ_PJGV_QOM_VGCKMO_LKTQIIQIT_GNJ_
IYZH_LKXYVK_ORK_ORQJC_FYMTKMO_IYZH_YO_ ORK_KIC_GP_ORK_
MKXGIC_SGJFC_SYJ_ORK_XYIYCQYI_IYZH_QM_AJKMKIO_QI_YFF_ORK_AJ
GZQIXKM_YIC_XGIOQINKM_OG_XGICNXO_GAKJYOQGIM_QI_MNAAGJO_G
P_CGVKMOQX_YIC_QIOKJIYOQGIYF_AGFQXQKM

Activity Instructions

Activity: **Paper Ship Model**

Instructions: This is a paper model warship that can easily be built. The finished model is approximately 30 cm (12") long and 15 cm (6") high when completed.

Explanations: The warship is HMCS *Kingston*, the lead ship of its class. *Kingston* and her 11 sister-ships are stationed in Halifax, Nova Scotia and Esquimalt, British Colombia. These vessels are designed as Canadian Maritime Coastal Defence Vessel, or MCDV, and are manned by naval reservists. The ships' main mission is to patrol the coast lines of Canada.

Equipment: Every Scout should have scissors (a paper knife and cutting board could be used in place of scissors), some paper glue, and a ruler.

The leader needs to make a copy of the paper model and the instruction sheets per Cub at this following website: http://www.navy.gc.ca/cms/5/5-a_eng.asp?id=608.

Extra copies may be necessary for any mishaps and should be printed.

There are two versions of the model, one simple and one more advanced; leaders will have to establish which one is the most appropriate for his or her Scouts. The construction of the model may take longer than 30 minutes and could be spread over many meetings.

The leader will have to make sure that all pages for the model are printed on one side only.