



Morse code and flashing – messages without a phone

AT A GLANCE



Place

Indoors and outdoors, ideally at dusk



Key idea

Learning Morse code and sending messages with light and sound



Effort

Materials 10 min · Preparation 20 min



120 minutes



teams of 2–4



12–16 years



1 torch per team



Materials

- ☐ Morse code chart for each team (copy)
- ☐ paper and pens
- ☐ torches
- ☐ prepared short messages
- ☐ whistles or tapping sticks



Schedule

0–15'

Opening – How did people send messages over long distances in the past? Smoke signals, flags, Morse code. Learn SOS together: ... — ...

15–45'

Learning Morse – Short = dot, long = dash. First send your own name, then tap short words.

45–90'

Flashing game – Teams stand so far apart that they cannot shout, and flash messages with torches.

90–105'

Devotion – Samuel hears God's voice (1 Samuel 3:1–10): "Speak, Lord, for your servant is listening."

105–120'

Closing – Which message got through best? Hand back the equipment.



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How it works – simply explained

- 1 Short signal = dot, long signal (about three times as long) = dash.
- 2 Pause briefly between letters, longer between words.
- 3 The receiver writes down dots and dashes and translates afterwards.
- 4 Reply "received": short-long-short (R).
- 5 If there is a mistake: eight short signals mean "error, I will repeat".

 **Example:** "Three short, three long, three short – SOS. This signal is understood all over the world. It is only for real emergencies."

Safety

- Do not shine directly into anyone's eyes.
- Outdoors in the dark only in the agreed area; teams never alone.
- Use SOS in the game only in a way that no one could think it is real.

Variations

- Send radio messages by the rules with walkie-talkies (PMR).
- Try the flag alphabet or your own secret signs.

Something to think about

How can you listen to God's voice in your noisy everyday life?