

Morse Code

International Morse Code Alphabets

A	• —
B	— • • •
C	— • — •
D	— • •
E	•
F	• • — •
G	— — •
H	• • • •
I	• •
J	• — — —
K	— • —
L	• — • •
M	— —
N	— •
O	— — —
P	• — — •
Q	— — • —
R	• — •
S	• • •
T	—
U	• • —
V	• • • —
W	• — —
X	— • • —
Y	— • — —
Z	— — • •

All about Morse Code

First of all we will learn all about Morse Code - explain to the class what it is, and its role during the Second World War. Hand out the Morse Code Chart on the previous page, and go through the code for each letter with your pupils.

Select a scale

Get pupils to decide whether they would like to compose their Morse Code tune using a major or minor pentatonic scale.

Once they have decided, to assign a Skoog to that scale:

1. Go to the [Scales Menu](#)
2. In the [Scale](#) menu select either major or minor Pentatonic.
3. In the [Tonic/Key](#) section on the [Scales Menu](#), select the name for the key that you want. The choice of this does not matter much in this lesson; so just go ahead and pick one that your pupil fancies!



Select an instrument

Get your pupils to select something that they would like to play - they might want to select something that can produce short and crisp sounds as well as a long sustained sounds.

1. Go to the [Instruments Menu](#).
2. Click on one of the instruments.



Play around with your 'Morse Code Machine'!

Now that your pupils have set up the Skoog as their very own Morse Code Machine, play around with it and experiment with the dot-dash rhythm of the Morse Code alphabets, thus creating little melodies. You can just stick to one pitch all the time, or experiment with using other pitches too.

Once your pupils have become more familiar to the Skoog and the Morse Code alphabets, get each of them to play a letter and get the rest of the class to work out what it is. Develop and expand this to 2 or 3 letter words.

Play in pairs

If you have a second Skoog, set it up in the same way, and get your pupils to work in pairs. The first activity you can now try is to get your pupils to echo their partner - see if they can copy the rhythm, or even the pitch, correctly. Bonus points to those who can also work out what word their partner has encoded!

Another fun activity is a question and answer game, in which your pupils can exchange short phrases with their partner using Morse Code.