Paper Signals

13 printable Morse code games for families and classrooms

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Companion pack to Dit & Dah Signal School · © 2026 Truc Amy Doan · EAKKIDS · @eakkids

SHEET 01

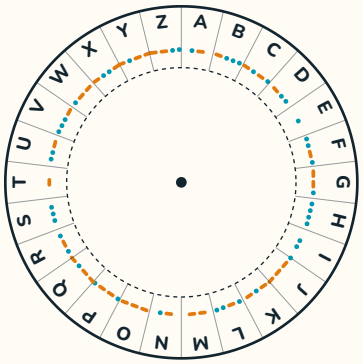
The decoder wheel

1 player · scissors + split pin

Two circles that turn against each other. Line the arrow up with any letter on the outer ring and its dots and dashes sit right beside it.

1. Cut out both circles along the solid line.
2. Push a split pin through the centre dot of each, small circle on top.
3. Turn the top circle until its arrow points at the letter you want.
4. Read the dots and dashes printed just inside that letter, next to the arrow tip.

✂ CUT OUT · OUTER RING AND POINTER





Tip: glue the circles onto cereal-box card first. A paper wheel wears out in a week; a card one lasts a summer.

SHEET 02

Pocket code card

Reference · cut to bookmark size

The whole International Morse Code on one strip. Cut along the dashed border and keep it in a school bag or a pocket.

✂ CUT OUT · POCKET CARD

Dot — one short sound · one beat

Dash — one long sound · three beats

Letters

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 ––··		

Numbers

0 –––––	1 ·––––	2 ··–––	3 ···––
4 ····–	5 ·····	6 –····	7 ––···
8 –––··	9 ––––·		

The rhythm rules

Dit	1 beat of sound
Dah	3 beats of sound
Inside a letter	1 beat of silence
Between letters	3 beats of silence
Between words	7 beats of silence

SHEET 03

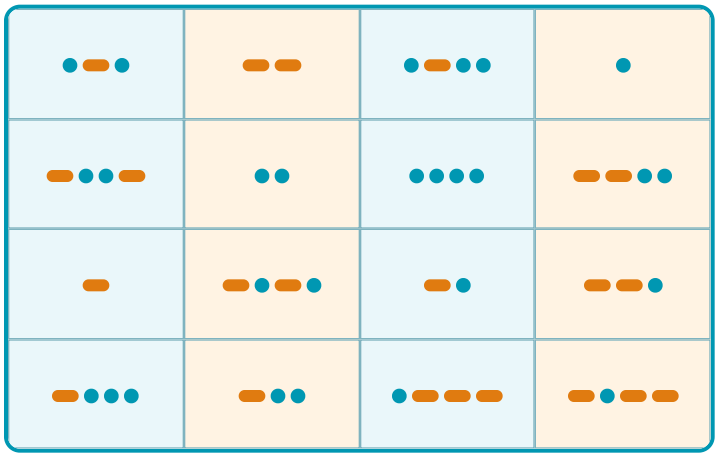
Morse bingo

2–6 players · a caller

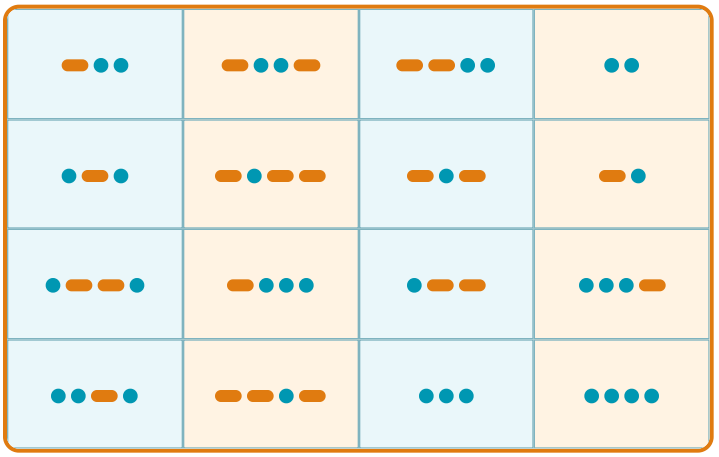
Every square holds a signal instead of a number. The caller says a letter out loud — or better, taps it on a table — and players hunt for its pattern.

1. Give each player a different board and some small counters (dried beans work).
2. The caller cuts up the slips below, shuffles them, and draws one at a time.
3. The caller taps the letter: a short tap for a dit, a long scrape for a dah. No speaking.
4. First player to cover a full row, column or diagonal calls "signal!" and reads their line back in code.

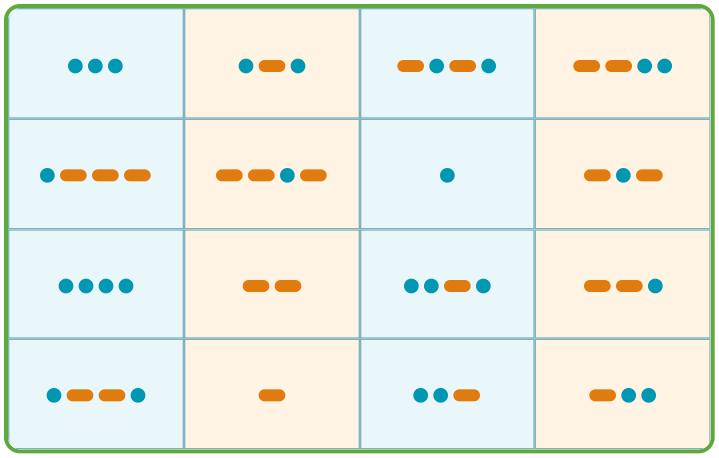
Board A



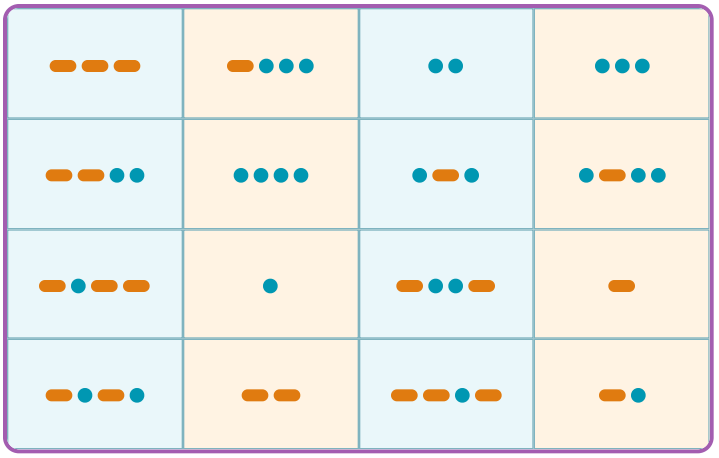
Board B



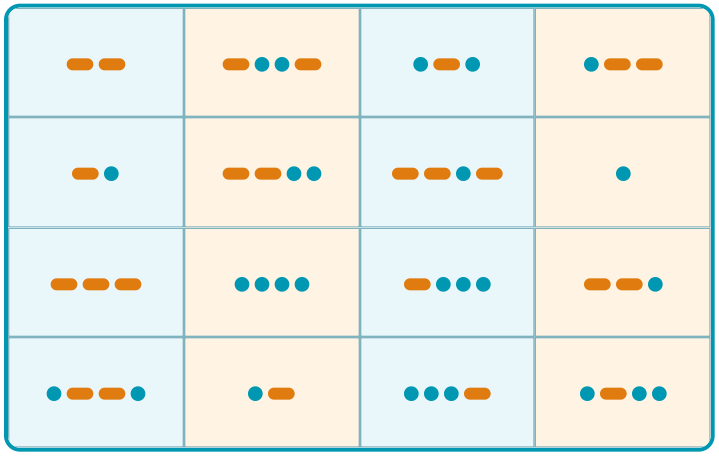
Board C



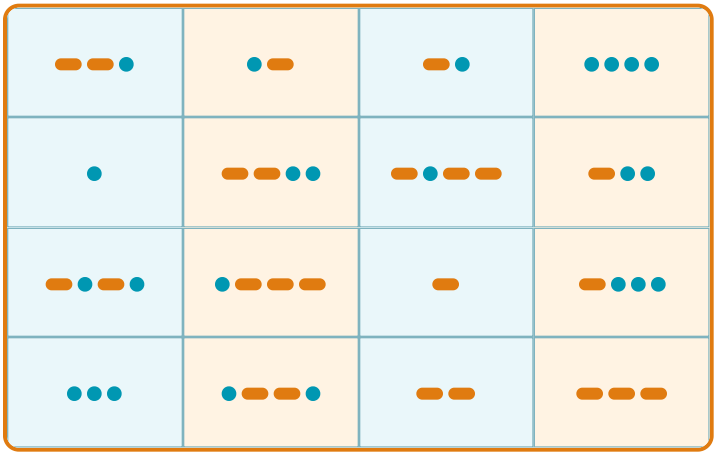
Board D



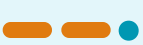
Board E



Board F



✂ CUT INTO SLIPS · CALLER'S LETTERS

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

SHEET 04

Coded treasure hunt

1–4 players · a grown-up hides the cards

Eight clue cards, each written in Morse. Decode a card to learn where the next one is hidden. The last one points at the prize.

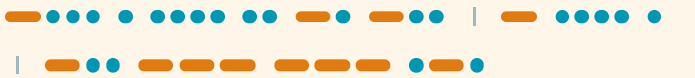
1. Cut out the eight cards below.
2. Hide card 2 at the place named on card 1, card 3 at the place named on card 2, and so on.
3. Hide the prize wherever card 8 points.
4. Hand the child card 1 and the pocket code card from sheet 02.

CLUE 1



a place in the house

CLUE 2



a place in the house

CLUE 3



a place in the house

CLUE 4



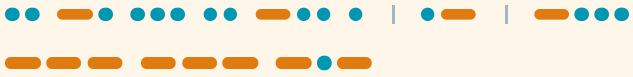
a place in the house

CLUE 5



a place in the house

CLUE 6



a place in the house

CLUE 7



a place in the house

CLUE 8



a place in the house

Answer key (fold under before handing over): 1. UNDER THE BED · 2. BEHIND THE DOOR · 3. IN A SHOE · 4. BY THE KETTLE · 5. UNDER A CUSHION · 6. INSIDE A BOOK · 7. NEXT TO THE PLANT · 8. IN THE FRIDGE

SHEET 05

Tap under the table

2 players · nothing at all

The oldest secret-message game there is. Two people, one table, and a code nobody else at dinner can hear.

How to play

1. Agree on a signal for "start": three quick taps.
2. Sender taps a word, one letter at a time. Short tap for a dit, a tap with a small drag for a dah.
3. Pause and count to three between letters. Count to seven between words.
4. Receiver writes the word down and shows it. Right answer scores a point; then swap.

Starter words

Easy	CAT · SUN · EAT · TEA · MEET
Medium	BOAT · KITE · SNOW · MOUSE
Hard	JUMP · QUIZ · ZEBRA · OXYGEN
Cheeky	PUDDING NOW · LOOK LEFT

Why it works: children learn the *rhythm* faster than the dots. Tapping forces the timing to be right.

SHEET 06

Flashlight night signals

2+ players · one torch each · after dark

This is how ships actually talk without radio. Stand at opposite ends of a dark garden or a hallway and signal with light instead of sound.

The rules of light

1. A quick flash is a dit. Hold the beam on while you count "one-two-three" for a dah.
2. Point the torch *at* the other person, not at the ground.
3. Before a message, flash the letter **K** — that means "go ahead", the real signal operators use.
4. When you have understood a word, flash **R** back. It means "received".
5. End every message with **AR** sent as one symbol — that means "over and out".

Three games to play with it

Beacon	One player flashes the same letter over and over. Others must creep closer without being caught in the beam.
Rescue	A hidden player flashes **SOS** every thirty seconds. Searchers must find them using only the flashes.
Relay	Three players in a line. The message must pass from one end to the other without being spoken.

SHEET 07

Name bracelet chart

1 player · beads and elastic

Small round bead for a dit, long tube bead for a dah, and a different colour between letters. The bracelet spells a name that only a signaller can read.

1. Write the name in dots and dashes using the chart on sheet 02.
2. Thread a small bead for each dot and a long bead for each dash.
3. Put one spacer bead of a third colour between letters.
4. Tie off and see whether anyone can read it.

✂ WORKSHEET · PLAN THE BEADS

Letter	Beads to thread

Round bead = dot
one beat

Long tube bead = dash
three beats

Worked example — **AMY** becomes: round, tube · spacer · tube, tube · spacer · tube, round, tube, tube. Eleven beads including spacers.

SHEET 08

Morse ships

2 players · pencils

Battleships, except every shot is called in code. Say the coordinates as dits and dahs, and your opponent has to decode them before they can answer.

1. Each player takes one grid below and hides four ships: one of 3 squares, two of 2, one of 1.
2. To fire, tap or say a column letter and a row number in Morse. Nothing spoken in plain English.
3. Your opponent answers in code too: `H` for hit, `M` for miss, `S` for sunk.
4. Misread a coordinate and you lose the shot. Accuracy matters more than speed.

Your fleet

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

Shots you have fired

	A	B	C	D	E	F	G
1							
2							
3							
4							
5							
6							
7							
8							

SHEET 09

Hopscotch signals

2+ players · chalk · outdoors

A whole-body version for children who learn by moving. A hop is a dit. A long stride is a dah. Spell a word by crossing the yard.

Chalk it out

1. Draw a line of 12 small circles and 12 long rectangles, mixed up, down the path.
2. The caller names a letter. The player must travel it: hop on a circle for each dit, stride along a rectangle for each dah.
3. Pause with both feet together for the gap between letters.
4. Spell a three-letter word without a mistake to win the round.

Good words to travel

3 hops total	`EEE · EIT · ITE`
Short and fun	`TEA · EAT · SIT · ATE`
A real workout	`ZOO · QUIZ · JOY`

Start with `E`, `T`, `I` and `M` — one or two moves each — before anything longer.

SHEET 10

Secret note puzzles

1 player · pencil · answer key for a grown-up

Twelve messages to decode and three to encode. The answer key is at the bottom — fold it under before handing the sheet over.

Decode these

1

a greeting

2



an animal

3

food

4



an introduction

5



an action

6



a greeting

7



urging

8



an animal

9



an animal

10



a thing

11



weather

12



praise

Now encode these

A

YOUR OWN NAME

B

THE DATE TODAY

C

A SECRET WORD

Answer key (fold under before handing over): 1. HELLO · 2. GOOD DOG · 3. PIZZA · 4. MY NAME IS · 5. JUMP HIGH · 6. SEE YOU · 7. BE QUICK · 8. FOXES RUN · 9. NINE CATS · 10. RED BOAT · 11. SNOW DAY · 12. WELL DONE

SHEET 11

Signal relay race

6+ players · two teams · a whistle

A party or classroom game. One message has to travel down a line of children by touch alone, and the team that gets it right — not fastest — wins.

1. Two teams stand in lines, everyone facing the same way, hands on the shoulders of the person in front.
2. The referee shows the last child in each line the same word, written on a card.
3. That child taps it on the shoulder in front: short taps for dits, a squeeze for a dah.
4. Each child passes it forward. Nobody may speak or turn around.
5. The child at the front writes what they received. Correct spelling scores 3 points; one wrong letter still scores 1.

✂ CUT INTO CARDS · REFEREE'S WORDS

SUN outdoors	CAT an animal	MOON outdoors	FISH an animal	TREE outdoors	STAR outdoors	BOAT a thing	RAIN outdoors	SNOW outdoors
KITE a toy								

Run it three times and let teams change the order of their line. Children work out on their own that the slowest tapper should go first.

SHEET 12

Operator badges

Awards · cut out and sign

Three ranks, earned in order. Fill in the name and the date, and let the child keep the card.



THIRD CLASS OPERATOR

Knows E T A N I M S O by ear and can send them with a tap.

Name

Date and signature



SECOND CLASS OPERATOR

Reads the full alphabet, sends a three-letter word, and knows what SOS means.

Name

Date and signature



FIRST CLASS OPERATOR

Letters and numbers by ear at five words a minute, and has taught the code to someone else.

Name

Date and signature

SHEET 13

Bugle and whistle signals

3+ players · one whistle or horn · outdoors

A bugle plays one note at a time, so it cannot spell with pitch — it spells with *length*, exactly like a radio key. That turns a whistle, a horn, or even cupped hands into a perfectly good Morse transmitter, one that carries across a whole field.

Sounding the two marks

1. A short sharp toot is a **dot**. Say "tuh" into the whistle and stop.
2. A long steady blast is a **dash**. Hold it while you count one-two-three.
3. Breathe between letters — that pause is the three-beat gap, and it does half the work.
4. Keep every blast equally loud. Length is the only thing carrying meaning.

Why one note: a real bugle has no valves, so it can only sound the few notes of a single harmonic series. Every bugle call ever written is built from those, which is exactly why they travel so far outdoors.

Team calls to agree on first

K	**Go ahead.** Sound it before a message — the real "over to you".
R	**Received.** Sound it back after each word you understood.
AR	**Over and out.** Run together as one call; the message is finished.
SOS	**Help.** No gaps at all. Agree this means "come and find me", never a joke.

Four field games

Find the bugler	One player hides and sounds one agreed letter every thirty seconds. Everyone else must reach them. The bugler may move once, but must sound the letter again afterwards.
Two camps	Two teams at opposite ends of a field, each with a whistle and a pocket card. Pass a five-word message across. Correct spelling wins — speed is not scored.
Call and answer	The leader sounds a letter. Everyone runs to something whose name starts with it — T for tree, S for swing, G for gate. Last one there leads next.
Silent camp	For one hour nobody speaks; every request goes by whistle. Agree six letters beforehand and pin them up where all can see.

✂ CUT OUT · SIGNALLER'S CARD, ONE PER TEAM

Dot — one short sound · one beat

Dash — one long sound · three beats

Short toot	dot · one beat
Long blast	dash · three beats
Breath	between letters · three beats
Long breath	between words · seven beats
K −·−	go ahead
R ·−·	received
AR ·−·−·	over and out

Agree before you start that **SOS means stop the game and come**. A signal ignored once stops being a signal.