



HOW TO RUN A SUCCESSFUL



VERSION 2.0



WWW.ScoutWIRED.org



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JOTA-JOTI

JOTA-JOTI (Jamboree On The Air - Jamboree On The Internet) is an official international event of the World Organisation of the Scout Movement (WOSM). Running since 1958 and 1996 respectfully, JOTA-JOTI allows Scouts around the world to connect and share their Scouting experience and make friends.

Intended as a youth-led event, JOTA-JOTI promotes better communication and global citizenship by enabling and encouraging Scouts around the world to communicate with one another by means of amateur radio and the internet, providing a fun and educational Scouting experience and promoting their sense of belonging to a worldwide Scout Movement.

JOTA-JOTI related activities take place simultaneously all around the world each year during the third weekend in October. The programme for JOTA-JOTI consists of activities developed at world level and initiatives developed at national and local level, supported by National JOTA-JOTI Coordinators and their respective teams.

Basic Principles

- JOTA-JOTI is a fun and exciting experience for young people in Scouts and Guides
- JOTA-JOTI seeks to promote quality Scouting and Guiding in a manner faithful to the purpose, principles and method that is consistent with the needs and aspirations of young people in today's world
- JOTA-JOTI strives for the meaningful engagement of as many young people from as many parts of the world as possible
- JOTA-JOTI is an occasion to celebrate Scouting and to generate positive energy to support the development of [WOSM](#) and [WAGGGS](#)

Educational Objectives

- Promote a sense of belonging to the worldwide Scout and Guide movement
- Promote peace, cultural awareness, tolerance, sharing, collaboration and to encourage good deeds and active citizenship
- Provide opportunities for the development of teamwork and leadership skills through patrol-based activities
- Provide exciting opportunities for young people to explore technology and to develop technical skills
- Promote innovation, creativity and communication
- Offer programme appropriate to young people in Scouts and Guides of all ages

Connecting from home & JOTA-JOTI Safely



- Don't share personal information such as your home address, your full name, passwords, phone number, school or email address (use a Scout group email if needed). Similarly, don't share photos or videos of other people, or anything that is revealing or inappropriate
- Don't organise to meet people you have met online outside of Scouting events
- Don't click or accept messages, emails, files or links from unknown sources as these can have detrimental effects on your systems and security
- Be aware that not everything on the internet is true and keep an eye out for misinformation and bad actors
- Remember that it is a good idea to take regular screen breaks, as well as move and stretch regularly
- If connecting from home, ensure that there is nothing in your background that can identify you personally, e.g. family photos, awards, mail etc.

Connecting from Home

Participants under 18 and connecting from home must inform and involve a parent or guardian in their JOTA-JOTI experience to supervise online activities for the duration of the event and ensure their safety.

Connecting from JOTA-JOTI Bases

Children under 13 will require direct adult supervision at bases during online and on-air activities. If doing video calls with other bases around the world, obtain permission from parents in advance to avoid complications and protect yourself and the group.

Online safety

It is a good idea to encourage youth to contact you if they feel unsafe, threatened, uncomfortable or concerned during JOTA-JOTI. In these cases, please refer the matter to the service provider that it occurred on or WOSM. If you see something on our services, please open a ticket on Discord or on our support website (<https://support.scoutwired.org/>).

Setting up a JOTA-JOTI base



JOTA-JOTI is an awesome event, but it can be complicated and challenging to run for both new and experienced leaders. We hope this guide helps you organise and run a successful, *SAFE* base, that works for your youth. Remember that every base is different as every group has different interests and needs.

While JOTA-JOTI is mainly radio and internet based, it doesn't preclude practical activities. For example, we have seen many groups pair it with camping, hiking or any number of other outdoor activities. However, regardless of how you run it JOTA-JOTI bases still need the basics like most events. While this list may seem obvious, a good base will likely need to include:

- An area to sleep, take breaks or tune-out from the buzz of JOTA-JOTI
- Undercover space and power to setup both the radio equipment and computers and allows cables for radio antenna to run outside, without creating tripping hazards
- Space away from equipment to stretch, move about, and play physical activities
- Access and reminders to eat food and drink, along with take screen breaks
- Toilet locations are easily identifiable and known, particularly for younger kids
- Lastly, we recommend that a base have some offline activities for when the airwaves are empty, or youth need to take a screen break (see our attached list for ideas).

Additional Things to Remember

- One of the largest challenges, particularly with younger Scouts and Guides, is preventing them from taking food, drink, or arts and craft supplies to the area you are running computers or radio equipment in. If possible, we suggest separating such things from this equipment to keep your radio operator and other electronic equipment free of food, liquids and glitter (seriously it gets everywhere!)
- For bases that run overnight (quite common) we strongly suggest strong coffee or swapping leaders out if possible
- Your Scouts/Guides may suggest running a local server of a computer game at your JOTA-JOTI base or bringing a console such as an Xbox, PlayStation or Wii to play multiplayer games as a group (for example Mario Kart, Mario Party, Dirt4 Racing, Kerbal Space Program etc.). Our advice is to monitor the rating of such games and assist where you can. In some cases, they may wish to host a game that already has a Scout/Guide run server, in these cases mention to them that it exists, but don't discourage them from hosting it as a local game as these can ease the strain on internet connection. This is also a good way for youth to develop IT skills for the future and can make them feel more involved
- Lastly, we strongly suggest a world map for youth that keeps track of locations they have spoken to (or a prompt sheet for younger Scouts and Guides). A whiteboard of general info, activities, safety and online rules for the base can also be a great aid to help make thing run smoothly

Setting up JOTI



Setting up JOTI requires a little bit of work, but at its core requires three main things: An undercover area with power; devices that can connect to the internet, play games and talk online; and a reliable internet connection. Here are some helpful tips to expand on this:

- You'll want to ensure that you set up tables so that youth aren't crowding each other and that cables can be run safely to avoid becoming trip hazards. We recommend, if possible, to run your electronics tables parallel (see page 3) so that cables are safely tucked away, and walking space behind the computers is maintained to allow people to move around. Preferably, we suggest running cables overhead, out of this space, or under mats.
- You will need multiple power cables and power boards. It is also a good idea to have charging stations available for phones and radios.
- While this may change by country, generally, each power port can typically only take 3 desktop or gaming laptops and screens, 4-5 mini desktops, or 4-6 laptops. It is a good idea to organise access to the power breaker in case someone overloads a circuit.
- To support moderation, it is recommended to have a central computer for leaders. This, and any computers running LAN games, are best run from another circuit if possible, to avoid crashing if you overload the main room.
- Each computer will need a mouse and earphones or headset for youth who are going to be participating in voice chats.
- If youth are bringing their own device, we recommend providing a secure space to store these devices when not in use. This prevents loss or damage to personal belongings and maintains a safe and organised environment.
- Minecraft requires Java edition to play with others worldwide
- Lastly, it is a good idea to set aside a space for your youth to video talk with other Scouts or Guides around the world. Some groups use projectors or have a dedicated easily visible computer setup. It is important that it is easily visible by leaders present as video chats on platforms, other than ScoutWired, may not have a moderator.

By implementing these safety measures and organising the base thoughtfully, youth can enjoy a successful and secure JOTI, fostering connections, learning, and camaraderie in a safe digital environment.

You can find the core events run through JOTA-JOTI when released at:

<https://www.jotajoti.info/programme>

The list and schedule of ScoutWired events will be released on our website:

<https://scoutwired.org/JOTI/#page-content>

Page 10 provides a list of ScoutWired events



Joining and Using Discord



ScoutWired uses Discord as a communications platform because of the level of safety and security available for users. Once you have installed Discord on your computer, phone or device, join the ScoutWired discord server via discord.scoutwired.org

You need to use a Verified Account to access our server. For bases, this can be problematic as you can't log in to the same account on multiple computers making a separate account for each computer necessary.

To resolve this, create multiple Gmail addresses for your base that are the same but with a slight variation. This could be done by adding numbers/word after the first part of the address and before the @gmail.com for example *test+1@gmail.com*; *test+2@gmail.com* etc.

Upon joining the server, all accounts have a ten-minute wait period before being able to interact and must agree to the server code of conduct to do so.

For more information in setting up Discord accounts, including ScoutWired's suggested security settings, visit <https://scoutwired.org/discord/securing-discord/#page-content>

Text Channels

ScoutWired have multiple channels year-round, but over JOTI there will be dedicated JOTI text channels, including a dedicated channel for JID codes and radio operators. All our channels are moderated by our team, and private messaging is not allowed. If there is a problem on the server that needs our attention, open a ticket on Discord by going to the '#quick-support-channel', click the little envelope, and a trained team member will respond to the issue promptly. However, some channels will require you to opt into them. You do this by going to '#opt-in-channels' and click the symbols under the channels you want to join. Similarly, you can change which channel you are viewing by clicking on another channel name that starts with a #

Voice Chats

Over the JOTA-JOTI weekend, we have voice chat(s) open for the entire duration allowing everyone from all over the world to connect with others. ScoutWired requires non-team members to enable push-to-talk to communicate. This gives everyone a chance to speak and minimises background noise. Our voice chats are always moderated by at least two trained team members to ensure user safety.

Instructions on how to set up push-to-talk can be found at: <https://scoutwired.org/discord/voice-chats/#page-content>

Video Chats

Over the JOTA-JOTI weekend, there will be a chance for some video chats. In order to take part in these, you will need to have a webcam, along with push-to-talk set up as above. Video chats will also have at least two trained team members moderating to ensure the safety of our users.



Setting up JOTA

JOTA (Jamboree On The Air) is an integral part of many JOTA-JOTI bases. As ScoutWired is based online, we primarily focus on the online activities, however, we do strongly suggest incorporating JOTA activities in your base.

For a base to run JOTA, it requires someone with a radio operators' licence to assist your group in the setup and communication with other groups. We recommend trying to organise with a radio operator or radio group well in advance of JOTA-JOTI.

Setup of JOTA Bases:

- Your radio operator will need space and adequate power (they can require a lot of power). It's a good idea to ask in advance if they require space inside or want to run from a car or tent as most radio operators will have a preference
- Ideally, their equipment and setup will need to be isolated from most other noises as their radio transmitters can be sensitive to background noise
- They may require easy outside access to run cables or their gear from their car
- They will require at least a 5m² clear distance from their antennae avoiding power lines and trees
- They will want to be seated beside youth during operation as they are responsible for the use of their radio code on the airwaves and regulation of its use
- You should explain in advance the Scouts/Guide 'two deep' policy to your radio operator along with any ceremonies that they might be asked to join in
- Radio operators are required to do several things by the radio code, such as announce their call sign every 10 minutes. These actions may change depending on their licence, the frequency, and equipment - please be accommodating if they are doing something that at first glance may seem annoying or inconvenient
- Remember that their radio equipment is expensive - try to keep it safe from damage

We recommend that you:

- Offer operators assistance to setup,
- Ensure that youth listen when they speak,
- Explain your country's two-deep child protection policy to them before the event,
- Provide food and water for your operator. This will maintain ongoing goodwill for future JOTA bases.

For more information and ideas visit <https://www.jotajoti.info/jota/radio-handbook>

For a List of Australian Radio Clubs visit <https://www.wia.org.au/>

For a List of New Zealand Radio Clubs

visit <https://www.nzart.org.nz/contact/branches/list>

Tips and Tricks

JOTA-JOTI bases are complex. Below are a few helpful tips our team has learnt from running their own bases over the years.

General

- Setup as much in advance of youth arriving where possible (this particularly applies to computers, UHF's, radio equipment, tables and power cables)
- It is important to have activities that aren't internet or radio reliant. There may be quiet periods, the youth may not be interested or become bored, and it provides screen breaks
- If possible, have someone tech savvy on hand (this can be a youth member!)
- Have an activity checklist to complete e.g. *do these things to get the badge* (basically prevents them sitting at any one activity the whole time)
- Have a question prompt sheet for youth members to support discussions with other Scouts around the world
- Be aware that Google Translate can assist with language barriers, however, be cautious as it isn't always correct
- You can include other things such as a wide game, hike, or other activities as pre or post JOTA-JOTI events
- HAVE FUN!!! When you are having fun, your youth are having fun!

JOTI – Internet

- Try to set aside a space to video chat with other groups
- If you have a projector, a movie is a good backup plan while things are quiet
- Double check your passwords, accounts, and cables in advance
- Minecraft requires Java edition and passwords will be required for use. Consider how you might manage this. Will youth share a computer that only has one sign in, or are they required to have their own sign-in?
- Check that you have a strong enough internet connection for your base and the activities you propose to run
- If you are going to be using video, wear your uniform. It allows for instant recognition of Scouting members and provides an opportunity to ask uniform related questions

JOTA – Radio

- Reach out early to an amateur radio group to assist with running JOTA
- Understand that your radio operator has a lot of radio rules to follow
- Where possible, organise times for radio chats with other groups in advance



OUR SERVICES

GAMING

Minecraft Java

IP: scoutwired.minecraft.org

Terraria

IP: terraria.scoutwired.org

Password: SWTerraria

Factorio

Password: SWFactory

For full instructions on how to join our servers, visit:
www.scoutwired.org

CHAT

Our Discord Server

discord.scoutwired.org

There will be voice chats and channels open all weekend, all of which are moderated by our team.

UPCOMING JOTI EVENTS

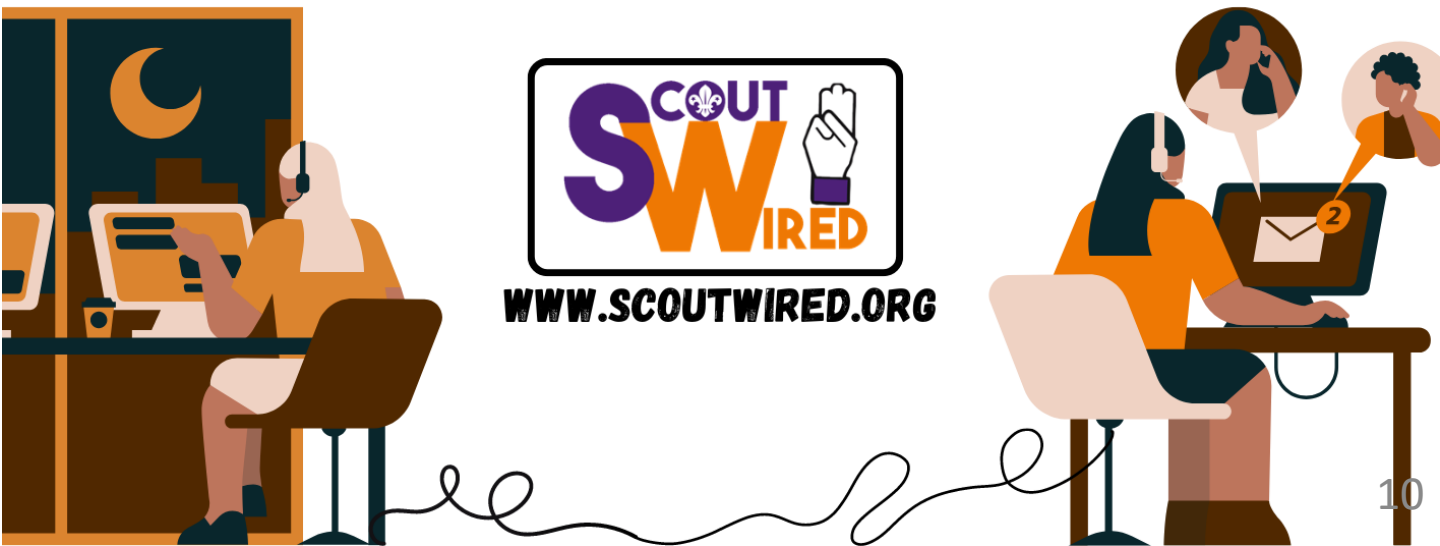


SCHEDULED

- Euro Truck Sim
- I-Racing
- Minecraft
 - Build Battles
 - Minigames
- Farming Sim
- Geoguessr
- Flight Simulator
- Escape Room

PASSIVE

- Internet Extravaganza
- Guess the Emoji
- Joti Pack offline activities
- Scoutwired's Got Talent
- Minecraft Build Battle
- Draw It Challenge



JOTA-JOTI Radio

The official radio station for JOTA-JOTI, powered by Avon Scout Radio has live shows, music, competitions, news and entertainment. <https://jotiradio.org/>

JOTA-JOTI Campsite

Normally WOSM runs activities, they can be found at <https://www.jotajoti.info/programme>

JamPuz JID codes

Every year many bases use JamPuz ID's when talking to other groups around the world. These identify your Region, Country and ID without identifying your actual location. There is also 'Bingo', 'Suffix Search' and 'Find-a-Word' available for these ID's. Info on this is available at <https://www.jotajoti.info/jampuz-documents>

Personally, we have found that these can obstruct youth talking to others in favour of attempting to rush these activities, and many of our members prefer to use a map with pins instead as it facilitates better communication. Importantly, some bases and people you chat with may have decided to avoid using JamPuz JID codes.



Additional Resources

Making A Radio

<https://scoutlife.org/hobbies-projects/projects/40/catch-some-radio-waves/>

Scouts Australia International Program

<https://scouts.com.au/what-we-do/international/program/>