



A HOW-TO GUIDE TO
RUN A SUCCESSFUL

JOTAJOTI



WWW.SCOUTWIRED.ORG

VERSION 1.0
13/08/2023

Extra JOTA-JOTI Activities

Activity	Resource	Section
<p>Morse Code Name Key-Chains</p> <ol style="list-style-type: none"> 1. Tie the string to the ring. 2. Begin threading your beads using the Morse Code chart. <i>Make sure you put a clear spacer bead between each letter</i> 3. When done, tie a knot in the end to keep the beads on. <p><i>Hint – wrap a tiny piece of tape tightly around the end of the string to prevent fraying</i></p>	<ul style="list-style-type: none"> • String • Keychain rings • Coloured Round & long Beads • Clear beads • Morse code charts 	<p>Joey to Scouts</p>
<p>Draw it Challenge</p> <p>Design a JOTA/JOTI badge or emoji to be entered into the ScoutWired competition</p>	<ul style="list-style-type: none"> • Paper • Pens, pencils and markers 	<p>Joey to Scouts</p>
<p>Where in the World</p> <p>Put a pin in the world map based on the location of the person you have talked with</p>	<ul style="list-style-type: none"> • Corkboard • Pins • A large Printed Map 	<p>All</p>
<p>Semaphore Flags</p> <p>Youth members use red and yellow flags to send messages to each other over a distance, this activity requires two sites within visual range of each other</p> <p>See Page 18 for Printout</p>	<ul style="list-style-type: none"> • Sets of semaphore flags (<i>can be handmade</i>) • Semaphore Printout 	<p>All</p>
<p>Sign Language</p> <p>Learn to sign a set of common phrases in your country's sign language or learn to sign something important to Scouting, e.g., promise or law. For example, the Australian Scout promise in ASL here, https://www.youtube.com/watch?v=G27e5yG-sng</p>	<ul style="list-style-type: none"> • A person who know sign language --or-- • Internet and a device to play video on 	<p>All</p>
<p>Emergency Dispatch</p> <p>This activity must have two sites which can't be seen by each other. A crash site is randomly placed on the 'dispatchers' map. The dispatcher has a UHF and acts as the ambulance which is placed on the map at random. The drivers get traffic and roadblocks added to their map and a random start location. The dispatchers first task is to find where the ambulance is then they need to direct the drivers to the scene of the accident</p>	<ul style="list-style-type: none"> • UHF radios • 2 maps • Crash vehicles (Aka toy cars) • "roadblocks" 	<p>Cubs to Scouts</p>

Extra JOTA-JOTI Activities

Activity	Resource	Section
<p>String Phones</p> <ul style="list-style-type: none"> • Cut a small slit on the bottom of each paper cup. • Tie a knot with the string at one end of the paper clip. • Repeat #2 with the other end of the string. • Stick the paper clips in the small holes at the bottom of the paper cups. • Grab the other ends of the paper clips and pull the paper clips and string through. • Have your kids take each paper cup and walk away from each other until the string is taut. • Have one youth put the paper cup to his/her ear while the other softly speaks into his/her paper cup 	<ul style="list-style-type: none"> • String or yarn • 2 paper clips • 2 disposable cups (Paper or Plastic) Makes one set of string phones for 2 people to use	Joeys & Cubs
<p>Metal Detector Tarp</p> <p>Use a metal detector to find where metal is hidden under tarp with a grid on it. Fill in a worksheet showing where the metal is</p>	<ul style="list-style-type: none"> • Tarp • Metal Detector • Scrap metal • Paper 	Joeys to Scouts
<p>Battleship</p> <p>Either the board game or as an activity, where you hang a tarp and draw a similar grid on either side (spaces large enough for chairs). Players take a chair and sit in it on a grid spot. Each side takes turns calling out a Grid coordinate – if the other side has a player sitting there, that player “sinks” (normally with great acting). Last team with player’s wins</p>	<ul style="list-style-type: none"> • Tarp • Chairs OR <ul style="list-style-type: none"> • The Board Game 	Joeys to Scouts
<p>Break the Code</p> <p>Decipher a code. Put your entry in the tub to win a prize</p> <p>See Pages 19-24 for examples of ciphers and codes</p>		Joeys & Cubs
<p>Keyboard Jigsaw</p> <p>Place all the loose keyboard keys back as quickly as possible</p>	<ul style="list-style-type: none"> • Any Broken Keyboard 	Joeys & Cubs
<p>Code Wheel</p> <p>Each person gets a worksheet - Cut out the circles on the sheet (Explain how the code works as they do this)</p> <ul style="list-style-type: none"> - Use a split pin to pierce the 2 circles in the middle (as close as possible!!) and pin together - Get them to work out the code [Answer = Joey Scouts] - Use other codes and worksheets if there is time <p>See Page 20 for Printout</p>	<ul style="list-style-type: none"> • Split pins • Code Wheels • Scissors 	Joeys & Cubs

Extra JOTA-JOTI Activities

Activity	Resource	Section
<p>Geographically Misplaced</p> <p>A pair of patrols are separated, with each given a map (without Lat/Long ideally), and a UHF radio. One team is given a location on a map and is required to communicate it to the other one only using features on the map. <i>You can also do this with multiple patrols if you have the UHF's for it and make it a race to figure out where the location is.</i></p> <p><i>A variation of this is to give a team a point to navigate the other team to, and they can move a marker or figure on the map until they reach this point</i></p>	<ul style="list-style-type: none"> • A set of UHF's • Mud Map • Marker or a Toy Car/ figure 	Any
<p>Radio Whispers</p> <p>This game is Chinese Whispers using UHF - give each pair of scouts a pair of channels they can communicate on (they can't say these to others). Ask them to get a message of your choice to a set person in the group</p>	<ul style="list-style-type: none"> • A set of UHF radios 	Joeys, Cubs & Scouts
<p>GeoGuesser*</p> <p>https://www.geoguessr.com/</p> <p>*Note you need an account and only get so many free games</p>	<ul style="list-style-type: none"> • Internet • Device 	Any
<p>Explore international cuisine / foods</p> <p>https://www.easy-kids-recipes.com/international-recipes.html</p>	<ul style="list-style-type: none"> • Internet • Device 	Any
<p>Match the Badge/Uniform</p> <p>Print several badges/uniforms and flags from around the world. The aim is to match the international scout/guide badge to the country.</p>	<ul style="list-style-type: none"> • Internet • Device 	Any
<p>Say "Hello" in multiple languages</p> <p>https://www.bigheartworld.org/activity/hello-around-the-world/</p> <p>You could also print this out</p>	<ul style="list-style-type: none"> • Internet • Device 	Any
<p>Kahoot</p> <p>Any Kahoot you can find or make in advance.</p> <p><i>We suggest this one, by Tim Unidam, 1st Balcombe Heights:</i></p> <p>https://create.kahoot.it/share/scouts-australia-intro-to-scouting/535c8a44-9d97-4430-a0bc-d778046e0943?fbclid=IwAR32zAOjuBtRf06XaktXDSysvGQ1QcFpuvk9A2wGWRQyzGy4MqJ1he9OJqc</p>	<ul style="list-style-type: none"> • Internet • Devices 	Any

Extra JOTA-JOTI Activities

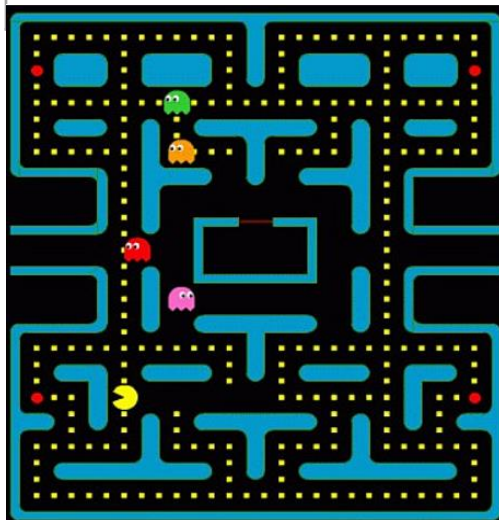
Activity	Resource	Section
<p>Learn scout songs from around the world*</p> <p>https://www.mamalisa.com/?song_type=Scout+Song&t=e_ty pe&id=553</p> <p>*which section is dependent on the group and song in question</p>	<ul style="list-style-type: none"> • Internet • Device 	Any
<p>Computer Deconstruction</p> <p>Remove the battery from any broken computer, and let the kids take it apart. If you can, talk through the components and how they work. If not, ask if anyone can (you might be surprised)</p>	<ul style="list-style-type: none"> • Any broken computer • Screwdriver • Box for screws 	Joeys & Cubs
<p>Scout Scarf</p> <p>Scouts all learn about their group scarf and then share this with others online and via radios - a great conversation starter!</p>	<ul style="list-style-type: none"> • Scarf 	Any
<p>Build a Radio Tower</p> <p>Build a tower to hold an antenna or person who is going to send some sort of signal, Youth members may be asked to design the structure with aid from the radio operator if you have one</p>	<ul style="list-style-type: none"> • Staves • Rope • Radio gear 	Scout Venturer Rover Leader
<p>Charades</p> <p>One person tries to act out a word without speaking. You can either pre-generate a set of words and cards, or use a website like https://randomwordgenerator.com/charades.php</p>	<ul style="list-style-type: none"> • Imagination 	Any
<p>Phonetic Alphabet</p> <p>Sometimes when speaking on the radio, it is difficult to understand the other person. There may be interference or the other person's accent may be strong. In these instances, it helps to spell important words. The trouble is that many letters sound the same – Like 'C'; 'B' 'D' and 'V'. To make things clearer, we use whole words to stand for each letter - this is called the Phonetic Alphabet. Get youth members to spell their name or recite a sentence using Phonetic alphabet See Pages 25 & 26 for Phonetic Alphabet Print-outs</p>	<ul style="list-style-type: none"> • Printout 	Any
<p>Morse Code with Light</p> <p>Use Morse code to send signals with light to each other over a distance. This activity requires two sites within visual range of each other See Pages 23 & 24 for Morse Code Print-outs</p>	<ul style="list-style-type: none"> • Torches • Morse Code Sheet 	Cubs, Scouts & Venturers

Extra JOTA-JOTI Activities

Activity	Resource	Section
<p>Geocaching</p> <p>Either use set co-ordinates for existing caches or hidden objects, or set a course yourself. Normally you use a GPS, but you could also use a compass & map</p> <p>https://www.geocaching.com/play</p>	<ul style="list-style-type: none"> • Geocaching App 	Any
<p>Minefield</p> <p>Using handheld radios, a blindfolded group is guided around an obstacle course by a sighted person that must stay outside the course and not touch the blindfolded group</p>	<ul style="list-style-type: none"> • Radio gear 	Any
<p>FM Fox hunt / RDF</p> <p>Hide an FM fox transmitter (Kit from electronics shop) and have the kids find it using an FM radio receiver. The signal and sound will get stronger as they get closer. The fox can be stationary or moving but it is recommended that the fox be moved each session to prevent the youth from giving the location away to others</p>	<ul style="list-style-type: none"> • Fox receiver • Fox Transmitter 	Cub to Rover
<p>Lego puzzle</p> <p>The game is played with 2 patrols or individuals. Each team is given an identical set of Lego and a radio. One team builds (the builder) and another copies the model (the copier). The builder makes a small object from the Lego blocks and the copier tries to recreate it. This may sound very easy, but they can't see each other! Using the walkie talkie, the builder gives instructions to the copier telling him where the next Lego brick should go. Do they both look the same when finished? When they have finished, swap roles so both experience the difficulties of the other role</p>	<ul style="list-style-type: none"> • Lego • Handheld Radio 	Any
<p>Lego Flags</p> <p>Challenge youth to make flags from around the world with Lego bricks. You will need to consider what colour bricks are needed, you will likely need both basic bricks and plates in most colours, but especially blue, red, white, and green</p> <p>Instructions to make Lego flags: https://frugalfun4boys.com/lego-world-flags/</p>	<ul style="list-style-type: none"> • Printout of world flags • Lego 	Any

Extra JOTA-JOTI Activities

Activity	Resource	Section
<p>The Three Monkeys</p> <p>Teams of three race to complete tasks, but there is a twist</p> <ul style="list-style-type: none"> • One person can see but cannot speak • One person can see the first person and talk but can't hear • One person can hear but is blindfolded <p>Have a range of activities to be completed, e.g. putting up a tent, tying a new knot, making pancakes, building a tower etc.</p>	<ul style="list-style-type: none"> • Blind folds • Earmuffs 	<p>Scouts to Rovers</p>
<p>Radio Pacman</p> <p>This game is another where pairs give each other instructions using a walkie talkie. It resembles the old computer game Pacman.</p> <p><i>SET UP:</i> Set up a maze-like field using coloured tape which resembles a simple Pacman maze. In Pacman there are also dots. In the game these are represented by water balloons. The idea is that 2 or 3 teams play against each other. One member of each team is blindfolded and is given a bucket and a walkie talkie with headphone or earpiece. Each team should be guided through the maze and 'eat' as many dots as possible (put the balloons in the bucket) They may not cross the lines. Just like a real Pacman but without the monster to eat you up</p>	<ul style="list-style-type: none"> • Blind folds • Bucket • Water balloons • Tape • Tent pegs • Handheld Radios for each team with an earpieces 	<p>Cubs to Rover</p>



End of Word - Space						
V						
O						
H - 8						
A - 1						

Caesar Shift Cipher

The Caesar Shift cipher is one of the oldest but simplest ciphers out there. It substitutes one letter for another in the alphabet, corresponding to a specific shift up or down the alphabet.

Assembling your cipher wheel

1. Print out the wheels found on Page 20 and cut them out.
2. Use something (e.g. a pencil/pen) to poke the holes in the middle of both wheels.
3. Place the smaller wheel on top of the larger wheel and use a split pin to connect the two together. Make sure the wheels can rotate freely!

Encrypting a message using the cipher wheel

1. Write out your message normally.
2. Pick a number between 1 to 26. This corresponds to the 'new' letter of the alphabet. For example, 1=A, 2=B, 3=C, and so on.
3. Turn the small wheel until the 'A' on the larger wheel is aligned with the chosen number (e.g. if you picked 25, the 'A' should be aligned with 'Y').
4. Encode your message by writing it out with the newly aligned letters from the larger wheel. For example, HELLO written with 25 is FCNNM.

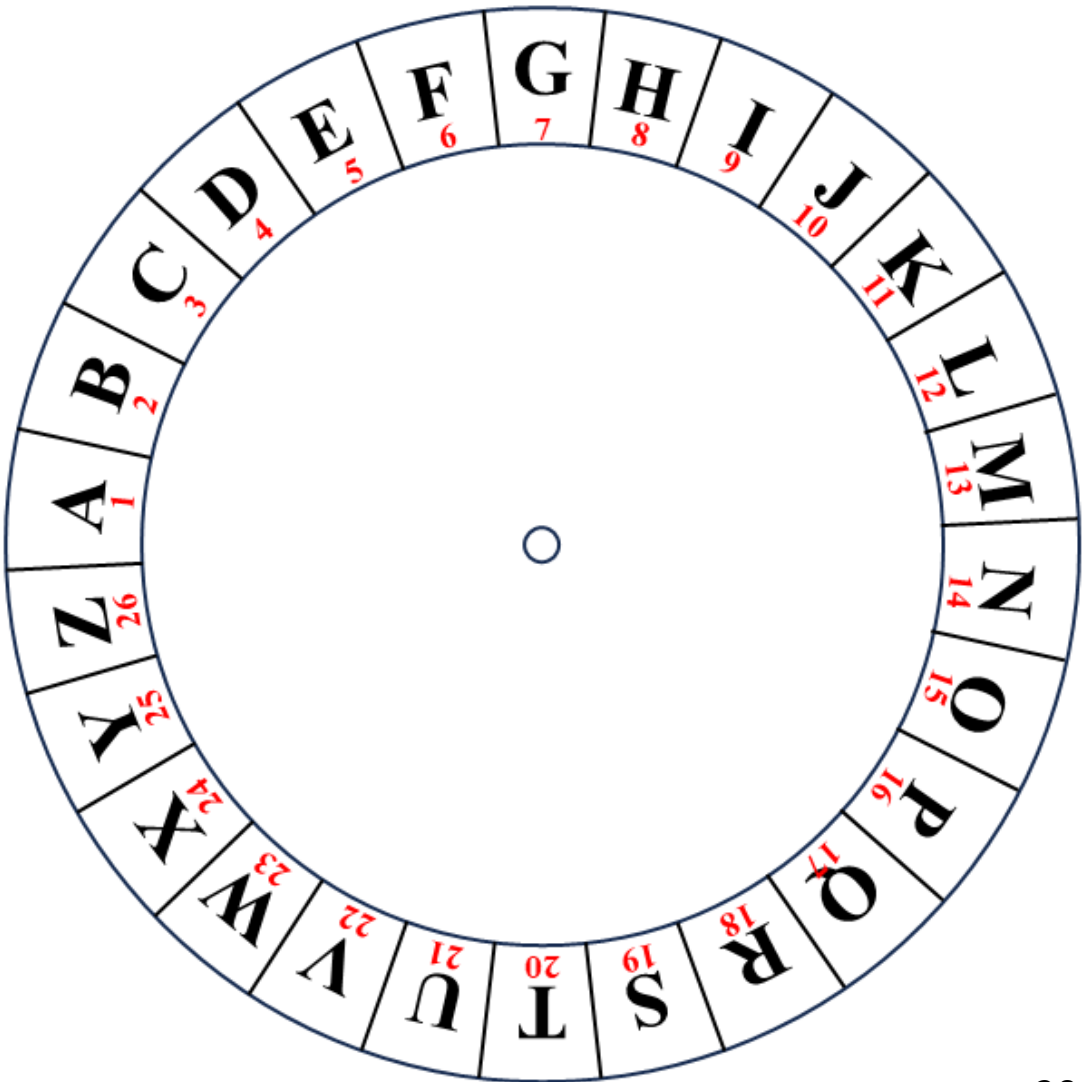
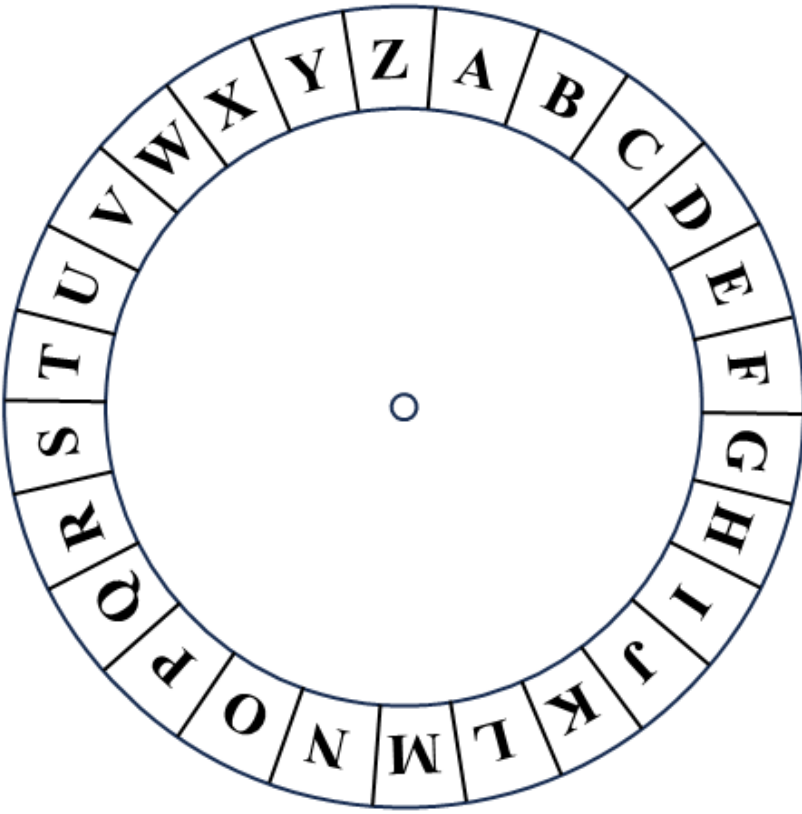
Deciphering a message using the cipher wheel

1. Deciphering starts in the reverse of the encrypting process. You will need to know what encoding number was used so you can properly align your cipher wheel. Otherwise, it will take a lot of trial and error!
2. Turn the small wheel so that the encoding number is aligned to the correct letter. A paperclip may be handy to help make sure the wheels don't move whilst decoding your message.
3. To decode the message, find the letters from the encrypted message on the larger wheel and write down the aligned letter from the smaller wheel. So, the word TQXXA encrypted with the number 13 would be decrypted to say HELLO.

For Bonus Points try to decode the following ciphers

1. CTKTG VDCCP VXKT NDJ JE, CTKTG VDCCP ATI NDJ SDLC...
2. H IHSHUJLK KPLA TLHUZ H JBWJHRL PU LHJO OHUK
3. DWSNW LZAK OGJDV S DALLDW TWLLWJ LZSF QGM XGMFV AL
4. MAX SHFUBX BL UXABGW RHN
5. UFYR FYQ DMSP JCRRC PQ, QMKCRGKQC LGLC JCRRC PQ,
ZSR LCTCP DGTC?





AtBash Cipher

The AtBash cipher encrypts messages by substituting letters with the reverse alphabet. See below for the full code:

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

Encrypting a message using Atbash

1. Write out your message normally.
2. For each letter, swap it to the inverse letter using the table above and write down your, now encrypted, message.

Deciphering a message using Atbash

1. Use the table above to find the inverse letter in your encrypted message.
2. Write it out to decode the text.

Atbash Ciphers to Decode and Answer

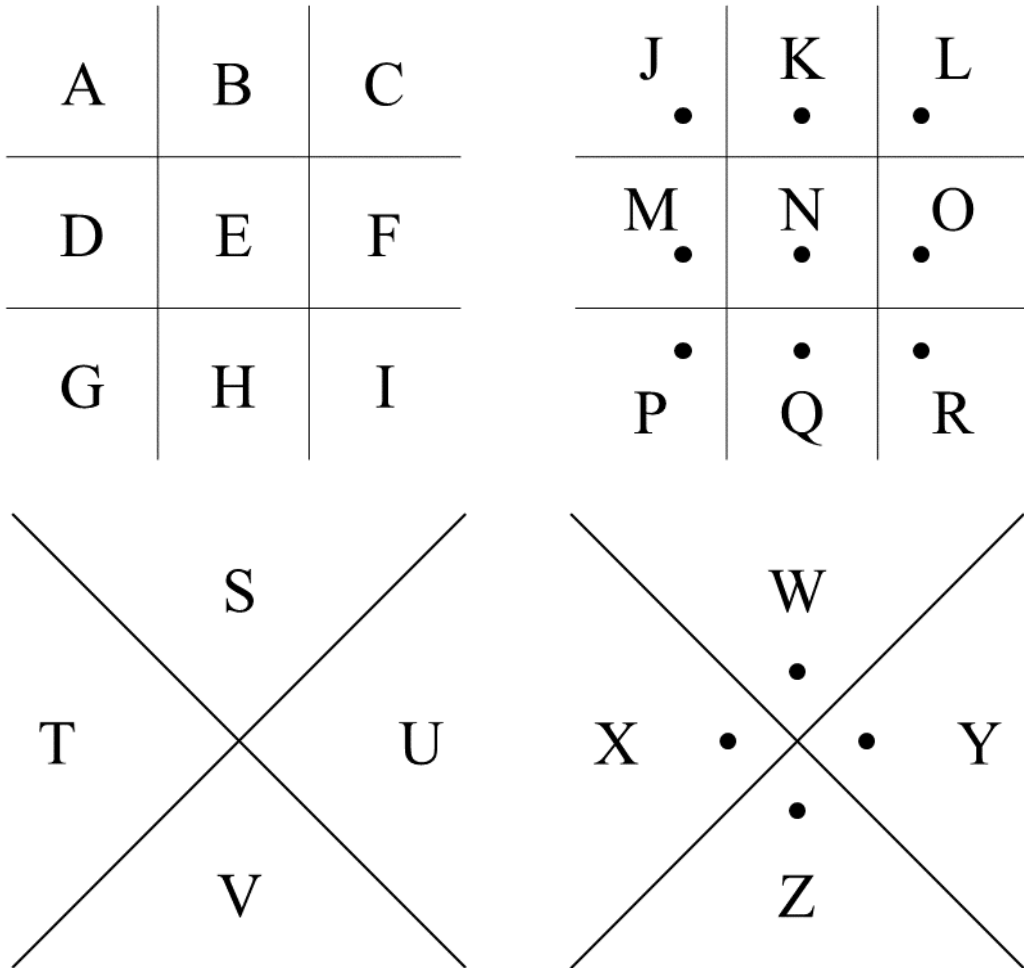
1. DSZG XZM UROO Z ILLN YFG WLVHM'G GZPV FK HKZXV?
2. DSZG PRMW LU YZMW MVEVI KOZBH NFHRX?
3. DSZG WL BLF XZOO Z YVZI DRGS ML GVVGS?
4. GSV NLIV BLF GZPV, GSV NLIV BLF OVZEV YVSRMW. DSZG ZN R?
5. DSZG WL BLF XZOO Z KRT GSZG WLVH PZIZGV?







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

Pigpen Cipher

The Pigpen cipher converts the letters in the encoding message into symbols consisting of a grid with or without dots.



Examples:

A =  T =  N =  Z = 

Try to encode your name, your group and favourite colour!

Try to decode:



International Morse Code

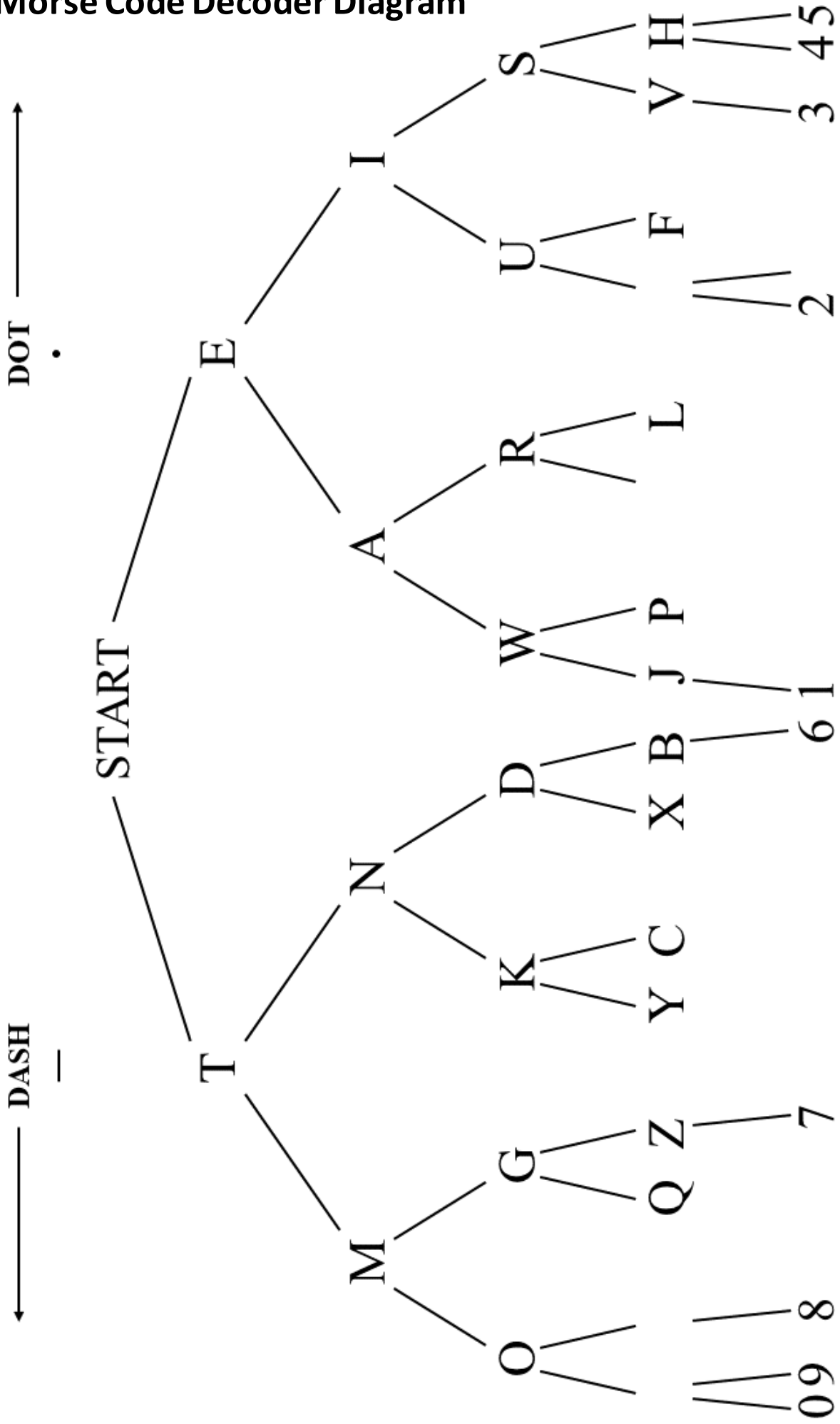
1. The length of a dot is one unit.
2. A dash is three units.
3. The space between parts of the same letter is one unit.
4. The space between letters is three units.
5. The space between words is seven units.

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 — — ● ●

1 ● — — —
2 ● ● — —
3 ● ● ● — —
4 ● ● ● ● —
5 ● ● ● ● ●
6 — ● ● ● ●
7 — — ● ● ●
8 — — — ● ●
9 — — — — ●
0 — — — — —

Morse Code Decoder Diagram



Phonetic Alphabet

A	Alpha	N	November
B	Bravo	O	Oscar
C	Charlie	P	Papa
D	Delta	Q	Quebec
E	Echo	R	Romeo
F	Foxtrot	S	Sierra
G	Golf	T	Tango
H	Hotel	U	Uniform
I	India	V	Victor
J	Juliet	W	Whiskey
K	Kilo	X	X-Ray
L	Lima	Y	Yankee
M	Mike	Z	Zulu

The ability to communicate and make yourself understood can make a difference in life-threatening situations – imagine for example that you are trying to alert a search and rescue helicopter of the position of a downed pilot. To ensure clear communication, NATO uses a number of well-known formats which are in general use. NATO standardization agreements enable forces from many nations to communicate in a way that is understood by all.

Some standards can be found in everyday civilian and military life. "Bravo Zulu", typically signalled with naval flags on ships at sea and meaning "well done", is also commonly used in written communication by the military, for example by replying "BZ" to an email.

Numbers

1	One (<i>oan</i>)		
2	Two (<i>too</i>)		
3	Three (<i>ree</i>)		
4	Four (<i>foor-er</i>)		
5	Five (<i>fiif</i>)		
6	Six (<i>six</i>)		
7	Seven (<i>severn</i>)		
8	Eight (<i>aft</i>)		
9	Nine (<i>niner</i>)		
0	Zero (<i>zorro</i>)		

More information on NATO's codes, signals and standards can be found on the NATO Standardization Office (NSO) website: <http://nsos.nato.int/>

Phonetic alphabet

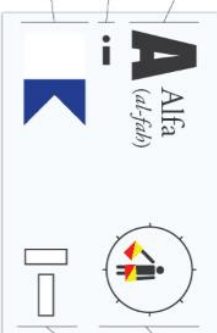
The NATO alphabet became effective in 1956 and, a few years later, turned into the established universal phonetic alphabet for all military, civilian and amateur radio communications.

International Morse Code

Morse code transmits text through on-off tones, light flashes or clicks. It was widely used in the 1800s for early radio communication, before it was possible to transmit voice.

Flaghoist communication

Ships use flags as signals to send out messages to each other. The use of flags, known as flaghoist communication, is a fast and accurate way to send information in daylight.



Semaphore

Semaphore is a system in which a person sends information at a distance using hand-held flags – depending on the position of the flags, the message will vary. The signaller holds the flag in different positions that represent letters or numbers.

Panel signalling

Panels are visual signals for sending simple messages to an aircraft. Using a limited code, ground forces can send messages to pilots, for example to request medical supplies.

B Bravo (<i>brah-voh</i>)		
C Charlie (<i>char-lee</i>)		
D Delta (<i>dell-tah</i>)		
E Echo (<i>ek-oh</i>)		
F Foxtrot (<i>fohs-rot</i>)		
G Golf (<i>gohf</i>)		
H Hotel (<i>hoh-let</i>)		
I India (<i>in-dee-ah</i>)		
J Juliett (<i>you-lee-ett</i>)		
K Kilo (<i>key-lah</i>)		
L Lima (<i>lee-mah</i>)		
M Mike (<i>mike</i>)		
N November (<i>no-ven-ber</i>)		
O Oscar (<i>ohs-oh</i>)		
P Papa (<i>pah-pah</i>)		
Q Quebec (<i>keh-beck</i>)		
R Romeo (<i>rou-me-oh</i>)		
S Sierra (<i>see-air-nih</i>)		
T Tango (<i>tang-go</i>)		
U Uniform (<i>you-nee-form</i>)		
V Victor (<i>nick-tab</i>)		
W Whiskey (<i>tuiss-kee</i>)		
X Xray (<i>eks-ray</i>)		
Y Yankee (<i>yang-kee</i>)		
Z Zulu (<i>zoo-lou</i>)		

Created by Communications Services, Public Operations Division, NATO HQ, Brussels, Belgium – NATO 2018. ©/® Phonetic transcription is based on English pronunciation.

Guess the Emoji Phrase

Guess the Movie

Q1. 🐻 🧑‍🎓 🏠 🧥 🧦 🧦

Q2. ⭐ ✂️

Q3. 😬 🧑‍🎓 🏔️ ❄️ 🧑‍🎓

Q4. 🧑‍🎓 ⚡ 🖌️ 🧑‍🎓

Q5. 🐷 🧑‍🎓 🐱 🐘 🐻 🎵 🎵 🔦

Guess the Song

Q6. 🧑‍🎓 🤔 🧑‍🎓 🤔 🧑‍🎓 🗣️ 🤔

Q7. 🚗 🔥 🔥 🔥 🎸

Q8. 🎵 🐒 🧑‍🎓 🙅‍♀️ 🧑‍🎓 🧑‍🎓 🧑‍🎓 🧑‍🎓

Q9. 🧑‍🎓 🧑‍🎓 🙅‍♀️ 🧑‍🎓 🧑‍🎓

Q10. 🧑‍🎓 🧑‍🎓 🧑‍🎓 🏆

Guess the Emoji Phrase

Guess the Nursery Rhyme

Q11.     

Q12.           

Q13.            

Q14.      


Q15.          

Guess the Fairy Tale

Q16.         

Q17.      

Q18.         

Q19.       

Q20.        

Answer Sheet

Caesar Shift Cipher

- Q1. Never gonna give you up, never gonna let you down
- Q2. A balanced diet means a cupcake in each hand
- Q3. Leave this world a little better than when you found it
- Q4. A zombie is behind you
- Q5. What has four letters, sometimes nine letters, but never five?

AtBash Cipher

- Q1. What can fill a room but doesn't take up space? (Light)
- Q2. What kind of band never plays music? (A rubber band)
- Q3. What do you call a bear with no teeth? (A gummy bear)
- Q4. The more you take, the more you leave behind. What am I? (Footsteps)
- Q5. What do you call a pig that does karate? (A pork chop)

Pigpen Cipher

- Q1. Ladybugs are awesome
- Q2. Smores are overrated
- Q3. Robert Baden Powel

Guess the Emoji Phrase

- Q1. Lion the Witch and the Wardrobe
- Q2. Star Wars
- Q3. Frozen
- Q4. Harry Potter
- Q5. Sing
- Q6. Baby Shark
- Q7. Highway to Hell
- Q8. Dance Monkey
- Q9. Dancing Queen
- Q10. We are the Champions
- Q11. Humpty Dumpty
- Q12. Jack and Jill
- Q13. Hickey Dickery Dock
- Q14. Head, Shoulder, Knees and Toes
- Q15. Rockabye Baby
- Q16. Goldilocks and the three bears
- Q17. Little Red riding hood
- Q18. Hansel and Gretel
- Q19. Sleeping Beauty
- Q20. Pinocchio

Conversation starters

Remember these are starters, not questions to answer, the goal is to talk and make friends not to fill in a bunch of random questions

Where are you from?

What languages do you speak?

When and where was your first scout/guide camp?

What colour is your group scarf?

What is your favourite scouting/guiding activity?

Do you have a favourite badge?

How would you describe yourself in 3 words?

What is a typical food of your country?

If you could travel anywhere in the world right now, where would you go?

Do you have a favourite Scout/Guide song or dance?

What are the names of the different Scouting/Guiding sections in your country?

What is a game your Scouts/Guides like to play?

What is your Patrol Name?

What are your leaders' names? Do they have a special Scouting/Guiding name?

What is the most recent camp or activity you have been on?

What is the longest hike you have ever been on?

How do you say the Scout/Guide promise in your language?

How many countries have you been in contact with over JOTA - JOTI?

Do you play any sports?

Do you play a musical instrument?

What is your favourite camp food?

What is the furthest you have travelled to go to a camp?

What is something you never want to do again?

Tell me about something you want to try but have never had the chance to.

If you could have any superpower, what would it be and why?

If you could travel in time, would you go to the future or back to the past?

What is your favourite game?

Tell me about your favourite fictional character?



Hello my name is _____

I am a Joey / Cub/ Scout / Guide from _____ Group.

What is your name and where are you from?

[Pick a couple of other questions to ask from the conversation starters.]

1.

2.

Record details below of who you connected with:

Name	Group	Country	Something I learnt about them



A Minecraft server advertisement banner featuring a night-time scene of a wooden village with torches and a dark sky with stars. The text is overlaid on a semi-transparent dark rectangle.

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The logo for Scoutwired, consisting of the letters 'SCOUT' in blue and 'WIRE' in orange, with a small icon of a hand holding a pickaxe.A Minecraft server advertisement banner featuring a night-time scene of a wooden village with torches and a dark sky with stars. The text is overlaid on a semi-transparent dark rectangle.

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