

JOTA-JOTI

CUB SCOUT ACTIVITY GUIDE



Snapshot of Activity

The primary objectives of participating in **Jamboree on the Air (JOTA)** and **Jamboree on the Internet (JOTI)** are to:

- Create connections to teach Scouts about the world-wide Scouting Movement.
- Introduce Cub Scouts to the world of amateur radio and internet communication.
- Foster international friendship and understanding.
- Encourage the development of communication skills.
- Inspire interest in science, technology, engineering, and mathematics (STEM).

Please see the second page of this Activity Guide for a selection of activities. **JOTA** are outlined in red and **JOTI** in blue. As the Den Leader, select one activity per title, i.e. Learn: Video Exploration. Both can be chosen for longer or multi-day meetings.

Safety Moment

Prior to any activity, use [Scouting America SAFE Checklist](#) to ensure the safety of all those involved.

All participants in official Scouting America activities should become familiar with the [Guide to Safe Scouting](#) and applicable program literature or manuals.

Before starting this activity complete the following:

- Review [Age Appropriate Guidelines for Scouting Activities](#) before starting a project.
- Cub Scouts are allowed to use common craft tools, such as paintbrushes, scissors, hammers, and screw drivers.
- Know the proper use of the tools that will be used for the project, by any youth or adult.

During the Activity

- Give time for proper training on the use of the tools that will be used to complete the project to all youth and adults.
- Provide continuous, qualified adult supervision and discipline during the project.
- Following all manufacturer's literature and age and skill restrictions shall supersede the recommendations in the publication. If there is a conflict, leaders shall follow the most restrictive guidelines.

Preparation

1. Registration

- Ensure your Pack is registered for **JOTA-JOTI** through the [official website](#).
- Encourage parents and guardians to download the *Scout Pass App*.

2. Equipment and Resources

- **Secure internet accessible devices, such as laptops, phones, or tablets. For Minecraft, check that the program is downloaded.**
- **Ensure stable internet connectivity for JOTI activities, either in a group or with Scouts at home.**
- **Arrange access to amateur radio equipment, such as a transceiver and antenna.**
- **Gather educational materials about radio operations and internet safety for JOTA. Read the [manual](#).**

3. Safety Procedures

- Review and follow all [safety guidelines](#) for radio operation and internet use.
- Discuss online safety with Scouts, emphasizing the importance of protecting personal information, and the [JOTA-JOTI Pledge](#).

4. Plan Ahead

- Check and manage your profile on the Global Directory.
- Explore the Map and read through the Activities.
- Create an agenda with Activities and Events, such as the Opening and Closing Ceremonies.
- **Note that Minecraft participation requires a paid Minecraft account and Java Edition.**

Additional Resources

- Visit the **JOTA-JOTI** website for more information, resources, and support materials.
- Refer to the Scouting America **JOTA-JOTI** Program in a Box for Cub Scout Leaders.
- **Explore [local amateur radio clubs](#) for additional guidance and opportunities. Check out [K2BSA](#) for the best resources!**





LEARN



Video Exploration

Den watches a short JOTA video then discuss three ways Scouts communicate via radio (mic, digital, or satellite).



JOTA Story Circle

Leader or guest operator shares a personal JOTA experience. Scouts talk about where in the world they'd like to connect via radio.



PRACTICE



Microphone Message

Scouts take turns speaking into a real or demo radio microphone sending a greeting "CQ Cub Scouts" and a friendly message.



Digital Message Relay

Using a digital mode simulator (like texting over radio), Scouts send and receive short messages such as "Hello from [state/USA]".



CHALLENGE



Station Label Match

Scouts use provided printed images to match and label transmitter, antenna, power supply, and mic.



Radio Race Game

Scouts are divided into teams to race, grab, and place labels correctly on a "station poster."



ETIQUETTE



Polite Phrasing Practice

Scouts learn and role-play polite radio terms like "over," "please standby," and "thank you for the QSO."



Role-Play Contact

Pair up Scouts; one acts as Scout, the other as amateur operator. Practice clear and courteous communication.



CONNECT



LIVE! JOTA Contact

Under supervision, Scouts speak live with another Scout or ham operator, exchanging names, location, and a fun fact.



Postcard Pen Pal

Scouts write a postcard "from the airwaves" describing JOTA and send it to another den or pack.



REFLECT



Signal Reflection Drawing

Scouts draw or color a picture of what it felt like to connect via radio or what they heard.



JOTA Memory Share

Scouts share with the den one thing learned about global communication and one thing they enjoyed most.



LEARN



Map the Connections

Scouts look at a map showing where Scouts are online during JOTI. Scouts mark five countries and find out what language they speak.



World Scouting Video Watch

Scouts watch a short video about international Scouting then share two fun things learned about how other Scouts live or play.



CREATE



Digital Hello

Scouts create a short introduction: 1) first name, 2) country, 3) favorite activity, and 3) what they like about Cub Scouts.



Emoji Identity Badge

Scouts create an emoji-based "profile badge" that shows personality or hobbies. Explain what each emoji means the den.



SAFEGUARD



Internet Safety Role-Play

Scouts role-play safe and unsafe situations online (e.x. someone asks your full name vs. someone says "hello from Scout group").



Cyber Safety Poster

Den creates a poster with 3 rules for being safe and kind online, and share with the Pack or display at a meeting.



CONNECT



Participate in JOTI Chatroom

With adult help, Scouts join a moderated JOTI Scout chat and send a message. Ask a friendly question or share a hobby.



Play an Online Game

Scouts join an official JOTI virtual game or quiz with Scouts worldwide. Share something learned or laughed at.



EXPLORE



Tech Timeline

Den looks at a simple timeline showing how communication has changed (ex. letters-phone-email-video). Scouts discuss favorite and why.



Scout Tools Around the World

Den discovers how Scouts in other countries use the internet or phones to organize events, earn badges, or do good turns.



REFLECT



Digital Passport Stamp Collection

Scouts create a digital "passport stamp" for each country or Scout interacted with. Share your collection with the Den.



Online Kindness Pledge

Scouts write and decorate a short pledge about being kind and respectful online. Share it out loud with the Den.