

JOTI - Special Edition

Draft Programme & Concept Note

Introduction

This is an invitation to stay strong, be prepared and unite hearts, minds and forces with great ideas to enjoy our time at home the best we can, while fostering a sense of exploration, new friendships, family time and our global community. Below, you'll find a draft programme – for which we welcome your event/activity proposals – as well as a backgrounder and concept for the JOTI – Special Edition happening 3-5 April 2020.

Objectives

1. Use the Scout principles of duty to self and others as a model to take care of each other and demonstrate resilience, adaptability and unity during a difficult time. Help young people access information on mental health during self-isolation protocols.
2. Offer online infrastructure and programmatic framework for young people to connect, support each other, and encourage virtual citizenship activities.
3. Provide young people and parents/guardians with ideas and resources to run educational activities from home, including Scout activities for Scout audiences
4. Provide reliable guidance to young people on how to safely support to people in need.
5. Crowdfund stories and best practices of young people's activities during this self-isolation period.

Concept Summary

The idea is to organise special edition of the Jamboree on the Internet (JOTI) during the weekend of 3-5 April 2020. The event will allow young people to connect with their peers around the world, to hear from special guests, to practice well-being techniques, to learn about disease outbreak management & prevention, to share ideas about learning from home, and much more!

In designing the platform and programme, we are considering how these types of activities can be run continuously or repetitively, to adapt as the situation unfolds.

Draft Programme / Call for Proposals

**Under each section of the programme, see our suggestions for how you can contribute. Note that we are open to hearing other ideas as well – just include them in your proposal.*

1. HEALTH & WELLBEING OASIS

It's our duty to self and others to look after our physical & mental health. Let's look after ourselves, and learn how we can build resilience and support our families & communities.

1.1 Healthy Habits Studio

[Livestream] *Livestream of video classes to help you stay physically and mentally fit.*

- Examples: self-care, yoga, exercise, guided meditation, chair stretches, good posture, combat screen addiction, how to be productive studying/working from home, how to feel less isolated/stressed at home, WWF: how to connect with nature from home...
- Resource library

1.2 Dialogue Cafes

[Chat & Zoom] *Come talk about how you're feeling, how you are affected by increased social isolation, and more.*

- Both Zoom sessions and global chats on mental health

1.3 Community Walls

[Social Walls & Videos] *Let's keep spirits up by sharing good news and messages of support! Post to Instagram or Twitter with hashtag [#TBD](#) to be featured.*

- **Good News Room**
 - [Video - News Segment] Share good news from your community - from stories of recovery, of people doing amazing things and more.
- **Chain of Gratitude**
 - [Social Wall] Leave a thank you note for healthcare workers, emergency workers and others who are going above and beyond to keep people safe and healthy. *(Inspired by the Scouts of Singapore)*

1.4 Faiths and Beliefs Space

This is a space to feel welcomed and part of a global community while celebrating your faith and beliefs. Through campfires, videos and activities, this space will help build connection with others and yourself.

- Connecting with Others
 - Campfires where you can make friends, promote dialogue and discover other faiths and beliefs
- Connecting with Self

- Activities, videos and challenges for quiet time and self-reflection, meditation, practicing faith and exploring sense of self

HOW CAN YOU CONTRIBUTE TO THE HEALTH & WELLNESS HUB?

Submit...

- ...a video class for the **Healthy Habits Studio** - 15 to 45 minutes
- ...run a service, worship, prayer or guided meditation via video for the **Interfaith Space** - max. 60 minutes
- ...submit some good health resources (links to articles, tips and tricks, great YouTube Channels, blogs, etc) for our **Library**

2. HUMANITARIAN HUB

If you are looking for ideas and key information about how to be prepared, stay safe, learn best practices and help your family in understanding the covid-19 outbreak, this is the hub for you!

2.1 Emergency Preparedness and Response

- What is COVID-19, what is WHO
- Best practices for safely helping with disease outbreak response & prevention
- Disaster Risk Reduction & Sustainable Development
- Emergency preparedness and mythbusters
- (PFA) Psychological First Aid
- Global chats

2.2 Supporting your community from home / Pandemic Response projects

- Duty to self and others - how staying home helps everyone, what is social/physical distancing, what you can do at home (link to Health & Wellness section)
- Xenophobia and Fear - how to address it ([reference](#)) (*Bea*)
- Community projects, for example: encourage adults or Scout leaders to set-up lunch or tea breaks with seniors or quarantined individuals via video calls, have young adults connect with kids to help them read
- Consider ways to engage young people with no or little internet connection
- Global chats

HOW CAN YOU CONTRIBUTE TO THE HUMANITARIAN HUB?

Submit...

- ...a video class for the **Emergency Preparedness and Response** - 15 to 45 minutes

- ...projects that support your community from home (Examples: lunch or tea breaks with seniors or quarantined individuals via video, read with younger scouts, etc.)
- ...resources (links to articles, tips and tricks, great YouTube Channels, blogs, etc) for our **Library**

3. YOUTH GOT TALENT STAGE

[Livestream] *Let's see the talent among the Scouting community! Come watch video performances of some of our rockstars, adventurers, Michelin star chefs and more.*

This channel includes video content from these themes:

3.1 Sounds & Moves

- Examples of videos: Performances by musicians, karaoke, campfire singalongs...
- WOSM to launch TikTok with a competition asking people to duet with us
- Spotify [playlists](#)

3.2 Exploration/Camp-in Skills

- Examples: Knot challenge led by a Scout leader, packing for camping, art, making maps, blanket forts, set-up campsite at home, etc.

3.3 Master Chefs

- Examples: Making your favourite camp meals in the kitchen using shelf-stable products, healthy eating to boost your immune system, vegetarian cooking to help the environment...

HOW CAN YOU CONTRIBUTE TO THE 'YOUTH GOT TALENT STAGE'?

Submit a video performance for any of the following stages:

- **Sounds & Moves** - 5 to 20 minutes
- **Exploration/Camp-in Skills**- 10 to 45 minutes
- **Master Chefs** - 10 to 45 minutes

4. DIGITAL CITIZENSHIP DEN

Ready to do good, digitally? We've got tools for that! Let's get you ready to be ambassadors for positive change online.

4.1 Social Media for Social Good

[Zoom] *Learn how to make a difference online!*

- How to use Social Media for Social Good
- How to identify fake news and prevent its spread
- How to teach someone to use social media (tools for Scouts to teach the elderly)
- How to organise an event online
- How to keep the digital jamboree alive after this weekend
- Get your Internet Safety certificate

4.2 Become a Digital Ambassador

[Resources] *Raise awareness and participate in online activities to make a difference online!*

- Social media campaign assets
- Social Media challenges
 - Ex. [#ScoutsStayHome](#), handwashing, submit a photo of you doing your Scout salute from home, submit a screenshot of your Scout unit's virtual meeting, etc.
- Promote Internet safety

4.3 Inspiration Wall

[Social Wall] *See what young people are doing around the world to keep communities strong & healthy.*

- Amalgamate relevant social media posts from young people and good news stories on the topics of covid-19 prevention, community action, wellbeing, handwashing dances, etc.

Additional Campsite Areas:

- Be Safe Online - Scout Shop
- JOTI Chat - JOTI TV
- Leaders Camp - Find a Group to Connect With
- Reflection Island - Radio Base

HOW CAN YOU CONTRIBUTE TO THE 'DIGITAL CITIZENSHIP HUB'?

Submit...

...ideas for social media campaigns to be run in the coming months.

...proposals for training on using social media for social good OR online safety

 ...some good ideas for social media campaigns to be run in the coming months

 ...an idea for training on using social media for good OR online safety

Background

On March 11, 2020 the World Health Organization (WHO) declared the spread of the novel COVID-19 virus as a global emergency, with the confirmed number of cases surpassing 100,000 worldwide. At WOSM, the safety of all young people is our utmost priority, and we take the health, safety and well-being of young people, volunteers and staff very seriously.

While Scouting is a movement known for convening, in the past few weeks we've seen weekly in-person Scout meetings and gatherings for young people turned into online group calls, and countless trainings, meetings, and events cancelled or postponed. While young people around the world are schooling from home and more isolated than ever, we see it as our duty to convene young people in a different way and bring a global community together to combat the spread of COVID-19, but also combat loneliness, isolation, and other mental health related consequences to social distancing.

This is why from 3-5 April, WOSM will convene a special edition Jamboree on the Internet (JOTI) for young people across the world. JOTI is an online Scout event that brings together over 2 million young people annually to connect across borders and learn how to take action on issues they care about.

This special edition in particular will help build momentum and support young people to stay engaged in online citizenship and socialisation, developing skills during this period of increased isolation.

Symbolic Framework

- Be prepared and safe from home
- Connected we stay strong and healthy
- Learning by doing – from home

JOTI programme contributes to develop the following SDGs, Competencies & Educational Objectives

SDG 3 - Health and Well Being

Cognitive Learning Objectives

1. Young people know the concepts of health, hygiene and well-being in relation with COVID-19 and during crisis situations, and can critically reflect on them.
2. Young people understand relevant facts and information about COVID-19.
3. Young people know relevant prevention actions to foster positive physical and mental health and well-being in times of crisis and at home.

Socio-emotional Learning Objectives

1. Young people are able to interact and connect with other people, showing empathy for what they are going through.

2. Young people are able to communicate about issues of health, and well-being, especially to promote preventative actions for health and well-being.
3. Young people are able to develop a personal commitment to promoting health and well-being for themselves, their family and others.

Behavioural Learning Objectives

1. Young people are able to include health promoting behaviours in their daily routines.
2. Young people are able to plan, implement, evaluate and replicate actions that promote health and well-being for themselves, their families and others.
3. Young people are able to recognise when they or others need help and to seek/ask for help to overcome the situation.

SDG 11 - Sustainable Cities and Communities

Cognitive learning objectives

1. Young people understand basic physical, social and psychological human needs and are able to identify how these needs are currently addressed in their own context.
2. Young people know the basic principles of COVID-19 crisis management at home and can identify opportunities for improving their safety.

Socio-emotional learning objectives

1. Young people are able to connect with and help community groups online in developing a resilient future vision of their community.
2. Young people are able to contextualize their needs within those of their community, both locally and globally.
3. Young people are able to feel responsible for the environmental and social impacts of their own individual lifestyle.

Behavioural learning objectives

1. Young people are able to plan, implement and evaluate home-based actions to mitigate and address the crisis in their community.
2. Young people are able to co-create an inclusive, safe, resilient and sustainable space for them, their families and communities.

SDG 17 - Partnerships

Cognitive learning objectives

1. Young people understand global issues, and the interconnectedness and interdependency of countries.
2. Young people understand the importance of global collaboration and know examples of networks, institutions, campaigns and global partnerships.
3. Young people know the concept of global citizenship.
4. Young people recognise the importance of cooperation on and access to knowledge sharing.

Socio-emotional learning objectives

1. Young people are able to raise awareness about the importance of global collaboration.
2. Young people are able to experience a sense of belonging to a common humanity.

Behavioural learning objectives

1. Young people are able to contribute to facilitating and implementing local, national and global collaboration in times of crisis.
2. Young people are able to support development cooperation activities.
3. Young people are able to influence others to become part of global collaboration force.