

Milestones



1923 - 2023

HB 100 JAM

Kander 100: Radio Scouting activities

1. Activity

Milestones

2. SDGs

4

3. GG hub

-

4. Ages

11+

5. Duration of the activity

15 - 30 minutes

6. Minimum of participants

1

7. Materials needed

11 electronic cards with Radio Scouting related events

1 unit with battery and light to test the chain of events.

8. Location of materials

keep locked at Uncle Sams Cabin

9. Location of the activity

Uncle Sams Cabin

10. Description

Put historical events of the biggest scouting event in the world on an electronic timeline.

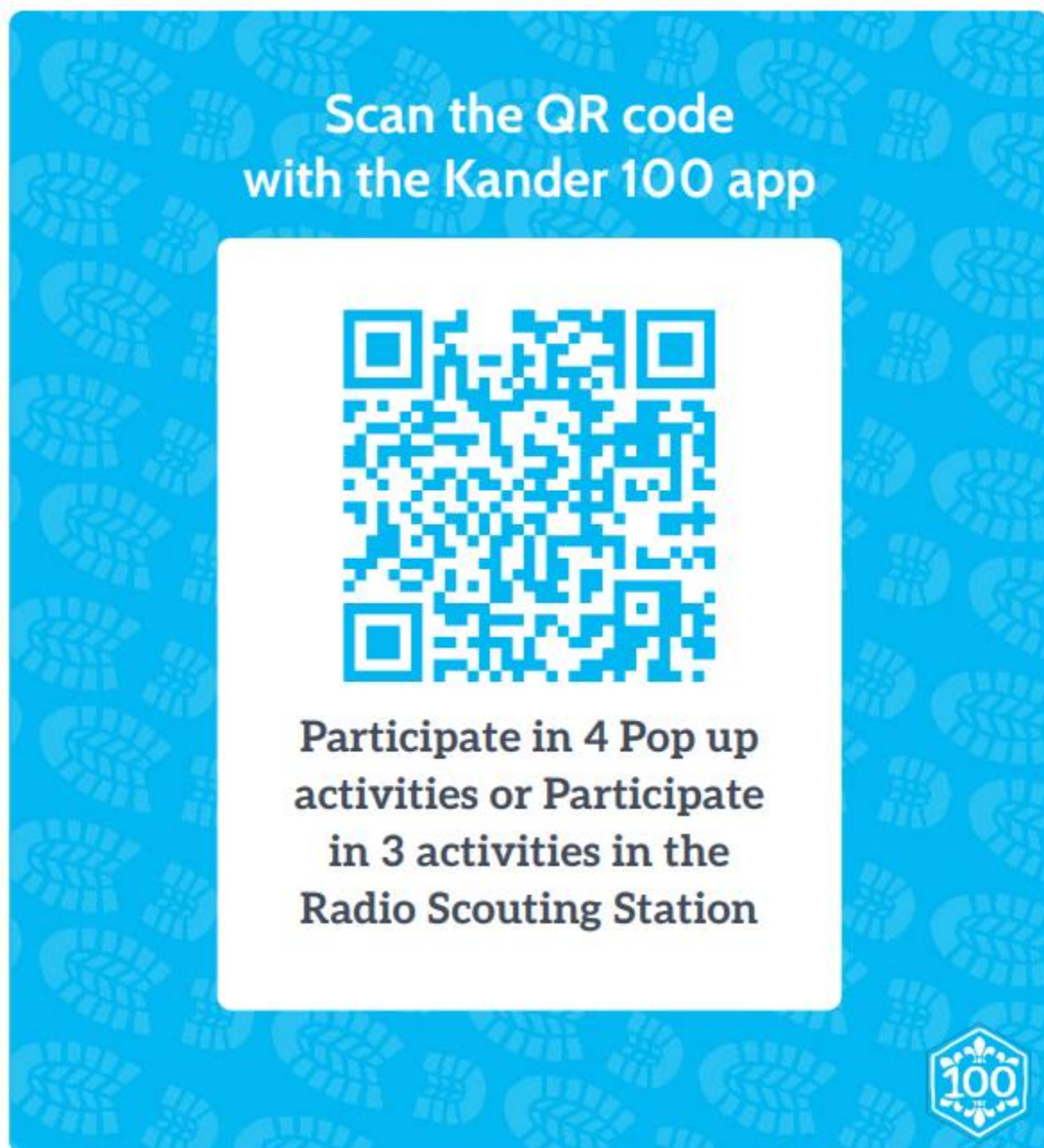
11. Badge

International Friendship Award


Radio Scouting Award

12. QR code to earn the badge.


International Friendship Award



Scan the QR code
with the Kander 100 app

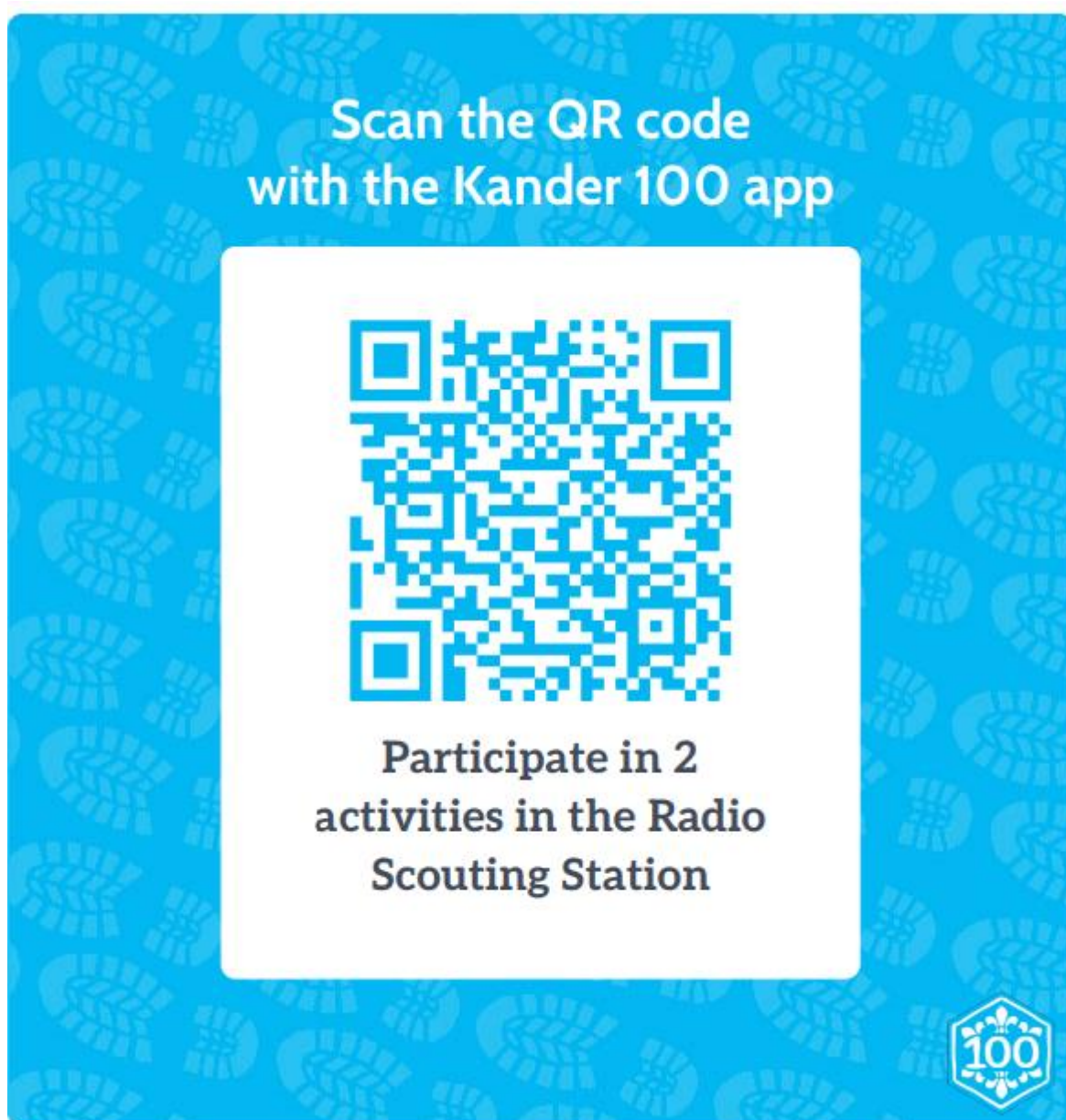


**Participate in 4 Pop up
activities or Participate
in 3 activities in the
Radio Scouting Station**



The image is a blue rectangular graphic with a repeating pattern of a stylized knot or braid. In the center, there is a white rounded rectangle containing a QR code. Above the QR code, the text 'Scan the QR code with the Kander 100 app' is written in white. Below the QR code, the text 'Participate in 4 Pop up activities or Participate in 3 activities in the Radio Scouting Station' is written in black. In the bottom right corner of the blue graphic, there is a white hexagonal logo with the number '100' inside.

Radio Scouting Award



13. Educational objective

The participant knows the historical timeline of important events that are related to the long history of JOTA-JOTI.

14. Before the activity

All equipment is stored at Uncle Sams Cabin.

Put up and connect all devices in the morning (takes at least 30 minutes).

Test if all devices work.

15. Instructions

The object of the game is to place the Scout events in the correct historical order.

To do this, place the cards in the correct ascending order next to each other.

To verify the solution, a special component has to be connected at each end of the row of cards. If the order of cards is correct, an optical (or acoustic) signal will be seen (or heard).

Dates on card in correct order:

- 1857-02-22 Robert Stephenson Smyth Baden-Powell's date of birth
- 1889-02-22 Olave St. Clair Soames's date of birth (B-P's wife)
- 1907-08-01 Experimental camp auf „Brownsea Island“
- 1908 Release of the first part of "Scouting for Boys"
- 1910 Foundation of the Girl Guides by Agnes Baden-Powell
- 1911 First Radio Scouting activities
- 1916 Foundation of Cub scouts
- 1919 Opening of Gilwell Park as a Scout Training Center
- 1920 First Jamboree
- 1923 Opening of the Kandersteg International Scout Center (KISC)
- 1928 Foundation of the World Association of Girl Guides and Girl Scouts (WAGGGS)
- 1931 1st World Rover Moot in Kandersteg, Switzerland
- 1933 World Jamboree in Hungary
- 1941-01-08 Baden-Powell dies in Paxtu, Nyeri, Kenya
- 1950 There are 5 million members in 50 countries
- 1958 First Jamboree on the Air (JOTA)
- 1959 World Jamboree, Philippines
- 1968-05-01 Relocation of the World Scout Bureau to Geneva, Switzerland
- 1971 First World Scout Youth Forum (WSYF) in Tokyo, Japan
- 1985-07-15 World Scout Conference in Munich, Germany
- 1997 First Jamboree on the Internet (JOTI)
- 2007-01-08 100 years of Scouting
- 2008 10th World Scout Youth Forum in Korea
- 2013 World Scout Moot in Canada

16. Reflective question

Do you know all important historical JOTA-JOTI related events and when they took place?

17. After the activity

Short information on the other activities in the Radio Scouting area and JOTA-JOTI.

Only in the evening/night (when the station is closed down):

Switch off all devices, store everything in Uncle Sams Cabin, lock the door!

18. Training notes

This game was originally created for World Scout MOOT Iceland 2017. Original documentation can be found here:

https://github.com/pe1mew/MOOT-Radio-Scouting-and-Electronics-Activity/tree/master/TableGames_CardsInLogicalOrder_Milestones

19. Safety

Nothing particular

20. Accessibility

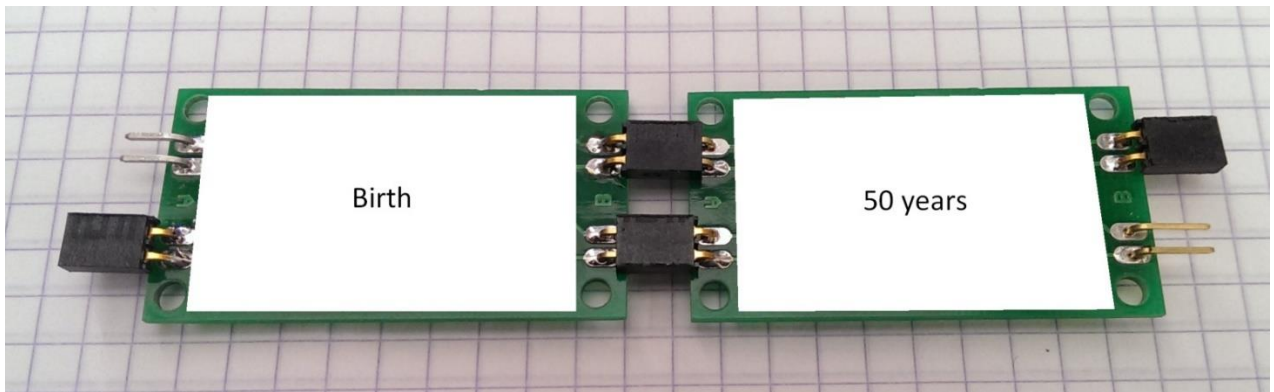
No limitations

Milestones

Instruction card

The object of the game is to place the Scout events in the correct historical order.

To do this, place the plates in the correct ascending order next to each other as shown in this picture.



To verify the solution, a special component has to be connected at each end of the row of plates. If the order of plates is correct, an optical (or acoustic) signal will be seen (or heard).

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Sources: Remko Welling, PE1MEW

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www.radio-scouting-ideen.de