



Outline for Scout Communications Badge Programme may be run in-conjunction with the operation of a JOTA/JOTI Station.



<p>Objective</p>	<p>The objective of this document is to provide an outline to enable Scouts to demonstrate proficiency in the three parts (Demonstrate/Investigate, Skill and Activity) of the Communications Badge.</p> <p>The activity will also offer the opportunity for scouts to achieve part of their Pioneer Badge Construction Target Badge.</p> <p>It should be noted that a Scout may still prove their proficiency in Communications and earn the Communications Badge outside this framework. e.g. by the Investigation, Study, and Demonstration of Language skills.</p>
<p>Aim</p>	<p>The aim of this document is two fold:</p> <ol style="list-style-type: none">1. To assist the scouts understand how to earn the Communications Proficiency Badge while enjoying themselves at an activity comprising a JOTA/JOTI Station.2. To assist leaders that may not have previously recognised that they have some if not all of the skills to operate an activity base that tests these communications skills.
<p>Learning Outcomes</p>	<p>The Learning Outcomes of this Communications Proficiency Badge Programme are specified in the new Scout Record Book (Pages 88, 102 & 103) and other publications.</p> <p>The following assessment and programme ideas will assist Scouts demonstrate proficiency and gain the badge.</p>

Proficiency
Demonstration

Part A. – Investigation

Anticipated time to complete: 7 hours.

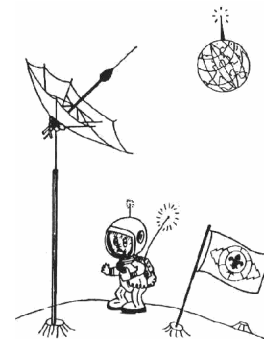
Investigate the history of one or more of the following forms of Australian Communications:

- a. Amateur (Ham) Radio
- b. Royal Flying Doctor Service & the Outpost Radio Service
- c. The Australian Telephone Network
- d. The development of the Internet in Australia.
- e. The use of Satellite for Communications in Australia

Proficiency may be demonstrated by:

(i) Completion of a quiz or project that contains at-least 10 items of interest related to the topic selected. Scouts should achieve 70 % of the selected items correct.

(ii) The presentation of a project related to the chosen topic. The preparation of the project will be completed at home or with in the troop and the final presentation of the results should be made to the troop.



Various JOTA Logos

Part B. Skills Demonstration – Anticipated time to complete: 1.5 hours.

Scouts should complete item “a” and select one task from items “b - e”

- a. Study and demonstration the use of the International Phonetic Alphabet by learning to spell their name by either writing or saying each letter of their name by the corresponding Phonetic Alphabet Word.

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- b. Understand the need to identify many forms of communications by an internationally recognised Call Sign. The Scout will demonstrate the ability to correctly identify their radio station by Call Sign and correctly call another station. (Please Note: if this activity is being done at an exclusive JOTI location without radio, the establishment and use of a email address and “nick-name” may substitute for the Call-sign and be used in a supervised chat room.)
- c. Scouts in various locations may demonstrate message-handling skills via Internet email, Chat Rooms, Outpost, VKS737, Rattel Radio, Satellite Telephone or other similar networks.
- d. Scouts may demonstrate their skills in sending and receiving an SMS Message. (Scouts should be made aware of the costs incurred in this form of communications).
- e. Scouts may develop and demonstrate skills sending a simple message via Morse Code or Semaphore. The emphasis is on the achieving a readable message and not on any specified speed. Scouts may use cards or tables to help them send and receive the messages.



**Part C. - Activities** – Anticipated time to complete: 1.5 hours.

To enhance the programme and to complete the Communications Badge. Scouts should select from either “a or b”.

- a. Help Set up the Amateur Radio Base. This will include the erection of a 5 Metre Radio Mast (Flag Pole) complete with a (Monopole or Dipole) Radio Antenna.
  - (i) The erection of the Mast (Flagpole) will also complete most of the Pioneer Construction Activity.
  - (ii) The laying of the antenna cable and connection to the transceiver (radio).
  - (iii) Safe connection of the transceiver (radio) to the Power-supply and or Battery.
  - (iv) Correct Testing of the installation.
  - (v) Establishing a contact via the radio.



- b. Using Walkie-Talkies or Hand Held Radios and other methods of communications such as Morse Code or Semaphore conduct a Wide Game. This Game may include the identification of patrols at night. The Patrols should not be able to directly see each other but they should be able to correctly identify the other Patrol's Name and details of Friend or Foe. Rules to be developed by local leaders or Patrol/Troop Council.

Activity  
Bases

The following Activity Bases may be established at an activity camp to complete the total activity.

1. Communications History Base including posters, handouts or yarn regarding the history of one or more of the communications types listed above. This base will explain how to complete the Communications Badge and the additional work required back at the troop. Staffed by one person.
2. Morse Code / Semaphore Base. The Scout face each other and one group send the message in Morse Code or Semaphore. A game of battle ships played by sending the cross-references via simple Morse code keys or Semaphore flags are a fun way of demonstrating the two-way communications. Staffed by 2 persons.
3. Setting up the Radio Station and Masting, will require 2x 3 Metre poles, Antenna, Guys, Pegs, Antenna Cables, Radio Transceiver, Battery etc. Staffed by 2 persons (Including Radio Operator if required by Frequency used).
4. Central JOTA Station & phonetic alphabet and Call-sign Base. Staffed by 2 Persons (including Radio Operator.)
5. Conduct a patrol council via telephone conference, Internet chat room or videoconference including your whole patrol.

Please note: The amount of time spent at each of these based should be flexible. The Leaders and Troop Council planning the activity should ensure that the overall requirements of the Proficiency Badge are meet.

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