

U-Report booth



Duration: it can be used one time only during an event or in every gathering of Scouts. It can be made available for as long as there is potential of participation in the activity.

Type: interactive booth

Number of trainers: 1-2 facilitators, trained on U-Report and how to use it.

Number of participants: 2-3/ game at the same time

Participants profile: Scouts of all ages, especially those connected to communities which would benefit of the U-Report tool.

Aim of the booth: to promote the U-Report tool to Ukrainians searching for information on services available in different countries, and register them to use U-Report easily. U-Report is an online chat bot provided by UNICEF, to support young people in vulnerable situations to access services and support around the world. Learn more about U-Report [here](#).

Note: This booth was created to promote U-Report to Ukrainian refugees. This can serve as an inspiration for the promotion of U-Report to other populations in situations of vulnerability, as it is a global tool.



Figure 1: U-Report photo frame (one of the elements of the U-Report booth) at the Central European Jamboree (2022).

Materials needed: table, photo frame, minimum 1 set of 20 cards (see indications below), paper, pens

Description of activity:

1. **Find a visible place** - within the camp or jamboree site etc. identify a spot visible enough to which participants from Ukrainian have easy access.
2. **Display posters** – either on a wall or on a table, display printed posters of U-Report to help people to register and also find your booth. An example of digital posters can be found [here](#).
3. **Display the U-Report photo frame** – put a U-Report photo frame somewhere visible, to ensure people attention is caught. It can be done manually using cardboard and markers, or created digitally and then printed. It is up to you to get creative!
4. **Welcome everyone** – anyone is welcomed at the U-Report booth to learn more about it and experience the activity. Be prepared to offer information on U-Report and its benefits.
5. **Play the game** – this a memory matching game and it can be played individually or as a team.

The task is to match each card with its pair.

Randomly arrange the 20 cards on a 4x5 layout, facing the table.

Participant(s) reveal a card, one by one. Once a card is revealed, it is put back, so they have to memorize the drawing from each card and their position.

After they match the cards, they will notice that 2 cards represent QR codes.

Participant(s) will access the QR code, decode it and find out that it leads them to U-Report platform!

They are invited to JOIN the chatbot to stay updated regarding available services in different countries.

At this stage, facilitators might need to provide more information on U-Report.

Note for facilitator(s): You can decide what items to be presented on the cards, e.g.: related to the camp, nature elements, geometrical figures etc., but make sure you include QR codes for U-Report on Viber, WhatsApp and Telegram. Since participants use different social media platforms, it is recommended to print QR codes for Viber, WhatsApp and Telegram and give them the one they prefer at the end of the game, regardless of the one you used for the cards game itself. Make sure to download the right QR codes from the website, depending on who you are promoting.

Note 2 for facilitator(s): Depending on how many people are at the site, you can prepare more set of cards, so the game can be played by more people at the same time.

6. **Photo challenge 'U-Reporters!'** – invite participant(s) to take a photo using the U-Report frame, share it on their social media using the #s to keep track of photos.
7. **Record the registrations** – to help in reporting how many people registered on U-Report chatbot, you can simply keep a list, without asking for personal data of the subscribers. This list is useful to record the number of people who accessed the U-Report, and it can take for instance this shape: date – location – hour – x people registered.