

The Duke of Edinburgh's International Award

Award Philosophy

The Award is an enriching program that invites young people between the ages of 14 and 25 to participate in a number of activities over a set length of time.

The Award is about individual challenge, variety of activity, duration, support and team work and recognition. As every individual is different, so too are the challenges that young people undertake to achieve their Award. With guidance from their Award Leader, activity Assessor or other Award volunteers, each young person is encouraged to look at themselves, their interests, abilities, and ambitions, then set themselves challenges in the four different Sections of the Award (Service, Skill, Physical Recreation and Adventurous Journey)

Through this challenging journey of self-discovery, participants

- Are equipped and empowered to achieve their personal best;
- Learn to take responsibility for their goals and choices;
- Become connected to and actively engaged within their immediate community;
- Make a real difference to society through their positive contributions and involvement;
- Learn to persevere and overcome barriers to success;
- Learn important life skills; and
- Increase their career opportunities.

The Fundamentals of the Award

- Regular participation in activities is required to meet the time requirements of each Award Section and Level.
- Focuses on capacity building by encouraging all participants to make independent decisions and to negotiate priorities through participation.
- Provides a framework that works with all young people in any conceivable situation.
- Assists with the provision of social infrastructure in the community and draws together and connects people, institutions and generations with the common purpose of youth development and inclusion.

There are three levels to the award

	Service	Skill	Physical Recreation	Adventurous Journey	Residential Project
Bronze	3 months	3 months	3 months	2 days/1 night	N/A
Averaging at least 1hr per week. Plus additional 3 months for a Major Section- Service, skill or Physical Recreation					
Silver	6 months	6 months	6 months	3 days/2 nights	N/A
Averaging at least 1hr per week. Plus additional 6 months for a Major Section if Bronze Award not completed					
Gold	12 months	12 months	12 months	4 days/3 nights	5 days/4 nights
Averaging at least 1hr per week. Plus additional 6 months for a Major Section if Silver Award not completed					

Compulsory Sections of the Award

Service

The Service section of the Award encourages young people to volunteer their time to and understand the benefits of this service to their community. To connect with your community and give service to others and their communities.

This could be through any area of interest in the community, such as youth work, the environment or charity work.

Skill

The Skills section of the Award encourages the development of personal interests and practical and social skills.

Anything from refereeing, to Djing, to learning a musical instrument, to jewellery making. Do your thing.

Physical Recreation

The Physical Recreation section of the Award encourages young people to participate in sport and other physical recreation for the improvement of health, wellbeing and fitness.

This could be through a team sport, individual pursuit or simply getting out there and working up a sweat.

Adventurous Journey

The Adventurous Journey section encourages a sense of adventure whilst undertaking a team journey or expedition.

A journey into an unfamiliar environment with a group– staying overnight and testing your resilience.

Residential Project (Gold only)

The Residential Project, completed only at Gold level, aims to broaden Participants' horizons through involvement with others in a residential setting.