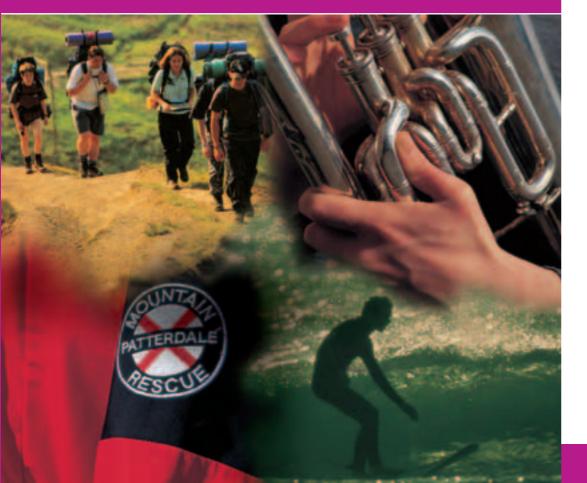


THE DUKE OF EDINBURGH'S AWARD AT A GLANCE





What is the Award?

The Award is a challenging programme of activities which will help you to learn new skills, help others and experience adventure and it will give you a great sense of achievement. What's more, many organisations such as employers and universities take a good view of the Award and what it says about the person who has achieved it.

What does it involve?

There are three levels – Bronze, Silver and Gold - and, for each, you complete activities in four Sections -Service, Skills, Physical Recreation and Expeditions. At the Gold level you also take part in a Residential Project.

It's up to you what you do. In each Section there is a wide range of options you can choose from or you can find other similar activities which interest you. This could be something entirely new or you could continue with an activity you already enjoy. The good news is it's not an exam and you can't fail! The Award is about having a go. It's not a competition – you just need a bit of enterprise and perseverance.

Who is it for?

The Award is open to anyone between the age of 14 and 25 years. Special qualifications are not needed, just a willingness to have a go.

Where can I do it?

- at your local youth club or voluntary youth organisation
- at your school, college or university
- through your employer

There will be people on hand to offer advice, help review your achievements and to record your successes.

What will I get out of it?

- self-belief
- self-confidence
- a sense of identity
- independence of thought and action
- a sense of responsibility
- an awareness of your potential
- new talents and abilities
- an understanding of your strengths and weaknesses
- · the ability to plan and use time effectively
- the ability to learn from and give to others in the community
- new relationships
- skills including problem solving, presentation and communication
- the ability to lead and work as part of a team

On successful completion, you will be presented with a badge and certificate and at Gold level you are invited to a Presentation Ceremony at one of the Royal Palaces.

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PHYSICAL RECREATION

Aim - To encourage participation and improvement in physical activity.

This Section offers a wide range of programmes in the belief that:

- Involvement in some form of enjoyable physical activity is essential for physical well-being.
- A lasting sense of achievement and satisfaction is derived from meeting a physical challenge.
- Sports are enjoyable in themselves and can lead to the establishment of a lasting active lifestyle.
- You should have the opportunity to make a choice, then discuss and agree a personal programme of participation and achievement.

Below are some ideas to get you started:

Choices

Archery	Curling	• Judo	Rounders	 Table Cricket
 Athletics 	 Cycling 	 Keep Fit 	 Rowing & Sculling 	 Table Tennis
 Badminton 	 Dance 	 Korfball 	 Rugby Football League 	• Tennis
 Baseball 	 Diving 	 Lacrosse 	 Rugby Football Union 	 Tchouk Ball
 Basketball 	 Dragon Boat Racing 	 Martial Arts 	 Running 	 Trampolining
 BMX Racing 	 Fencing 	 Medau Movement 	 Sailing 	 Triathlon
 Boccia 	 Fitness Activities - 	 Modern Pentathlon 	 Sand & Land Yachting 	 Ultimate Flying Disc
 Bowling - Tenpin 	Aerobics, Skipping,	 Mountain Biking 	 Scottish Country Dancing 	 Volleyball
 Boxing 	Walking	 Netball 	 Self Defence 	 Water Polo
 Carpet, Crown/Flat Green 	 Fives 	 Octopushing 	 Skateboarding 	 Water Skiing
 Camogie 	 Football & Gaelic 	 Orienteering 	 Skating - Ice, Roller 	 Weightlifting /
 Canoe Polo 	Association Football	 Parachuting / Sky Diving 	 Snow Sports - 	Weight Training
 Canoeing 	 Golf 	 Paragliding 	Skiing,Snowboarding	 Welsh Folk Dancing
 Carriage Driving 	 Gymnastics 	 Petanque 	 Squash 	 Windsurfing
 Caving & Potholing 	 Hang Gliding 	 Physical Achievement Tests 	 Stoolball 	 Wrestling
 Cheerleading 	 Hockey – Field, Ice, 	 Polo 	 Sub Aqua - Scuba 	 Yoga
Cricket – Outdoor, Indoor	Roller, Street	 Real Tennis 	Diving, Snorkelling	
Croquet	 Horse Riding 	 Rock Climbing / 	 Surfing / Body Boarding 	
 Cross Country Running 	 Hurling 	Wall Climbing	 Swimming 	

FXPENITIONS

Aim - To encourage a spirit of adventure and discovery by preparing for and carrying out an adventurous journey as part of a Team.

The journey should be in the countryside or on water, by foot, cycle, horse, canoe, boat or dinghy. The Qualifying Venture involves:

- enterprise and imagination in concept.
- forethought, careful attention to detail and organisational ability in preparation.
- preparatory training, both theoretical and practical, including practice journeys, leading to the ability to journey safely in the chosen environment.
- shared responsibility for the venture, leadership from within the Team, self-reliance and co-operation amongst those taking part.
- determination in implementation.
- a review and presentation related to the Aim of the Qualifying Venture and the Aim of the Expeditions Section.

More information can be found in the Award Handbook, Programmes File and on the Award's web site www.theaward.org

Level Duration		Minimum hours of planned activity each day	
Bronze	2 days and 1 night	At least 6 hours during the daytime	
Silver	3 days and 2 nights	At least 7 hours during the daytime	
Gold	4 days and 3 nights	At least 8 hours during the daytime	

- time associated with overnight accommodation and catering is additional to the minimum daytime hours of planned activity.
- the Team should plan how they propose to spend the daytime hours which should be a combination of journeying and exploring.

Residential Project (Gold Award only)

Aim - To broaden young people's experiences through involvement with others in a residential setting. Your Residential Project needs to be some form of purposeful enterprise in an unfamiliar environment with people you do not already know.

It should be at least 5 consecutive days with 4 nights spent away.

Choices

Suitable opportunities will generally fall into one of the following categories:

- Conservation or environmental work
 Activity based
- Service to others
 Personal training

Always check your choice with your Award Leader. Further information and advice on each activity can be found in the Programmes File or the Award's website: www.theaward.org

Further advice and information can be found in the Award Handbook, Programmes File, Expedition Guide, Award Journal or the Award's website: www.theaward.org

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How long will it take?

The minimum time requirements for each Section are expressed in months, during which you need to undertake a regular commitment averaging at least an hour a week.

You have until your 25th birthday to complete any of the Awards, but it takes: at least 6 months at Bronze, at least 12 months at Silver and at least 18 months at Gold for direct entrants.

Timescales

Bronze Award (14 + years)

Service	Skills	Physical Recreation	Expeditions
3 months	3 months	3 months	Plan, prepare for and undertake a 2 day, 1 night venture
All participants must undertake a further three months in either the Service, Skills or Physical Recreation Sections.			

Silver Award (15 + years)

	Service	Skills	Physical Recreation	Expeditions	
	6 months	One Section for 6 and the other Sec		Plan, prepare for and undertake a 3 day, 2 night venture	
Direct entrants must undertake a further 6 months in either the Service or the longer of the Skills or Physical Recreation Sections.			or Physical Recreation Sections.		

Gold Award (16 + years)

Service	Skills	Physical Recreation	Expeditions	Residential
12 months	One Section for 12 months and the other Section for 6 months		Plan, prepare for and undertake a 4 day, 3 night venture	Undertake a shared activity in a residential setting away from home for 5 days and 4 nights
Direct optrants must undertake a further 6 months in either the Service or the longer of the Skills or Physical Regrestion Sections				

Direct entrants must undertake a further 6 months in either the Service or the longer of the Skills or Physical Recreation Sec

What is the Award based on?

The key principles are:

- non-competitive a personal challenge, not a competition
- available to all anyone can do it!
- voluntary it's up to you what you do it's your leisure time
- flexible your programme is designed by you for you
- · balanced it will stretch you in all directions
- progressive you improve at your own pace
- achievement focused you can't fail!
- marathon not a sprint it takes more than a short burst of enthusiasm
- personal development it's the taking part that matters: getting an Award is the icing on the cake
- enjoyable it's about getting out there and having fun!

What do I do next?

Ring or write to the contact on the back of this leaflet or your nearest UK Award Office and ask for details of your nearest Award Group.

To enrol you need to buy a Record Book Pack, then use this leaflet to make your choices!

For more information refer to the Award Handbook or website www.theaward.org Good Luck!

Your local contact is:

The Duke of Edinburgh's Award UK Offices

Northern Ireland:

28 Wellington Park, Belfast BT9 6DL Tel: 028 9050 9550 E-Mail: nireland@theaward.org www.theaward.org/northernireland

Scotland:

69 Dublin Street, Edinburgh EH3 6NS Tel: 0131 556 9097 E-Mail: scotland@theaward.org www.theaward.org/scotland

Wales:

Oak House, 12 The Bulwark, Brecon, Powys LD3 7AD Tel: 01874 623086 E-Mail: wales@theaward.org www.theaward.org/wales

North East:

Maritime Chambers 1, Howard Street, North Shields, Tyne & Wear NE30 1LZ Tel: 0191 270 3000

E-Mail: northeast@theaward.org www.theaward.org/northeast

North West:

2nd Floor, 20 Mathew Street, Liverpool L2 6RE Tel: 0151 231 6220 E-Mail: northwest@theaward.org

www.theaward.org/northwest

Midlands:

89/91 Hatchett Street, Newtown, Birmingham B19 3NY Tel: 0121 359 5900

E-Mail: midlands@theaward.org www.theaward.org/midlands

East:

The Radcliffe School, Aylesbury Street, West Wolverton, Milton Keynes MK12 5BT

Tel: 01908 576322 Email: east@theaward.org www.theaward.org/east

South East:

10 Station Road, Chertsey, Surrey KT16 8BE

Tel: 01932 564800 E-Mail: southeast@theaward.org www.theaward.org/southeast

South West:

Court Gatehouse, Corsham Court, Corsham, Wiltshire SN13 0BZ Tel: 01249 701000 E-Mail: southwest@theaward.org www.theaward.org/southwest

London

4th Floor, 207 Waterloo Road, London SE1 8XD

Tel: 0207 928 8004 E-Mail: london@theaward.org www.theaward.org/london

Head Office:

Gulliver House, Madeira Walk, Windsor, Berkshire SL4 1EU

Tel: 01753 727400 E-Mail: ops@theaward.org

The Duke of Edinburgh's Award is a registered charity and relies on the generous support of volunteers, Operating Authorities, businesses, trusts and individuals to meet its commitment to help all young people realise their full potential. Registered charity number: 1072490



SERVICE

Aim - To encourage Service to individuals and to the community.

You should identify the need for voluntary service, gain some knowledge of the needs of those whom you are assisting and then receive briefing and training in the skills required to give that service. Below are some ideas to get you started:

Choices

People in the CommunityUniformed Youth Organisation LeadershipAward leadershipAir Training CorpsChangemakers- Air Training CorpsChildcare- Air Training CorpsElderly People- Boys BrigadeFirst Aid – British Red Cross, St Andrews St John, Order of Matta- CampaignersFundraising- Church Lads & Girls BrigadeFundraising- Combined Cadet ForceHelping Children- Girlguiding UKMountain Leader Award- Girls Venture CorpsOther People in Need- Girls Venture CorpsPeople with Special Needs- Scout Association - Sear Cadet CorpsReligious Education - Sports Leadership/ Coaching- St John Youth - LeadershipYouth Work- Youth Work	Emergency/Rescue Service • Ambulance • Canoe Union Lifeguard • Civil Aid • Coastguard • Emergency Services • Fire Services • Lifeboat • Life Saving • Mountain Rescue • Police • Surf Life Saving	Environmental Service • Animal Welfare • Environment	Safety Training • Cyclist Training • Home Accident Prevention • Personal Safety • Road Safety
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SKILLS



Aim - To encourage the discovery and development of practical and social skills and personal interests.

You should choose and follow an activity and show progression and sustained interest over a period of time, leading to a deeper knowledge of the subject and the attainment of an increased degree of skill. Your skill may be something entirely new or an existing interest. Below are some ideas to get you started:

Choices

 Aeronautics Agriculture / Farming Aircraft Recognition Amateur Radio & Radio Construction Aquarium Keeping Archaeology Archaeology Architectural Appreciation Astronautics Astronautics Astronautics Ballet Appreciation Basket Making Baton Twirling Bee Keeping Billiards, Snooker, Pool Bird Watching Bookbinding Brass Rubbing Bridge Budgerigars & Canaries Buschraft & Survival Cacti Growing Cake Decoration Candle Making 	 Clay Target Shooting Coastal Navigation Coin Collecting Collections, Studies and Surveys Committee Skills Communication with people who have hearing impairment Communication with people who are visually impaired Conguring & Magic Conservation Conservation Construction & Maintenance of Outdoor Equipment Consumer Information Cookery Corn Dollies & Straw Work Costume Study Creative Embroidery Crininology Cross Stitch Cycle Maintenance 	 Enamelling Event Planning & Organisation Fancy Ropework Fantasy Games Fashion Film Production Studies Film & Video Making Fishing Floral Decoration Fly Fishing Floral Decoration Fly Fishing Flores Insignia Forestry French Polishing Furniture Restoration Gardening Genealogy Gelogy Glass Painting Glasswork Gliding Groundsmanship Handbell Ringing Heraldry 	 Knitting Lace Making Languages Leatherwork Lettering & Calligraphy Library & Information skills Life Skills Majorettes Marksmanship Marquetry Model Construction Model Soldiers Motor Cars - Maintenance Motor Cycles, Mopeds & Scooters - Naintenance Motor Cycles, Mopeds & Scooters - Roadskills Motor Sports Motor Sports Music - playing an instrument Natural World Navigation 	 Public Speaking & Debating Puppetry Quilting Reading Religion Reptiles Rug Making Ship Recognition Signalling Singing Soft Furnishing Soft Toy Making Sports Appreciation Sports Officiating - Umpiring & Refereeing Stamp Collecting Table Games Tatting Taxidermy Textiles Theatre Appreciation War Games Weaving & Spinning Wine Making
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°	Straw Work	0,	& Scooters - Roadskills	Textiles
Budgerigars & Canaries	 Costume Study 	Glasswork	 Motor Sports 	 Theatre Appreciation
 Buglers & Trumpeters 	 Creative Embroidery 	Gliding	 Music Appreciation 	 Transport Restoration
 Bushcraft & Survival 	 Criminology 	 Groundsmanship 	 Music - playing an 	 War Games
 Cacti Growing 	 Crocheting 	 Handbell Ringing 	instrument	
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Canoe Building	Darts	Historical Period	Newsletter &	Woodwork
Canvas Work (Needlepoint)	Democracy in Action	Re-enactment	Magazine Production	Writing
Carnival / Festival Float Construction	 Disc Jockey DIY 	 History of Art & Design Horses - handling & care 	 Orchid Growing Painting & Design 	 Young Engineers Young Enterprise
Casualty Simulation	Dogs – Training &	 Information Technology 	Paleontology	Zoology
Ceramics	Handling	 Insects 	 Papercraft 	2001093
Ceremonial Drill	Dough Craft	Interior Design	Patchwork	
Chess	Drama and Theatre Skills	 Jewellery 	 Period Furniture 	
Choirs	 Drawing 	Journalism	Pewter Working	
Church Bell Ringing	Dressmaking	 Karting 	Photography	
Circus Skills	 Drugs & Peer Education 	 Keeping of Pets 	 Pigeons 	
 Clay Modelling 	 Egg Decorating 	 Kite Construction 	 Power Boating 	
		& Flying		

Always check your choice with your Award Leader. Further information and advice on each activity can be found in the Programmes File or the Award's website: www.theaward.org

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