



# The Duke of Edinburgh's Award

**MAKE A DIFFERENCE**

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# History



- The Duke of Edinburgh's Award was started in 1956 by H.R.H Prince Phillip, The Duke of Edinburgh.
- It was brought to Canada in 1963 and it operates in all 10 provinces and 3 territories, with over 35,000 participants each year.
- The Award also operates around the world in over 142 countries and is known as The International Award for Young People.
- The Program is open to any person between the ages of 14 and 25 of any skill level and ability.
- Participants achieve the award by attaining personally established goals in areas of Community Service, Skill Development, Physical Fitness, and Adventurous Journey



\*\*The Award is **not** an academic achievement  
but a way to get recognition for all the other interests youth  
have in their life!



# Make a Difference

- The Duke of Edinburgh's Award is an exciting *self-development* program available to all young people worldwide equipping them with life skills to **make a difference to themselves  
their communities  
and their world.**
- Mental or physical ability, social circumstance, cultural or geographical background should never be a barrier.
- The Award is not an academic achievement, but rather an opportunity to develop or be recognized for your extra curricular activities and interests.
- To provide a challenge for young people between the ages of 14 and 25.

# The Award Concept



is one of individual challenge.

It offers a balanced, non-competitive program of voluntary activities, which encourages personal discovery and growth, self-reliance, perseverance and responsibility.

## **PURPOSE:**

Recognition

Resume

Scholarships

Motivation

Personal Challenge

Goal Setting and Achieving

Personal Development

# There are 3 levels to The Duke of Edinburgh's Award program:



## • BRONZE

Awarded locally



## • SILVER

Awarded local and in ceremony at Government House by the Governor General



## • GOLD

, Awarded at Government House and by a member of the Royal family

# There are 3 levels to The Duke of Edinburgh's Award program:



## Levels Minimum Period

## Starting Age

### **BRONZE**

6 months

minimum of 14

### **SILVER**

12 months

(6 if qualified Bronze)

minimum of 15

### **GOLD**

18 months

(12 if qualified Silver)

minimum of 16



## Award Summary of Conditions

Award Level & Age Requirements	Service	Skills (activity must be passive and/or non-athletic in nature)	Physical Recreation (activity must be active and/or athletic in nature)	Adventurous Journey (For other Adventurous Journeys you must be 18 or older and project must be preapproved in advance)	Residential Project (must be 16 years of age to embark on Residential Project in order qualify for Gold level)
	To understand the value of giving service to others in participants' communities	To encourage the development of personal interests, creativity of practical skills	To encourage participation in sport and physical recreation for the improvement of health and fitness	To encourage a spirit of adventure and discovery while undertaking a journey in a group	Additional requirement completed at Gold level to broaden participants' experience through involvement with others unknown to them in a residential setting.
<b>BRONZE</b> minimum start age 14 Qualify in 4 sections as indicated	<b>3 months</b> (13 weeks) <b>Average of one hour per week dedicated to each activity over the time period</b> Plus an additional 3 months in either: Service, Skills or Physical Recreation. Participants select which category to dedicate the extra months.			Preliminary training: Practice Journey 1 day Qualifying Journey: 2 days + 1 night 6 hours of purposeful effort per day	n/a****
<b>SILVER</b> minimum start age 15 Qualify in 4 sections as indicated	<b>6 months</b> (26 weeks) <b>Average of one hour per week dedicated to each activity over the time period</b> If a Direct Entrant to the Award (have not achieved Bronze) then an extra 6 months is required either: Service, Skills or Physical Recreation. Participants select which category to dedicate the extra months.			Preliminary training: Practice Journey 2 days + 1 night Qualifying Journey 3 days + 2 nights 7 hours of purposeful effort per day	n/a****
<b>GOLD</b> minimum start age 16 Qualify in 5 sections as indicated	<b>12 months</b> (52 weeks) <b>Average of one hour per week dedicated to each activity over the time period</b> If a Direct Entrant to the Award (have not achieved Silver) then an extra 6 months is required in either: Service, Skills or Physical Recreation. Participants select which category to dedicate the extra months.			Preliminary training: Practice Journey 2 days + 1 night Qualifying Journey 4 days + 3 nights 8 hours of purposeful effort per day	5 days + 4 nights
<b>Examples</b>	Voluntary work with seniors, challenged youth, homeless groups etc. School activities with peers, student council, year book, etc.	Music, computer programming, crafts, graphic arts, life skills, collections, etc. Must be a passive rather than active undertaking.	Individual or team activities such as: soccer, karate, fencing, swimming, hockey, basketball, ballet, dance, skiing, yoga, cycling, badminton, etc.	Expedition: bicycle, canoe, kayak, hike, horseback snowshoe, etc. Exploration: should be of an environmental or historic nature	Training courses, student exchanges, cultural or service projects, conferences, etc

Participants must be registered with their Division before starting their Award  
 Participants to complete all sections at one level before progressing on to the next level  
 \*\*\*\*Participants must be at least 16 years of age to embark on their Residential Project.  
 Revised August 15th, 2013



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Proud to deliver

THE DUKE OF EDINBURGH'S  
INTERNATIONAL AWARD



# Community Service

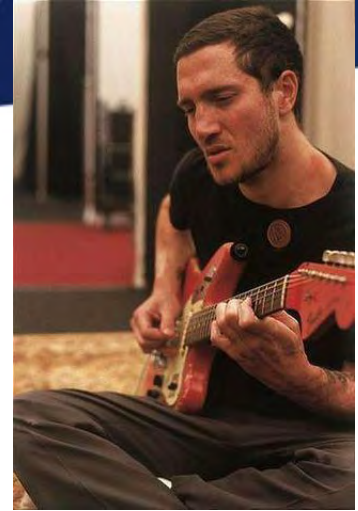


- To voluntarily provide assistance where needed in the community service, helping in your school, or an organization.
- On average one hour per week or 4 hours per month.
- Remember to **spread out** your volunteer time over the full 6, 12, or 18 months.



# Skill

- To encourage discovery and development of personal interests and social, vocational and practical skills
- To use leisure time productively!
- Examples: Art, beadwork, hunting, archery, or Books, Piano, Drums, Music, etc.
- On average one hour per week or 4 hours per month.
- Something that the youth can work on and continue to build skills in over time...done over the entire 3, 6, 12 or 18 months.



# Physical Recreation

- If you sweat, it's REC!
- The youth can do any activity that they choose ... biking, hockey, volleyball, basketball, or any individual sports!
- On average one hour per week or 4 hours per month.
- done over the entire 3, 6, 12 or 18 months.

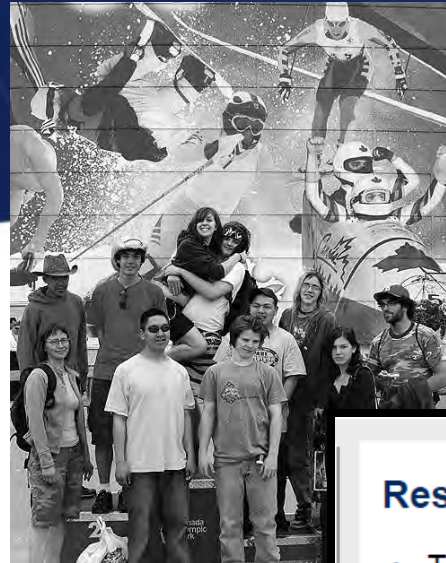


# Adventurous Journey

- An outdoor adventure or wilderness experience.
- Hiking, Canoeing, Snowshoeing, etc.
- You should be involved in the planning, and leadership of the trip.
- Must include:
  - > Preliminary Training
  - > Practice Journey
  - > Qualifying Journey



# Residential Project



- \*Gold Level requirement, however participants age 16 or older may complete the requirement while working on any level.**
- To learn to work with people who are not your usual friends on a planned project or training.
- Normal Duration; not less than five consecutive days, four nights away. Exceptions apply.

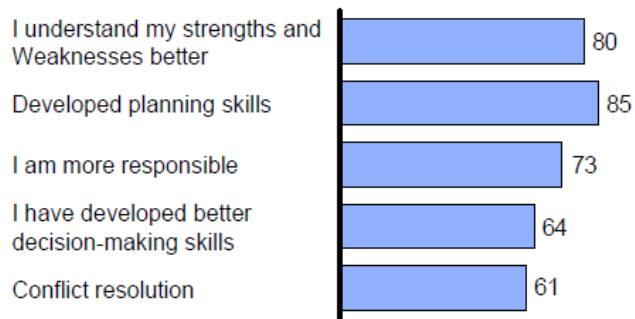
## Residential Project

- Trip to Ireland
- Forum for Young Canadians - Air Cadet Camp
- Alberta Girls Parliament
- Student Exchange in Austria
- Trip to South America
- Lions Youth Exchange Camp in Washburn North Dakota
- Student Exchange in Spain
- Traveled for Forum for Young Canadians
- Exchange program to Turkey



### Reflections on development of leadership skills The Award provided

Percent of respondents who replied "agree" or "strongly agree"<sup>1</sup>



### Reflections on contribution to life enrichment

Percent of respondents who replied "agree" or "strongly agree"<sup>1</sup>

- 65% **"I made friends that I will have for years following The Award"**
- 73% **"My project helped me develop adult peer relationships"**
- 95% **"I have strong memories from my project"**
- 74% **"My journey has given me a greater appreciation of the environment"**



## What are the Benefits?

- ✓ Be Recognized for your Achievements
  - ✓ New Experiences
- ✓ Become a Leader in your Community!
  - ✓ Earn a Special Project Credit
  - ✓ Receive Amazing References
  - ✓ University Recognition
- ✓ Well known in the International Business Community
- ✓ Become part of a Growing International Community

# To Register



- Fill out the form on the brochure, then send in with \$30 for the registration fee & start logging activities.
- The participant will be sent a **Record Book** in return. This is where you keep track of all of the things that you do. It also has to be signed off by an assessor/adult for each activity you do. (Coming in 2014-On-line record book)
- The Award can be done as an Independent or as a group with the community leader at a school or organization.

## Keeping Track:

### **GROUP LEADERS:**

- Recruit participants
- Recruit volunteers
- Communicate with D of E staff

### **INSTRUCTORS/SUPERVISORS:**

- May instruct one or more participants
- Impart their knowledge of a given field in any of the four D of E components
- May also act as Assessors

### **ASSESSORS:**

- Verify and sign off on a participant's achievements
- Needn't supervise all activities but must be confident that activities took place as reported.

## Special Project Credit

All mandatory policy requirements for the  
Special Project Credit:



This document requires that:

- The project proposal must be in place and approved by the Principal prior to the participant beginning the project
- Each project shall be carried out under the supervision of a Teacher, Principal or Guidance Counselor or pre-approved Assessor of a section.
- The content of the Special Project need not be related to a specific school subject. If a Special Project is related to a specific school subject, the content of the project shall be distinct from and in addition to regular course requirements.

Core Curriculum; Principles,  
Time allocations and Credit  
Policy (June 2011, Sask Ministry of  
Education).



# Principles of Core Curriculum



Two major component of Core Curriculum are the **Required Areas of Study** and the **Common Essential Learning's**.

The Duke of Edinburgh Award caters to those major components:

**Required areas of Study:** Physical education, Health education and Arts education. Also depending on the development of the Participants chosen skill, the student will also progress in Social Studies (research for Adventurous Journey & Residential Projects) and Language Arts (Record book keeping & follow up reports)

Reference: Core Curriculum;  
Principles, Time allocations  
and Credit Policy (June 2011,  
Saskatchewan Ministry of  
Education).

Students are required to submit a clearly planned proposal for prior approval to the School division. The proposal shall include:

### Implementation of the Special Project Credit

- A description or outline of the project;
  - The number of hours of work expected to complete the project (minimum 100 hours);
  - A method by which the project will be carried out;
  - Description of the expected result;
  - The evaluation procedures jointly developed by the student and the supervising teacher/parent;
  - The expected completion date; and
  - The name of the supervising teacher/Parent.
- Students who successfully complete projects will be granted one credit, for a minimum of 100 hours of work (on approval of the supervising teacher/parent). The registration and the mark shall be submitted to Ministry of Education in the same manner as for any other courses of study.
- Two major component of Core Curriculum are the **Required Areas of Study** and the **Common Essential Learning's**.  
**The Duke of Edinburgh's Award**



## **Role of the Teacher, Principal or Guidance Counselor**

- **Promote the Award**
- **Help young people choose their individual program**
- **Assist in Application process for Special Project Credit**
- **Monitor their progress**
- **Coordinate with Assessors outside of school environment**
- **Deal with simple Award administration**



## Benefits of the Award

*A special Project may be used up to three times as electives to meet the 24 credit requirements at the secondary level.*  
(effective Aug '09)



*Ex: Duke of Edinburgh Awards -Bronze, Level 10 Credit ; Silver, Level 20 Credit; Gold, Level 30 Credit*

- School divisions and institutions offering the option of a Special Project Credit shall develop a policy for the administration of Special projects, which includes project development, evaluation and reporting procedures.
- When a project takes a student off campus, the Work Study Guidelines for coordinating and monitoring shall apply, as appropriate (see Practical and Applied Arts Handbook)
- Student activities that would be considered a normal part of extra-curricular or co-curricular activities generally offered by a school may not be given Special Project Credit Recognition (e.g. school team sports, school newspaper, yearbook, student representative positions).



## Benefits of the Award

### Common Essential Learning's:

- **Communication:** outline their individual goals with initial application; defining time frame, objectives and outcome desires.
- **Numeracy:** criteria for hours logged and a time frame. The compass and navigation skills are taught with Adventurous Journey.
- **Critical and Creative Thinking:** Skill development to compliment school core classes include Crafts, Music, Nature study, and Collecting.
- **Technology Literacy:** Map reading & research for their chosen Adventurous journey location
- **Personal and Social Development:** Service component specifies encouragement to “have a responsibility to others and that their help is needed.” Students will interact with Community organizations with the intent of practical service.
- **Independent Learning:** encourages to follow their own path of self-discovery through choosing their own interest into Skill, Service, Physical Recreation and Adventurous Journey.



# Why The Award Programme ?

Oriented to young adults

Comprehensive approach

Lasting community involvement

It fits with your objectives;  
The Award enriches the lives of young people from a variety of backgrounds in ways that are both rewarding to themselves and to the communities in which they live

- personal development and skill building of teenagers (ages 14-25)
- encourage a well-rounded approach to direct their own lives, and display leadership within their teams and communities
- commit to activities over an extended period developing the lasting commitment of early community involvement at an early age



# McKinsey and Company Survey Results -2010



SASKATCHEWAN

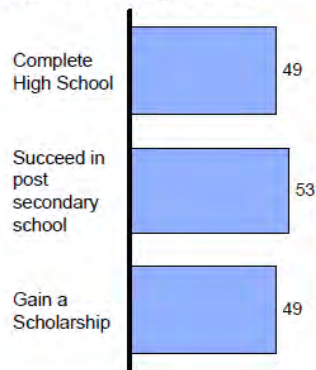
## Educational achievement – The Award is credited with helping participants achieve in school leading to higher than average achievement

Take the **challenge**  
Live the **achievement**

### Resulting Achievements from Award Experience

Percentage of Respondents that responded "Yes" or "No"

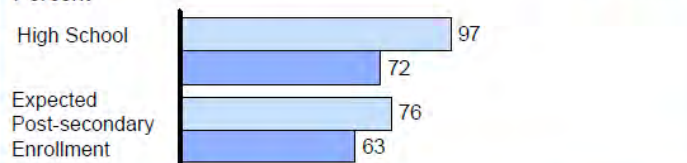
#### "The Award helped me..."



A participant in The Duke of Edinburgh's Award Programme is 34% more likely to graduate high-school and 20% more likely to enrol in university than the average Canadian

### High-school graduation rates and expected post-secondary enrollment

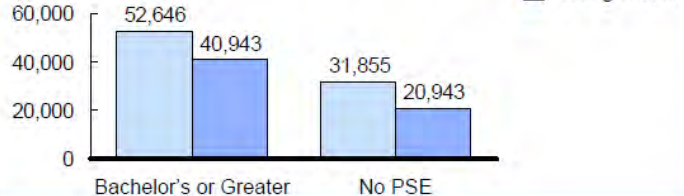
Percent



Canadians who graduate from university are expected to earn significantly higher incomes than their non-degree holding peers

### Median Incomes of Canadians Aged 19-24

\$





# MAKE A DIFFERENCE

## CHECK US OUT...

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