

Keeping Older Youth Engaged in Scouting with the **DUKE OF EDINBURGH'S INTERNATIONAL AWARD**



Dear Scouters, Scouts, Venturers, and Rovers:

Thank you for your interest in the Duke of Edinburgh's International Award!

There has long been a partnership and overlap between Scouting and the Duke of Edinburgh's International Award, however, the relationship between the two programs is not always transparent. The most important thing to remember is that since the Award is designed to complement existing programs, it does not require participants to complete tasks in addition to those required for Scouting awards, rather these activities can count towards both programs. Ultimately, if you have an active Venturer Company or Rover Crew the requirements for the Award are likely to be met already and participants simply need to record their activities.



In the enclosed package, you will find the following information:

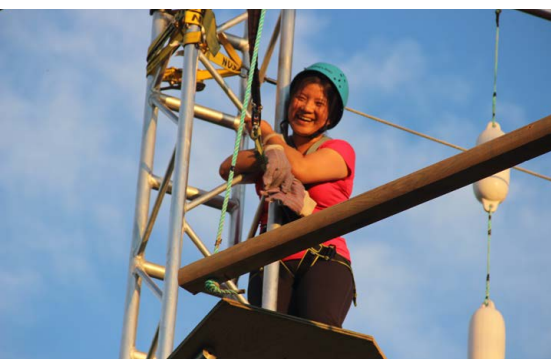
- General information on the Duke of Edinburgh's International Award
- Venturer badges and Award equivalencies
- The Duke of Edinburgh's International Award and Rovers
- Other group and individual activities that count towards the Award
- How to get the Award running in your group and becoming an Award Leader

We hope that you find this package to be helpful and encourage you to get in touch with our Award Officers should you have any further questions or would like to launch the Duke of Edinburgh's Award in your group.

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What is in it for You?

For participants

- Get recognized for the awesome things you already do!
- Looks great on a resume, job application, or scholarship application.
- Challenge yourself to try new things.
- It feels great to achieve the goals you set for yourself.
- Work together with your friends to get involved with new activities or plan overnight trips.
- Highest form of recognition available to youth in Canada outside of an independent medal.

Formal recognition

Bronze—Pin and certificate presented by your group.

Silver—Pin and Certificate presented to you by Council.

Gold—Pin and certificate presented to you by the Lieutenant Governor of your province in a provincial ceremony.

For Scouters

- Increased engagement with your youth
- Encourages youth to participate in service and fundraising.
- Encourages youth to plan and participate in more camps.
- Encourages youth to get involved in the younger sections as junior leaders.
- Encourages youth to involve their friends and family.
- Provides an incentive for youth to pursue Scouting awards and aligns with the objectives of the Canadian Path.

Recognition

- Formal letters of support
- Formal national and international award and recognition system
- Extensive networking opportunities

General Information on the Duke of Edinburgh's Award

The Duke of Edinburgh's International Award is a non-competitive, non-academic youth development program that is open to all youth in Canada between the ages of 14–24 regardless of gender, background, or socio-economic status. It has three progressive levels of Bronze, Silver, and Gold and at each level youth must demonstrate their commitment to learning new Skills, giving back to the community through voluntary Service, regularly engaging in Physical Recreation, and exploring the outdoors through Adventurous Journeys. At the Gold level there is an additional requirement of participating in an experiential learning event, otherwise known as a Residential Project. The time commitments are outlined in the chart on next page.

Important facts

- Times presented are only a minimum, participants may take longer to complete levels.
- Participants have until their 25th birthday to complete all components of the Award and will not be penalized for taking breaks.
- The time commitment is roughly 1 hour per week, per section or 4 hours per month. These hours can be achieved through any combination of time given.
- The Residential Project is the only component that can be completed at any level provided that a participant is 16 years of age.
- Participants must register with their Award Centre before starting. Activities prior to registration cannot be counted towards the Award.

Summary of Award Requirements

Award Level & Age Requirements	Community Service	Skills	Physical Recreation	Adventurous Journey	Gold Project
	Challenge yourself to make a positive difference in your community.	Challenge yourself to improve your skills and widen your interests.	Challenge yourself to improve your health and fitness, whatever your starting point.	Challenge yourself in planning, preparing and undertaking a journey with a group of peers.	Challenge yourself to work with new people towards a common goal in an unfamiliar setting. Additional requirement at the Gold level.
BRONZE Minimum start age is 14. Qualify in four sections as indicated.	13 weeks Average of one hour per week dedicated to each activity over the time period specified for the level. Section Major: All participants starting at Bronze are Direct Entrants and must complete an additional 13 weeks in one Section (Voluntary Service, Skill, OR Physical Recreation).	13 weeks	13 weeks	Preparation and Training Practice Journey: • 1 day (night out optional) Qualifying Journey: • 2 days + 1 night • 6 hours of purposeful effort each day.	N/A Participants must be at least 16 years of age to embark on their Residential Project.
SILVER Minimum start age is 15. Qualify in four sections as indicated.	26 weeks Average of one hour per week dedicated to each activity over the time period specified for the level. Section Major: Direct Entrant participants (have not achieved Bronze) must complete an additional 26 weeks in one Section (Voluntary Service, Skill, OR Physical Recreation).	26 weeks	26 weeks	Preparation and Training Practice Journey: • 1 day + 1 night out Qualifying Journey: • 3 days + 2 nights • 7 hours of purposeful effort each day.	5 days + 4 nights
GOLD Minimum start age is 16. Qualify in five sections as indicated.	52 weeks Average of one hour per week dedicated to each activity over the time period specified for the level. Section Major: Direct Entrant participants (have not achieved Silver) must complete an additional 26 weeks in one Section (Voluntary Service, Skill, OR Physical Recreation).	52 weeks	52 weeks	Preparation and Training Practice Journey: • 1 day + 1 night out Qualifying Journey: • 4 days + 3 nights • 8 hours of purposeful effort each day.	5 days + 4 nights
Examples:	Supporting people in the community, youth work, community education, health education, environmental service, charity work, supporting a local emergency service etc.	Music, computer programming, performance skills, leadership, coaching, arts and crafts, nature and the environment, media and communications, technical and vocational skills, cooking etc. Activity must be passive and/or non-athletic.	Individual or team activities such as ball and racket sports, athletics, cycling, water sports, winter sports, martial arts, animal sports, fitness activities, adventure sports, street sports etc.	Expedition: bicycle, canoe, kayak, hike, horseback, snowshoe, etc. Exploration: should be of an environmental or historic nature. Other: For other types of Adventurous Journey speak to your Award Leader for options and approval.	Training courses, student exchanges, cultural or service projects, conferences, adventurous expeditions, etc. Participants must be at least 16 to begin any aspect of the Gold level.

Venturer Badges and Award Equivalencies



The information presented below is a summarized version of the various Venturer badges and awards; please consult Scouts.ca for complete details.


The Queen's Venturer Award: Requirements		
	Complete a minimum of 60 hours of Service.	Meets the Service requirements for all levels.
	24 Outdoor Skill stages, in any combination of skills.	
	Demonstrate leadership in a peer environment.	
	Demonstrate your commitment to the Venturer promise through spiritual activities.	While there is no direct equivalent for this section, it can easily be tied into the Skills or Service sections of the Award depending on the activities carried out.
	Complete a meaningful Service Project.	
The Outdoor Adventure Skills Badges: Requirements		
		
Nine levels in each badge ensures that each person has a different experience.		Meets the Skill , Adventurous Journey , and Physical Recreation requirements for all levels.
Personal Progression Badges: Requirements		
	These badges look at the progression throughout the year and what the youth has accomplished.	Meets the Skill , Service , Adventurous Journey , and Physical Recreation requirements for all levels.
Language Strip: Requirements		
	Hold a conversation for at least 20 minutes in another language.	Working towards the Language Strip can qualify for all levels of the Skill section of the award provided adequate time is dedicated to study. Bronze (13/26 hours), Silver 26/52 hours), or Gold (52/72 hours).

The Duke of Edinburgh's Award and Rovers

With the Rover motto being "**Service**", we have no doubt that every Rover will go above and beyond the required **Service** hours for every level of the Award. However, as each Crew and each Rover sets their own goals and programming, it will be up to each individual to ensure that the requirements for **Skill, Physical Recreation, Adventurous Journey**, and the **Residential Project** are met. As these activities are regularly part of Scouting programs at all levels, it should be relatively easy to integrate them into the Investiture, Development, and Practicum stages as part of regular goal setting.

The information presented below is a summarized version of the formal recognition available to Rovers; please consult the *Rover Handbook* or Scouts.ca for complete details.

Rover Round Tables		
Meeting Round Tables	Planning and attending meeting Round Tables can be counted towards the Service hours for all levels of the Award.	
Weekend Round Tables	If two weekend round tables are attended within the span of a 1-year period, this activity meets the requirements for the Residential Project portion of the Award.	
Agency Awards Requirements		
 St. John Ambulance	Rovers must hold a valid St John's, Royal Life Saving or Canadian Red Cross certification.	If not already obtained, working towards, and furthering these certifications can be counted towards a Skill section for any level of the award.
Vocational Rover Scouts		
Medical Rover Scouts	Continual training towards these vocations can be counted towards the Skill section of the Award while hours spent at camp or on the job without pay can be counted towards the Service section at all levels.	
Police Rovers		
Rovers Search and Rescue		
Scouts of the World Award Requirements		
	Formalized discovery process between 4–8 days in duration	If these activities meet the minimum 5 day / 4-night requirement, this experience can be counted towards the Residential Project requirement of the Gold level.
	14 Days of volunteer service	Can be counted towards the Service Hours at any level.
	Evaluation	There is currently no equivalency for this component of the Scouts of the World Award.

The Survivorman Challenge		
	Level 1: Plan and complete a 2-night minimal equipment survival camp.	Meets the requirements for the Silver level of the Adventurous Journey .
	Conduct a risk assessment and research/practice essential survival skills.	Meets the requirements for the Preliminary Training .
	Level 2: Plan and complete a one-night, solo survival camp.	Meets the requirements for the Gold and Silver level Practice Journey .
	Conduct a risk assessment and research/practice essential survival skills.	Meets the requirements for Preliminary Training .

Other Group and Individual Activities that Count towards the Award

Regardless of the level or age of the participant, there are several group activities that count towards the Duke of Edinburgh's International Award at all levels. These activities can include group service activities, fundraising, family/community events, and multi-group camps. Please keep in mind that the examples below are not exhaustive, there are many more activities that can be counted!

Community Service Activities and Group Fundraising = Service Hours at All Levels!

- Food Drives
- Community Clean Up
- Parades
- Scout Trees
- Bottle Drives
- Scout Popcorn
- Christmas Trees
- Poppy Campaigns

Jamborees

Depending on what capacity a participant is involved with a Jamboree it can be counted under several different sections. If a youth is there as a participant, the Jamboree may be counted as an **Adventurous Journey**, if the youth is there as a volunteer or Offer of Service (OOS) the Jamboree may be counted as **Service** hours, or if a participant is over 16 years of age, they may choose to count their OOS as their **Residential Project**.

Multi-Group Camps

Like Jamborees, multi-group camps can be counted in two different ways. If a youth is there as a participant, the camp may be counted as an Adventurous Journey if it meets the time requirements for the level being sought, and if the youth is there as a volunteer or Offer of Service (OOS) the camp may be counted as Service hours.

Activities Outside of Scouting

While the Award is designed to complement existing programs such as Scouting, participants are not required to conduct all their activities within their group. If they so choose, participants may also count activities from school such as band, sports teams, and club activities or from other extracurricular pursuits such as recreational or competitive sports teams, personal hobbies, and self-driven volunteer and community service activities, just to name a few.



Running the Duke of Edinburgh's Award in your Group and Becoming a Leader

Getting the Award Started in Your Group

Getting the Duke of Edinburgh's International Award started in your Venturer Company or Rover Crew is as easy as 1, 2, 3!

1. Decide on who is going to be an Award Leader within your group and then contact your local Award Officer (details below) for more information.
2. Register as an Award Leader, complete your training, and then start registering youth into your award centre and start entering your goals in the online record book.

We are delighted to provide support and guidance along the way and are always reachable via telephone or email.

Becoming a Leader

Becoming an Award Leader is now easier than ever. Leader's training is now available in five online modules, each lasting about 30 minutes with quizzes to follow. On average, we find that it takes those who are new to the Award about 2.5 hours to complete the modules. If you or any leaders and volunteers within your group are interested in becoming a leader, please contact the Award Officer below.

Oh, did we mention that Leader's training is completely free?

Kelly Logan

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The Duke of Edinburgh's International Award

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