



# The Duke of Edinburgh's International Award - Australia



# Philosophy



## SOME BASICS



- **Available to all**
- **Individual**
- **Voluntary**
- **Self-paced**
- **Flexible**
  - program designed by you for you
- **Balanced**
  - develops you in all directions
- **Highly achievable**
  - with perseverance
- **Personal achievement**
  - self motivation
- **Global**
  - A truly international Award



Proud to deliver

THE DUKE OF EDINBURGH'S  
INTERNATIONAL AWARD



# Background

Began in the UK in 1956 and has been operating in NSW since 1962

Offered in 140 countries

Over 6 million participants globally have undertaken the Award

20 000 participants each year in NSW and 80 000 volunteers assisting

About 450 prestigious Gold Awards in NSW each year



## 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. [Read More](#)



Participation must be *regular* (ie at least 1 hr per week, 2 hrs per 2 week period, or 4 hrs per 4 weeks)





**Service**



**Physical  
Recreation**



**Skill**



**Adventurous  
Journey**



**Residential  
Project**

**BRONZE**

3 months

3 months

3 months

2 days/1 night

N/A

14+years

(1 x practice journey &  
1 x qualifying journey)

Gold Level only

Averaging at least 1 hour per week. Plus additional 3 months for a Major Section-either Service, Skill or Physical Recreation \*

**SILVER**

6 months

6 months

6 months

3 days/2 nights

N/A

15+ years

(1 x practice journey &  
1 x qualifying journey)

Gold Level only

Averaging at least 1 hour per week. Plus additional 6 months of a Major Section if Bronze Award not completed.\*

**GOLD**

12 months

12 months

12 months

4 days/3 nights

5 days/4nights

16+ years

(1 x practice journey &  
1 x qualifying journey)

Averaging at least 1 hour per week. Plus additional 6 months of a Major Section if Silver Award not completed.\*

## PHYSICAL RECREATION

Encouraging participation in **sport and other physical recreation** and **improvement of health and fitness**

### *Examples:*

- athletics
- basketball
- cricket
- cycling
- dance
- golf
- gym
- hockey
- kayaking
- martial arts
- netball
- rowing
- rugby
- running
- skateboarding
- soccer
- softball
- surfing
- swimming
- tennis
- walking
- yoga



## SKILLS

Encouraging the development of **personal interests** and **practical and social skills**

### *Examples:*

- animal training
- art
- astronomy
- chess
- coaching
- cooking
- crafts
- drama
- fashion design
- languages
- media production
- model construction
- music
- photography
- pilot training
- public speaking
- reading
- singing
- web design



**Must be non-physical (no sweat!)**



## SERVICE

Connecting with the **community** and giving **service** to others

### *Examples:*

- animal care - RSPCA / WIRES
- *Award Assistant* (like a Duke of Ed “deputy”)
- conservation / bush regeneration
- emergency services – SES, RFS
- fund-raising
- helping at after school care
- hospital / nursing home visiting
- library assistance
- Surf Life Saving
- litter reduction / clean-up campaigns
- working in at a charity shop
- youth leadership



**Must be for a genuine cause**  
(not a family/friend favour)



# AJ COMPONENTS

## Preparation and Training



## Practice Journey(s)



## Qualifying Journey

Ensures Participants are competent in the necessary skills to safely undertake their practice journey

Prepares the team for their independent qualifying journey

Independent team journey



- Participants **must** discuss and get approval from their Award Leader prior to undertaking each Adventurous Journey
- The Award Unit approve the Supervisor for each Journey

## Preparation and Training:

- *understanding of the Adventurous Journey*
- *first aid and emergency procedures*
- *safety and safe practice*
- *route planning and navigation*
- *campcraft / accommodation*
- *team building and leadership training*
- *preparation of food and cooking*
- *environmental care*
- *necessary equipment*
- *technical skills in the mode of travel*
- *observation and recording skills*



## Practice and Qualifying journeys:

*(both are required for each level)*

- **Bronze:** 2 days each  
*(avg 6 hrs purposeful effort per day)*
- **Silver:** 3 days each  
*(7 hrs per day)*
- **Gold:** 4 days (3 nights) each  
*(8 hrs per day)*









# WHY DO IT ?

## It's enjoyable

- it's about getting out there and having FUN!

## It's a fantastic opportunity

- build your Award around activities and hobbies you are already involved in or start something completely new, your Award is created by you for you
- meet new people and make great friends
- have adventure and challenge yourself



## It will enhance your personal development

- improve your teamwork, perseverance, generosity, self-discipline, compassion, patience, courage, responsibility, self-reliance, independence and determination

## It'll look great on your CV

- highly regarded by employers \* **An internationally recognised Award**

