

Why do the Award

- **Improve Self-confidence**

The challenges involved in the programme will help you to increase your self-confidence.



- **Be a Leader**

Every duker has to lead; the programme assists in the planning and negotiation skills which are part of being a good leader

- **Improve time Management**

Doing the Award requires you to carefully organise your time.; a skill that employers want.

- **Broaden your horizons**

Set out to discover more about the world, through exploring new activities as you complete your sections.

- **Make new friends**

Spread across the globe there are many opportunities to add to your friends list with the Award.

- **Have loads of fun**

Fun and great memories will define your Award experience.

"I have learned self-confidence and independence. At the same time team work made the experience far more enjoyable"


Kandia King-Jones
St. Michael School
(Bronze '00, Silver '01, Gold '03)



For more information contact

The Duke of Edinburgh's International Award Barbados

Sheraton Mall
Sargeant's Village
Christ Church

T (246) 436-8754 F (246) 436-1630
deiabarbados@gmail.com
www.facebook.com/deiabarbadosaward
www.theawardbarbados.com
dofebarbados



PUSH THE LIMITS

#DUKERS246

About the Award

The Duke of Edinburgh's International Award gives all young people, 13 to 25 the chance to develop skills for work and life, fulfil their natural potential and have a brighter future. HRH The Duke of Edinburgh founded the Award in 1956. Starting in Barbados in 1963, we are extremely proud of our many years of service to the nation's youth.



Since then, in Barbados the Award has been recognised as a stable programme in enhancing the life skills. Our organisation is dedicated to the mandate expressed in the tagline 'Challenging Young People Everywhere' and continues to actively pursue excellence within the three levels: Bronze, Silver and Gold. Across the globe the programme is used by schools and youth organisations such the Boys Scouts and Girl Guides.

Participants are guided by voluntary adult leaders, who are an invaluable resource. Leaders assist in choosing activities and overall development. As participants complete the programme they are constantly encouraged to step out of their comfort zones and try new things.

Sections of the Programme



Voluntary Service—to encourage service to others
Example: Care of the elderly, service clubs such as the Kiwanis, care of animals

Skills—encourage the discovery and development of personal interests, and social and personal skills. *Example: Stamp collecting, photography, horticulture, playing piano.*



Physical recreation—encourage improvement of performance
Example: football, netball, martial arts, sailing, diving

Adventurous Journey—to encourage a spirit of adventure & discovery.
Categories: Expedition, Exploration, Other Adventurous Journey

Gold Residential Project - to broaden young people's experience through involvement with others in a residential setting.
Example: construction project, conservation work, teaching tour

| LEVEL | TIME |
|-------------------------|---|
| BRONZE (AGE 13+) | YOU MUST DO A MINIMUM OF 3 MONTHS ACTIVITY FOR EACH OF THE VOLUNTEERING, PHYSICAL AND SKILLS SECTIONS. ONE OF THESE MUST LAST FOR 6 MONTHS. PLAN, TRAIN FOR AND DO A 2 DAYS + 1 NIGHT EXPEDITION. |
| SILVER (AGE 15+) | PHYSICAL RECREATION, SKILL AND SERVICE ARE DONE FOR 6 MONTHS. IF YOU START AT SILVER, WITHOUT DOING BRONZE, YOU'LL HAVE TO DO AN EXTRA 6 MONTHS IN ONE AREA. THE EXPEDITION SECTION INVOLVES PLANNING, TRAINING FOR AND DOING A 3 DAYS + 2 NIGHTS EXPEDITION. IT WILL TAKE YOU AT LEAST 6 MONTHS FOR SILVER IF YOU'VE ALREADY ACHIEVED YOUR BRONZE, OR 12 MONTHS IF YOU'VE JUMPED STRAIGHT INTO SILVER. |
| GOLD (AGE 16+) | PHYSICAL RECREATION, SKILL AND SILVER ARE DONE FOR 12 MONTHS. IF YOU ARE A DIRECT ENTRANT TO GOLD, YOU'LL NEED TO DO AN EXTRA SIX MONTHS IN ONE OF AREA. YOUR QUALIFYING EXPEDITION WILL BE FOR 4 DAYS + 3 NIGHTS. ADDITIONALLY A RESIDENTIAL PROJECT IS UNDERTAKEN FOR THE GOLD AWARD. OVER A PERIOD OF FIVE DAYS + FOUR NIGHTS PARTICIPANTS WORK ON A SHARED TASK WITH UNFAMILIAR PEOPLE IN A RESIDENTIAL SETTING. |