



The Duke of Edinburgh's International Award Barbados

2020 Social Value Research Report

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Introduction



There are 1.85 billion young people aged 10-24 in the world today; the largest youth generation in history. Though fast-paced developments in technology mean the world has, in many ways, never been smaller or more accessible, it has also become increasingly unstable, uncertain and often insecure.

As today's young people set out to find their place in this world, and are bombarded by information, expectations and uncertainty, they are growing up with a mosaic of complexities and challenges unseen by previous generations.

Tried and tested formal education models have been helping prepare young people for their futures for generations, in many societies. In some, access to school is a relatively newfound right; in others, that right has still to be won. New technologies and advancements see this continuing to evolve. However, many are now recognising that a less structured form of learning (though still with defined objectives and outcomes) delivered through what is known as non-formal education and learning, also needs to play a key role in the development of young people.

Non-formal education and learning, such as that offered by The Duke of Edinburgh's International Award (the Award), focuses on developing the wider 'soft' or 'core' skills – such as resilience, adaptability, problem solving, decision making and communication – which can help young people ensure they are ready for the world.

There is decades of anecdotal evidence that confirms that the Award makes an impact on young people and their communities. Over the last few years, The Duke of Edinburgh's International Award Foundation (the Foundation) has been working on developing robust, evidence based approaches to research and evaluation of the Award, to demonstrate that impact and has been working with national partners to implement these approaches across the world.

As part of this effort, the Foundation has worked with PricewaterhouseCoopers UK (PwC) to develop an approach to measure the social value of the Award. Social value in the Award context refers to the change created by the Award for and through its key stakeholders (young people, adults involved in delivery and society), in monetary terms.

This report introduces the social value model of the Award, which explains the journey of outcomes and impacts that result from the young people's and adults' involvement in the Award. It discusses the methodology used to measure the social impact of the Award and presents the results of the social value analysis conducted in Barbados, in collaboration with The Duke of Edinburgh's International Award's National Award Office in Barbados.

The Duke of Edinburgh's International Award

The Duke of Edinburgh's International Award (the Award) is a global non-formal education framework for all young people aged 14-24 and it operates in more than 130 countries and territories. In 2019, over a million young people followed their own unique Award programme, via hundreds of thousands of youth-focused partners and operators, including schools, youth organisations, examination boards and young offender institutions.

The Award is delivered internationally through a global and diverse network of licensed Operators, varying in scale from large National Award Operators (NAOs) with hundreds of thousands of participants to directly licensed Independent Award Centres (IACs) – typically international schools or youth clubs – with just a few young people taking part.

The Award is run in Barbados known as **The Duke of Edinburgh's International Award Barbados.**

There were 57 registrations and 173 young people engaged in 2020 in The Duke of Edinburgh's International Award Barbados.

29 young people completed an Award in Barbados in 2020



The Award Framework

The Award encourages young people to learn new skills, get physically active, volunteer within their communities and discover a sense of adventure, outside the classroom.

It aims to offer young people a range of opportunities to help them unlock their potential.

Using the Award framework and with the support of adult volunteers, young people choose from a variety of activities to develop their own bespoke programmes, as they work towards achieving the internationally recognised Bronze, Silver and Gold Awards.

There are three levels to the Award...



Bronze

14 years +
6 months minimum



Silver

15 years +
12 months minimum



Gold

16 years +
18 months minimum

Each level of the Award has four sections (five at the Gold level):

Voluntary Service

Participants volunteer in their communities, make a positive contribution to society and demonstrate social responsibility.

Physical Recreation

Encourages young people to improve their fitness, performance and enjoy healthy lifestyles for good mental and physical wellbeing.

Skill

Enables participants to develop their talents, broaden their abilities, increase their self-confidence and improve their employability.

Adventurous Journey

Young people discover a spirit of adventure and gain a deeper understanding of the environment and the great outdoors.

Gold Residential Project

Participants broaden their experience by staying in an unfamiliar environment with other young people, taking part in a worthwhile project and building new relationships.

The Duke of Edinburgh's International Award Barbados, 2020

Young people getting active

174 young people were actively participating in Award activities in 2020.

Delivery partners

35 organisations were able to offer the Award to their young people in 2020: Including schools, universities, youth centres, NGOs, and sports clubs.

Young people, supported by Adults

59 adults regularly supported young people to participate in their Awards in 2020.

Achieving the Award

29 young people completed an Award level in 2020.

Embraces diversity

The Award is achievable by any young person who wants to challenge themselves.

Adults in the Award

The Award is open to and achievable for any young person aged 14-24 regardless of their background. In order to take part in the Award, young people register as an Award participant with a local organisation, which could be their school, university, local youth group, residential youth care facility, or their correctional centre, if they are incarcerated. These organisations provide Award participants with mentoring support throughout their Award journey. In Barbados, the adult mentors affiliated with these local organisations are entirely volunteers (100%).

Once a participant is registered to do their Award, they are assigned to an **Award Leader**, who is the adult mentor who understands the Award, assists participants to set and achieve challenging goals and provides advice and encouragement through their Award experience. Many Award Leaders are also teachers and report that they use a different set of skills when working with young people in the context of the Award, than when they are working with them in the classroom. They coach rather than instruct; facilitate and guide young people to make their own decisions; and encourage active reflection by Award participants on the learning that is taking place.

Other than the Award Leader role, there are many other roles adults in the Award play to support young people in their Award journey from the beginning to completion. For example, **Award Co-ordinators** take overall responsibility for the delivery of the Award in an organisation, coordinating other adults in the Award, liaising with senior management and working with The Duke of Edinburgh's International Award Barbados to ensure smooth operation of the Award within their organisation aligned with the principles and standards of the Award. Another role is that of **Adventurous Journey Supervisors**, who are responsible for organising and carrying out the Adventurous Journey section with the participants and take a legal responsibility for the health and safety of groups while out on their journeys.

In 2020 a global satisfaction survey run by The Duke of Edinburgh's International Award Foundation to understand the experience of adults in delivering the Award, **86% of adults reported that they benefit from being involved in the Award**. The social value analysis of The Duke of Edinburgh's International Award Barbados supports this finding, illustrating how adults are benefitting from their involvement in the Award in a number of ways.

Social Value of the Award: Model and Methodology



This section introduces the social value model of the Award and explains the methodology developed to measure this value.

Definitions of social impact vary, but it generally refers to an activity's positive and negative impact and dependence on people and society (WBSCD, 2015). Social value in the Award's context refers to the value of the change created by the Award for and through its stakeholders (such as young people participating in the Award, adults involved in the delivery of the Award, and wider members of society such as businesses and governments), in monetary terms.

To measure social value, The Duke of Edinburgh's International Award Foundation worked with PriceWaterhouseCoopers UK (PwC) to develop a social value methodology for the Award. The methodology uses principles of welfare economics and economic valuation techniques, and is aligned with the principles of Social Return on Investment (SROI) (Nicholls et al., 2012). ***PwC's Total Impact Measurement and Management (TIMM) Framework*** was applied to create the methodology.

The Award's social value model and methodology was tested in Australia and Ghana in 2018 before it was officially launched in November 2018 for the use of other Award countries. Since then, Canada, Czech Republic, New Zealand, and South Africa have measured their social value. 9 countries have also been able to measure their social value in 2020.

- **WBSCD. (2015).** Towards a Social Capital Protocol. Geneva: WBSCD.
- **Nicolls, J., Neitzert, E., Lawlor, E., Goodspeed, T., & Cupitt, S. (2012).** Accounting for Value. London: The SROI Network.

PwC's Total Impact Measurement and Management (TIMM) Framework

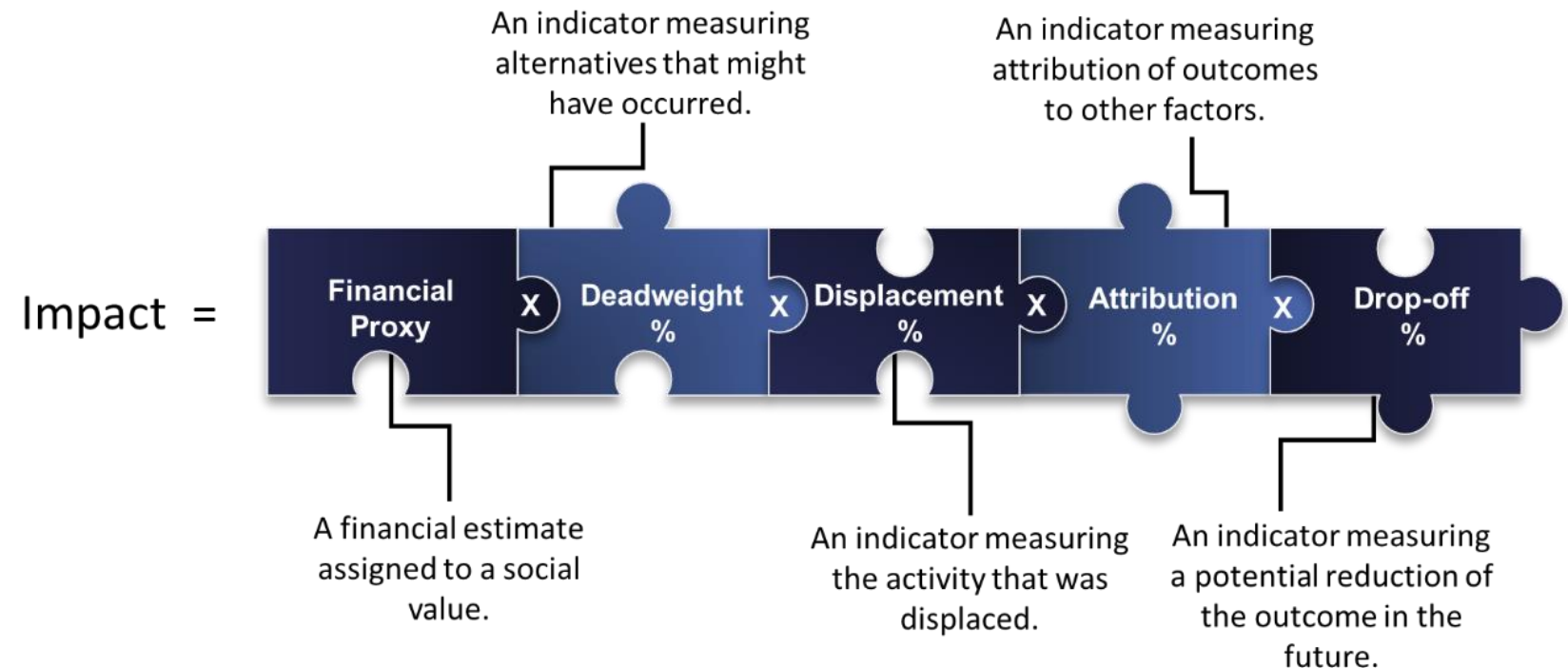
PwC's TIMM framework uses robust methodologies to quantify and value in monetary terms the impacts of activities across economic, social, environmental and fiscal dimensions. This framework can be applied at the level of a product, a project, a site or even an entire organisation. PwC's methods have been developed over the years to value social capital, natural capital and economic impacts and they build on widely accepted approaches such as the UK Government's Green Book on policy appraisal and evaluation, SROI Principles, Social and Human Capital Protocol, and economic impact assessments.

(PricewaterhouseCoopers LLP, 2019)

Our Social Value Approach

Using the TIMM framework, methods for quantifying impacts and expressing them in monetary terms were developed. Attention was given to the Foundation's objectives to roll out the approach across many different countries in which it operates. This meant thinking about how methods and valuation approaches need to be adapted to suit different economic and social contexts.

Our approach followed the principles of SROI, an important part of which is 'establishing impact' by accounting for attribution, deadweight, displacement, and drop-off.



1. Attribution

Attribution is how much of any change is due to the Award-related activities, as opposed to other factors. In the surveys for Award Holders, they are asked questions, such as “On a scale of 0-10, how much do you feel that the Award contributed to the change in your physical activity levels?” where 0 means “The Award had no influence” and 10 means “The Award had extensive influence on the change in physical activity levels”. The average score is used to estimate how much of the change could be attributed to their involvement in the Award; as opposed to other external influences. It is also considered how attribution decreases over time e.g. the reason someone continues to volunteer after they complete the Award may become less attributable to the Award as time passes.

2. Deadweight

Deadweight is described as “a measure of the amount of outcome that would have happened even if the activity had not taken place”. In the Award’s context, deadweight is the extent to which the participant/adult would have experienced an outcome anyway without participating in or delivering the Award. Like attribution, the deadweight effect is estimated through survey questions to understand what percentage of beneficiaries were doing the activity even before they started the Award.

Award Holders are asked questions such as “If you had not done the Award, what percentage of your current level of physical recreation do you think you would be doing now anyway?”. Respondents are asked to rate their answer on a scale, where 0% means “I wouldn’t be engaging in a physical recreation activity now at all, if I hadn’t done the Award” and 100% means “I would definitely be engaged in a physical recreation activity now, even if I hadn’t done the Award”, and the average of the answers are taken to give the deadweight percentage.

Our Social Value Approach, continued

3. Displacement

Displacement accounts for the possibility that “the outcome displaced other outcomes”; i.e. that participating in the activities may prevent individuals from experiencing positive impacts elsewhere or prevent others from experiencing positive impacts.

Displacement was considered for each calculation pathway. In many cases, displacement was not considered an issue because there was no evidence to suggest that beneficiaries doing an Award-related activity prevented them from doing other activities, or prevent others from participating in the same activity.

4. Drop-off

The impact of an activity is assumed to drop off over time. For example, while the Award causes some young people to do more exercise while they are doing the Award, it is unlikely that all of these people will continue doing that increased level of exercise after they complete the Award. To calculate the drop-off for Award Holders, we tracked Award Holders’ activity levels over time using a survey answered by Award Holders who completed the Award a number of years ago (6 years ago on average). Within the calculated drop-off rate over time, we use a minimum level ‘stickiness’ factor of 30% is assumed based on secondary research, i.e. only 30% of those who change their habits ‘stick’ with this habit in future (Homer, 2015).

5. Double counting

The impact pathways identified certain impacts that are common across multiple sections of the Award, which requires being mindful to avoid double counting. For example, improved mental health and wellbeing is associated with every section of the Award. It is assumed that these impacts are additive on the basis that each section contributes a relatively small wellbeing increase and no single section of the Award takes up so much of an individual’s time that their mental wellbeing is ‘saturated’ or reaches a peak.

How the social value of the Award was identified

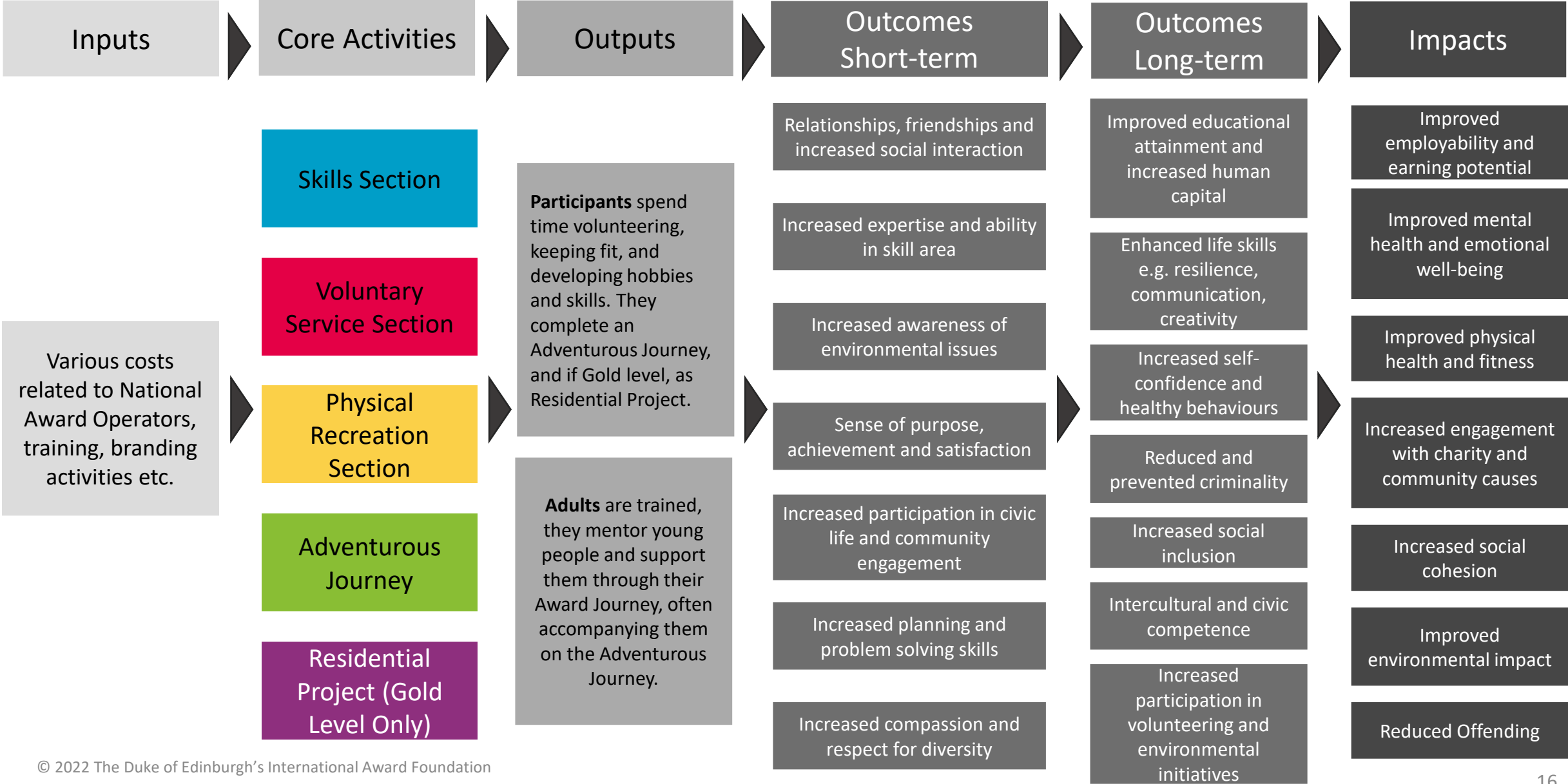
Each section of the Award is associated with different activities leading to a variety of impacts. Moreover, there are differences in the way the Award is run and availability of data across over 130 countries and territories in which the Award operates. The remit of this study meant that not all impacts in all countries could be assessed at once. As a result, a scoping process was undertaken to identify the impact areas on which to focus first.

First, impact pathways were developed for each section of the Award and for adults delivering the Award. The impact pathways set out the relationship between the inputs, outputs, outcomes and impacts:

Inputs	Core activity	Outputs	Outcome (short-term)	Outcome (long-term)	Impact
What resources, financial and non-financial, have been invested in order for the outputs to occur	The section of the Award which the impact pathway relates to	The specific activities that the Award Holder undertakes as part of the Award	Changes for the Award Holder in terms of learning, awareness, feelings, or actions	Changes for the Award Holder in terms of long-term habits, condition or status	Changes for wider society resulting from long-term outcomes for the Award Holders

On the following page we display the overarching impact journey of the Award. It summarises the overall outcomes and impacts of the Award for participants and adults. There were 6 more impact pathways developed for the purposes of social value evaluation; one for each section of the Award and an impact pathway for the impact journey of the Award for adults.

The Award's Overall Impact Pathway



How the social value of the Award was identified, continued

The outcome of the scoping process was to focus on the following impacts for valuation:



Increased engagement with charitable and community causes



Improved physical health and fitness



Improved mental health and emotional wellbeing



Increased social cohesion



Improved employability and earning potential*

Over the next few years, The Duke of Edinburgh's International Award Foundation will be working on expanding the current research methodology, to measure other impacts the Award may have. This will include, but is not limited to, the Award's other key impacts: **Improved environmental impact, Reduced offending.**

**The valuation of the 'improved employability and earning potential' impact area includes present value for Adults, 'increased earnings of Adults associated with delivering the Award'. Social value for Participants is captured in future value as 'increased earnings of Award Holders from increased physical activity'.*

Key Stakeholder Groups

Social value is the value of change that stakeholders of the Award experience due to the Award.

For the purposes of this analysis and valuation, the following three key stakeholder groups were identified who potentially benefit from the activities related to the Award:

Award Holders

Young people who have completed any Award level(/s) (Bronze, Silver, Gold). Young people take part in the Award through an Award Operator and follow a set of activities of their choice, based on the operational principles of the Award framework.

Adults in the Award

Individuals who have been trained by The Duke of Edinburgh's International Award Barbados to support the delivery of the Award within their school or organisation; as Award Leaders who mentor Award participants throughout their Award programme or Activity Coaches and Assessors who conduct specific training for participants in any section of the Award. The involvement of such adults can be on a voluntary basis or it can be a part of their job.

Society

There is also the wider community that benefits from the Award-related activities undertaken by Award participants and adults in the Award, in terms of contributions to the economy and through volunteering.

Measuring the present and future social value of the Award for Award Holders

Within this research we calculate the present value, and the future value, for Award Holders who completed their Award during the research analysis year; January 1st to December 31st 2020.

Any young person who participates in the Award, even if they do not complete an Award level, may benefit from their participation in Award-related activities. However, for simplicity and accuracy, within this research we limit our social value measurements to include only those who complete the Award; 'Award Holders'.

Within this report however, there are some descriptions in which we describe Award Holders as 'Award participants'. To clarify, during data collection for this research we ran a research survey with current Award participants in Barbados, to gather data to represent the experiences of young people who completed their Award in 2020 (data collection was conducted between March - June 2021). We also ran a survey with Award Holders who are no longer participating in the Award (who completed their 3 years ago, on average), to track behaviour changes in Award Holders over time after they complete their Award. To make this distinction clear, when referring to the data collection and results of the surveys we refer to 'Award participants' data (data representing the experiences of young people who took part in the Award and completed their Award during the analysis year) and 'Award Holders' data (data representing the experiences of Award Holders who are no longer taking part in the Award, who completed the Award 3 years prior to taking the survey, on average).

Although we refer to 'Award participants' and 'Award Holders' in the context of data collection and analysis, this research calculates the present and future value for the 29 young people who completed their Award in Barbados, during the analysis year 2020.

How the social value of the Award was measured and valued

To calculate the value of the five impacts, methodologies were developed in accordance to and with guidance from Social Value UK, HMT Green Book, and HMT Magenta Book.

The data needs for the calculations were identified. The sources of data used in the calculations can be classified in three groups:

Data provided by The Duke of Edinburgh's International Award Barbados:

Participation and Award delivery related data, pertaining to 2020. This includes for example the number of young people who completed Bronze, Silver or Gold Awards, and the number of Adults who supported Award delivery.

Survey data from Award Participants, Award Holders, and adults in the Award:

Surveys were designed to strengthen the understanding of the outcomes experienced by beneficiaries (e.g. how often they volunteer or do physical exercise), how much of this would have happened anyway (deadweight), and the extent to which the impact is due to the Award (attribution).¹

Secondary data:

Where The Duke of Edinburgh's International Award Barbados or the surveys were unable to provide sufficient data, relevant data was identified from secondary research. This includes proxy values that drive estimations to express impacts in monetary terms.

¹ See Appendix 1 for information about how the surveys were run and an overview of the number and demographic distribution of survey respondents. The following number of responses were analysed from the surveys:

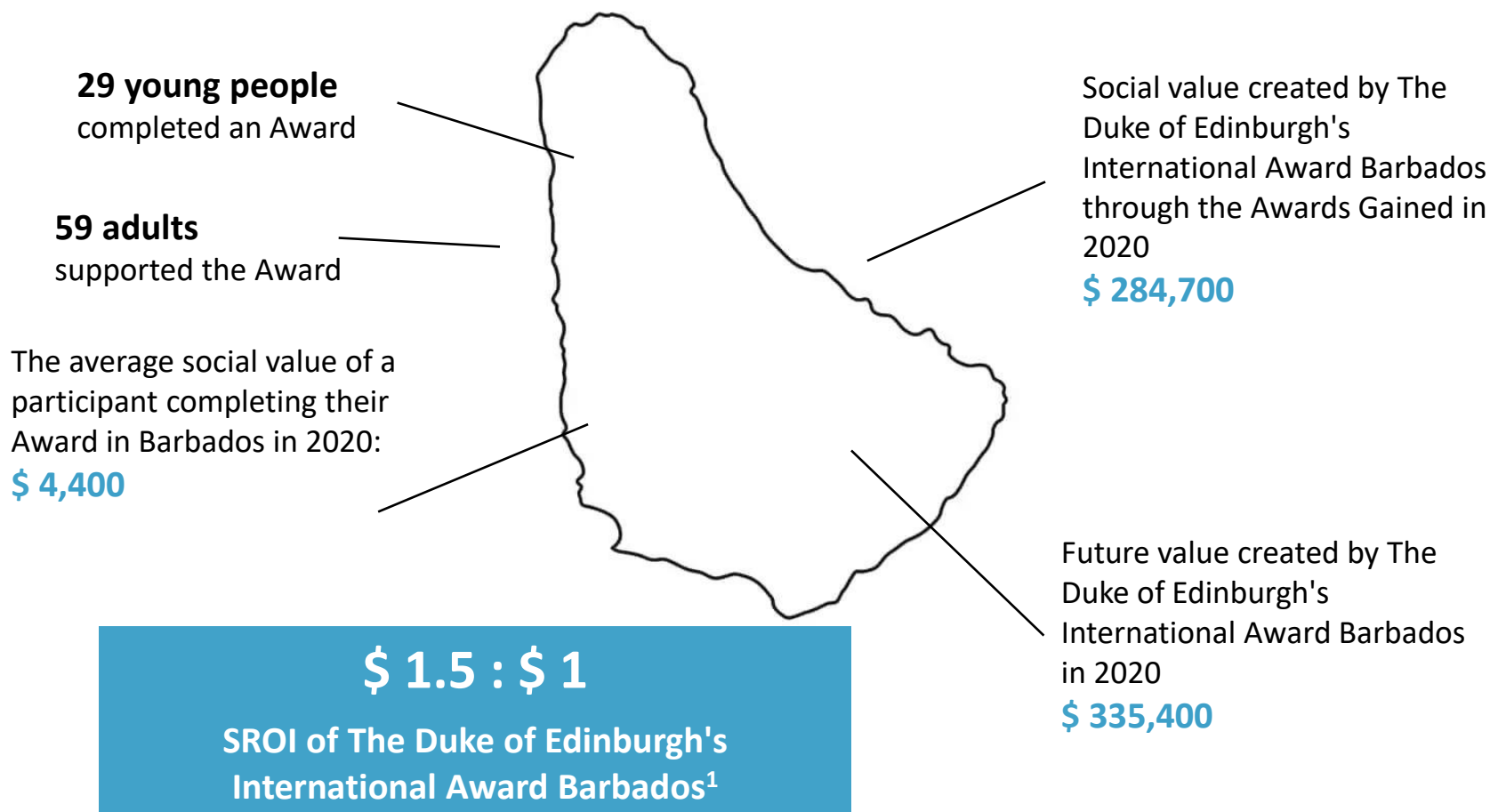
- Award participants responses (n = 37) represented 128% of Awards Gained in Barbados during 2020 (29), a representative sample size.
- Adults responses (n = 27) represent 46% of adults that supported the Award regularly during 2020 (59). Adults responses are not a statistically representative sample size, however, it would likely be quite difficult to get responses from 52/59 adults who support the Award in Barbados.
- Award Holder responses (n = 59). This is a strong sample size. These responses were used to determine activity drop-off for future social value calculations.

The Social Value Analysis of The Duke of Edinburgh's International Award Barbados in 2020



Top Level Results

The Social Value of The Duke of Edinburgh's International Award Barbados in 2020



All results presented in this report are presented in Barbadian Dollars, using \$

¹ Based on the social value analysis of The Duke of Edinburgh's International Award Barbados in 2020, we estimate that for every \$ 1 that was invested in the Award, \$ 1.5 in social value was generated.

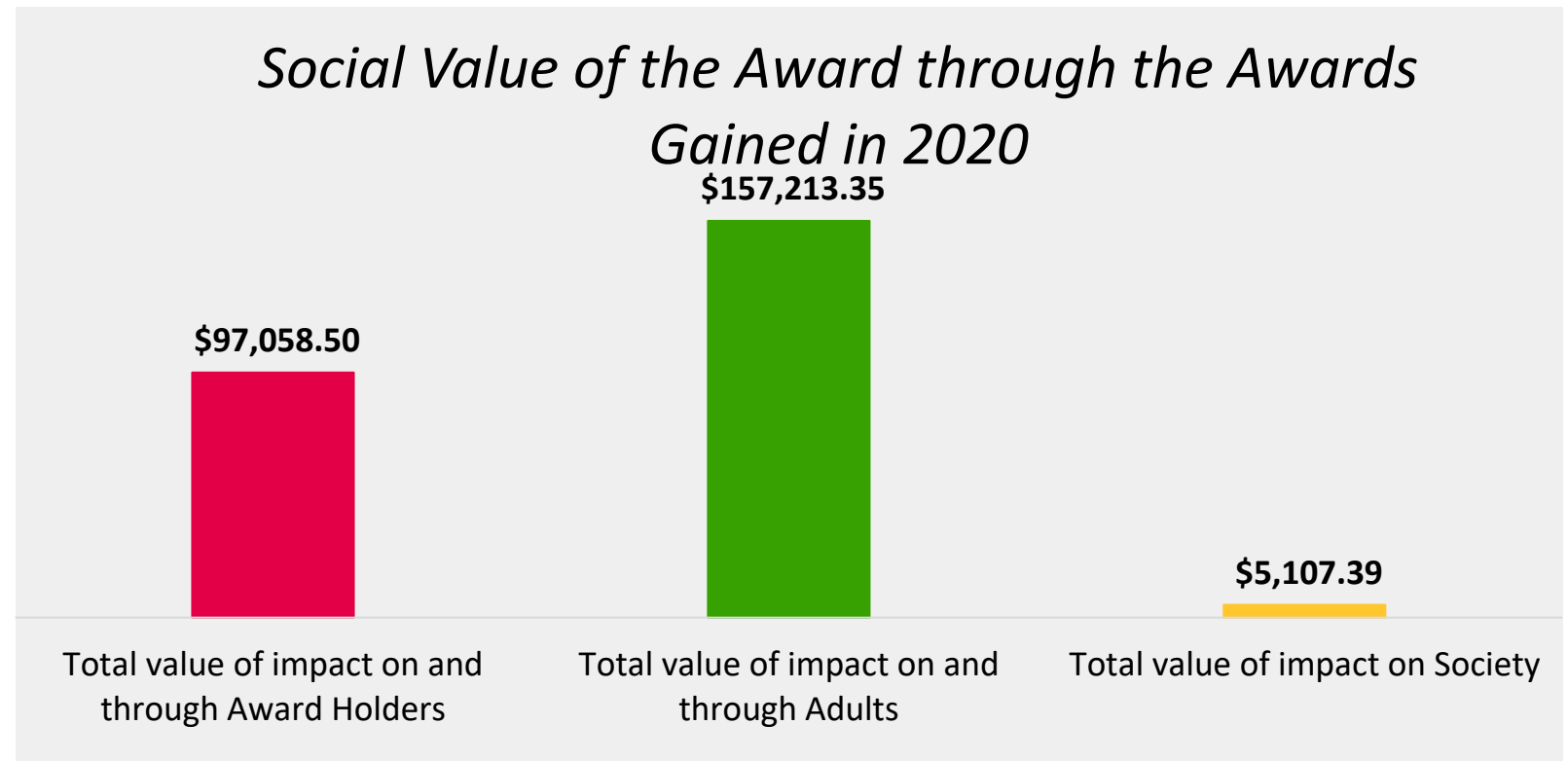
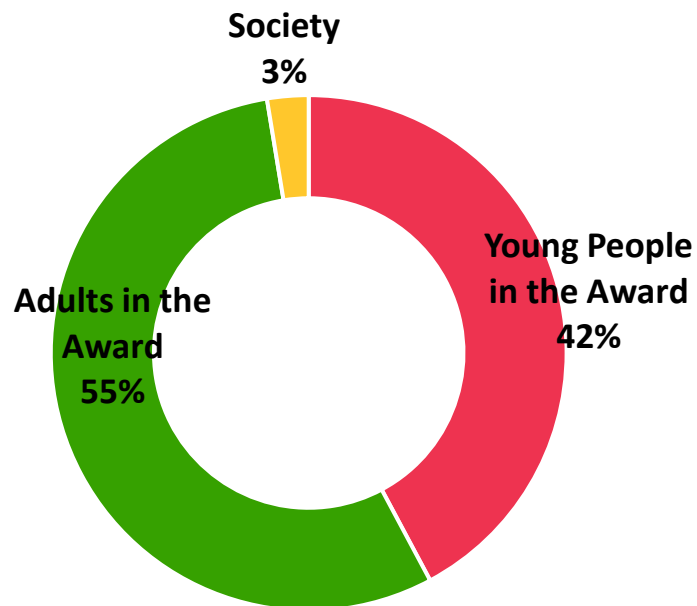
The SROI for 2020 is based on an annual cost of Award delivery and participation (\$ 171,200) and the social value created in 2020 only (\$ 259,400). As the average time to complete the Bronze, Silver and Gold Award level is 18 months, 17 months, and 17 months respectively, the value created in 2020 only is slightly lower than the total value created through all Awards gained in 2020.

A more detailed explanation of how this social value breaks down across the different impact areas is provided on page 42.

Results by key stakeholders - Overview

The distribution of total social value created through the Awards gained in 2020 across three key stakeholder groups is as follows:

The impact is highest for the Adults stakeholder group because the Adults involved in the Award delivery outnumbered the Awards Gained in 2020 (59 adults compared to 29 Awards gained). However, when looking at impact experienced per person, the Award holders from 2020 experienced more social value in 2020 than adult helpers.

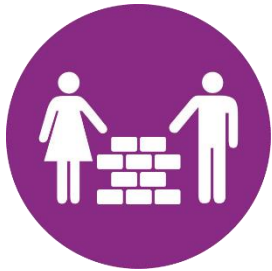
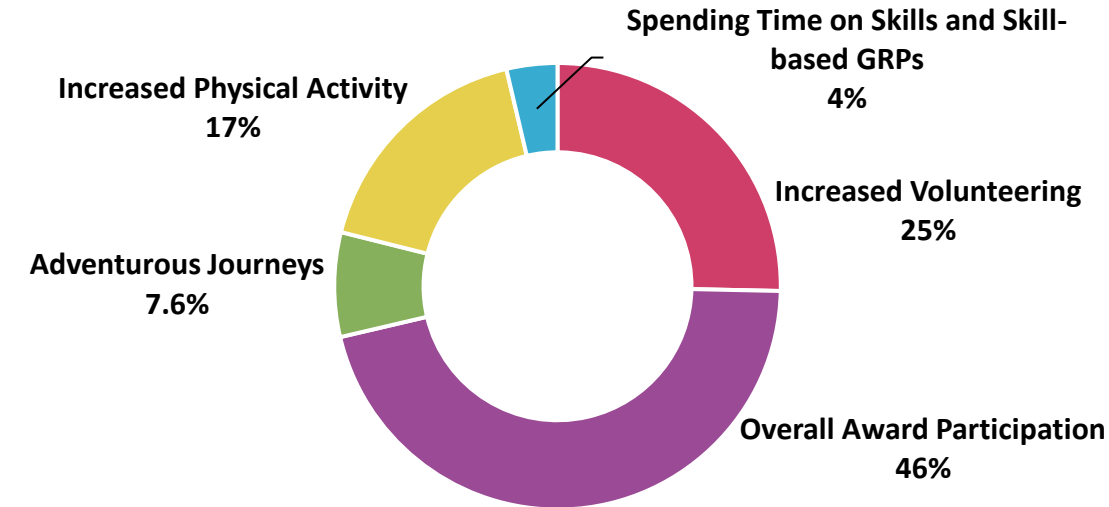


Results by key stakeholders – Young people overview

29 young people completed an Award in 2020

Through their participation in the Award a total of **\$ 120,100** social value for young people was generated.

25% of this social value is linked to the wellbeing benefits from increased volunteering during the Award. The breakdown of the total value into the elements of social value calculations for young people is as follows:



\$ 55,300
of wellbeing benefits from increased confidence, social inclusion, and agency, and relief from depression/anxiety



\$ 20,900
of wellbeing benefits from increased physical activity



\$ 4,400
of wellbeing benefits from spending time on skills and Personal Development/Training Course Gold Residential Projects



\$ 30,400
of wellbeing benefits from increased volunteering



\$ 9,100
of physical health benefits due to the Adventurous Journey

CASE STUDY

Continuing an Award During the Pandemic

When the pandemic began in March 2020, many people picked up new skills, hobbies and learnt a few new things about themselves. Aniela was no different. “During the pandemic I was able to practise time management and setting boundaries, two of the things I learnt from UYLB. I also learnt that we shouldn’t take anything in life for granted and to treat everyone with respect as you do not know what anyone is really going through.”

During that time she also joined her mother and younger brother and picked up gardening for a short while. “I started gardening with my mother and brother after being encouraged by the sustainable living initiative of my Optimist group. I had arugula, fennel, and sweet peppers. However, the caterpillars quickly attacked” she reported with a chuckle. Despite this, she is not discouraged and hopes to return to the garden in the near future for a more successful crop.



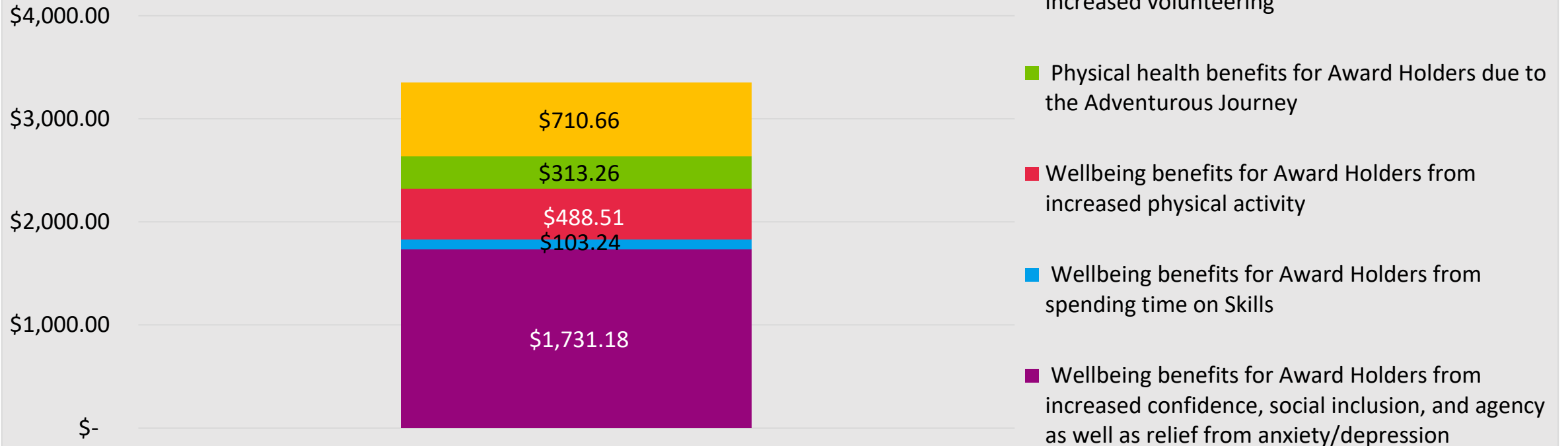
Aniela practices cycling for her Physical Recreation Section.

Results by key stakeholders - Award Holders

Value to each Award Holder while completing the Award

The results in this section reflect the value that will be experienced by a young person throughout the length of their Award; on average **\$ 4,100** per Award Holder.

Social Value for Award Holders, per person average

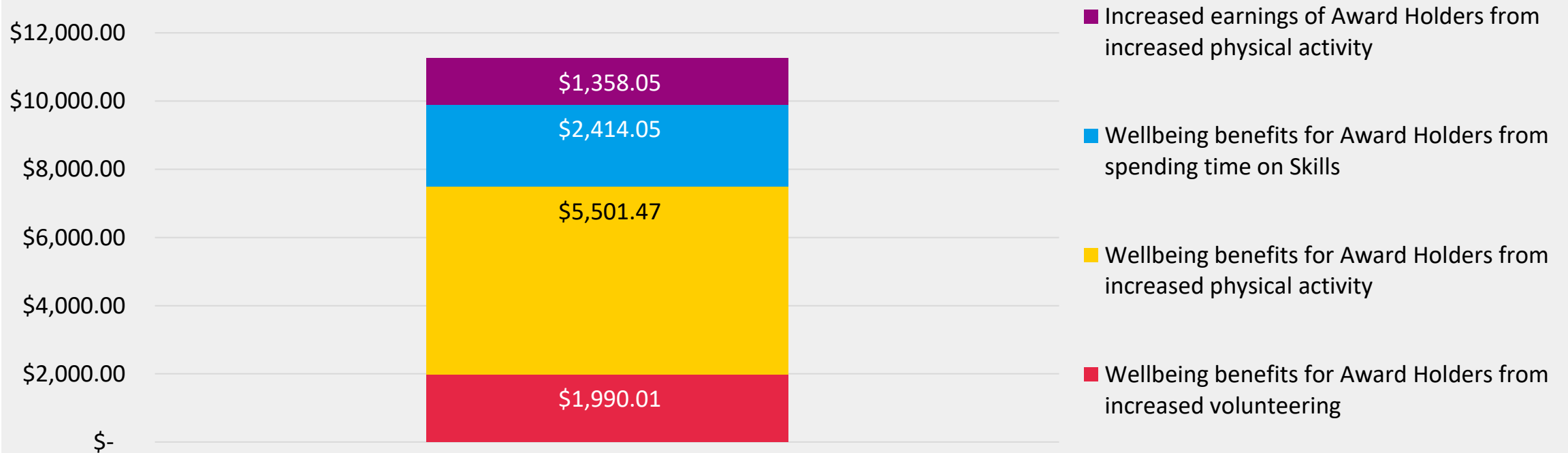


Results by key stakeholders - Award Holder, future value

Value to Award Holder after completing the Award

Taking into consideration future social value after completing the Award as a result of continued volunteering, physical recreation and regular practice of a skill into the future, it is estimated that there are additional future benefits for those who completed their Award in 2020, amounting to **\$ 11,300** per Award Holder on average.

Future Social Value for Award Holders, per person average



Results by key stakeholders

Award Holders – present versus future value

Value Per Young Person

The average value experienced by a young person in Barbados, throughout completing their Award, for those who completed a level in 2020, is estimated at **\$ 4,100**. These values take into account the average length of completion in Barbados which is 18 months, 17 months, and 17 months for Bronze, Silver, and Gold Awards respectively.

An additional average of **\$ 300** per participant was generated for society through the value of volunteer hours.

There are also benefits for Award Holders after they complete their Award as a result of continued volunteering, physical recreation and regular practice of a skill into the future. It is estimated that there are additional future benefits amounting to **\$ 11,300** per Award Holder on average, generated for those who completed their Award in 2020. Society also benefits through the value of future volunteer hours; an average of **\$ 300** per Award Holder.

Carla Allene Shared Words of Advice

In an interview about her tenure as Operations Manager, Carla recalled that during her nine years, there were many challenges, “but the joy came in overcoming these challenges!”. In a moment of recollection, Carla stated that there were many highlights over the last nine years; some that will stay with her for quite some time. The most recent one being the chance to engage with the Probation Department and have youth clients be exposed to the Award and its structure.

Another memorable highlight was that despite the COVID-19 pandemic, the Award was one of the graduates of the ASPIRE Incubator Programme. “This local certification of the Award indicates that it is a well-organized charity operating here in Barbados.



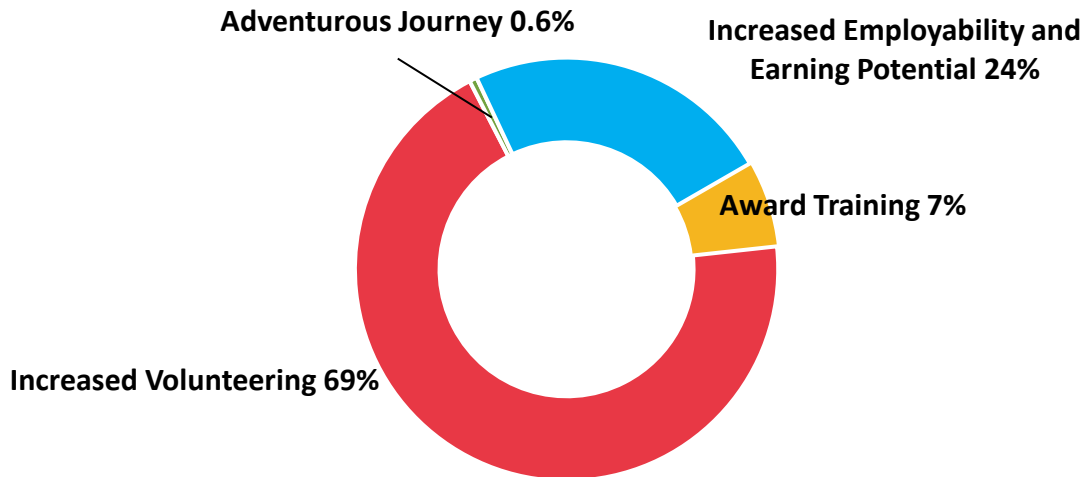
Carla as part of an Award presentation at Codrington School

Results by key stakeholders – Adults in the Award

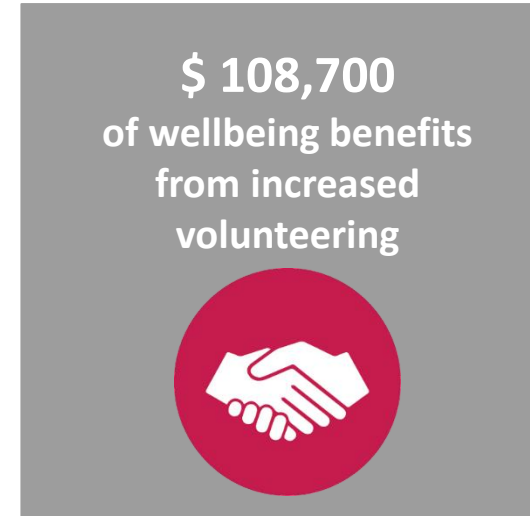
59 adults supported the delivery of the Award regularly* and **35 adults** received Award training in 2020.

Through their involvement in the Award a total of **\$ 157,200** in social value was generated.

69% of this social value can be linked to the wellbeing benefits of increased volunteering. The breakdown of this value with the elements of social value calculations for Adults in the Award is as follows:



**Regular involvement is defined as at least once per month for at least 2 months during 2020.*



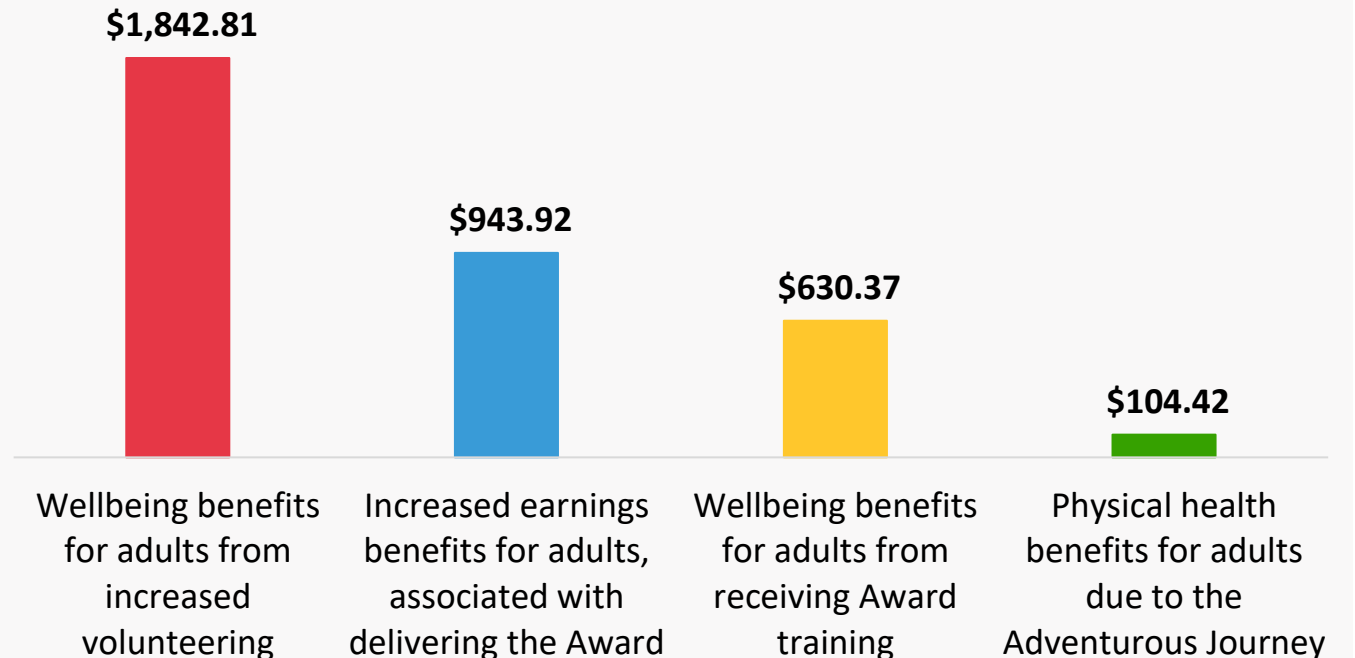
Results by key stakeholders – Adults in the Award, per adult

Social value generated per adult is up to \$ 3,500.

There is a significant amount of value created for Adults in Barbados, who support the delivery of the Award in a variety of ways. In particular:

- All adults who support the delivery of the Award must complete online training modules, in which they learn and develop skills in mentoring young people, organising group activities and trips (such as the Adventurous Journey). The knowledge and skill they gain are often transferable for their work, from our research survey we found that **85%** of adults felt the Award training they completed, gave them additional skills for work.
- Adults who volunteer with the Award experience wellbeing as a result of their engagement.
- Those adults who attend Adventurous Journeys (15% of adults surveyed) benefit from the physical health benefits.
- Some adults have also reported increased wages due to their involvement with the Award.

Social Value for Adults in the Award, per person



Dukers Persevere Despite Pandemic Challenges

Gold Award Participant, Jaaziel, who completed studies in Computer Science and Management in December 2020, will be one of the Dukers who will graduate later this [September].

“My Service and Skill sections were basically completed when we went into lockdown. It was just my Physical Recreation which was to be completed. I tried at-home workouts but that got very redundant after a while.” Jaaziel says, “when there were no more restrictions on going to the beach, then I switched to that. Soon after that, I started Just Dance on Nintendo Switch with one of my friends.” She found this to be much more enjoyable as it was a friendly competition and she was able to see statistics such as the calories burnt after each workout.



During the lockdown, Jaaziel kept herself busy and found a few new hobbies such as sewing.

Results by key stakeholders – Society

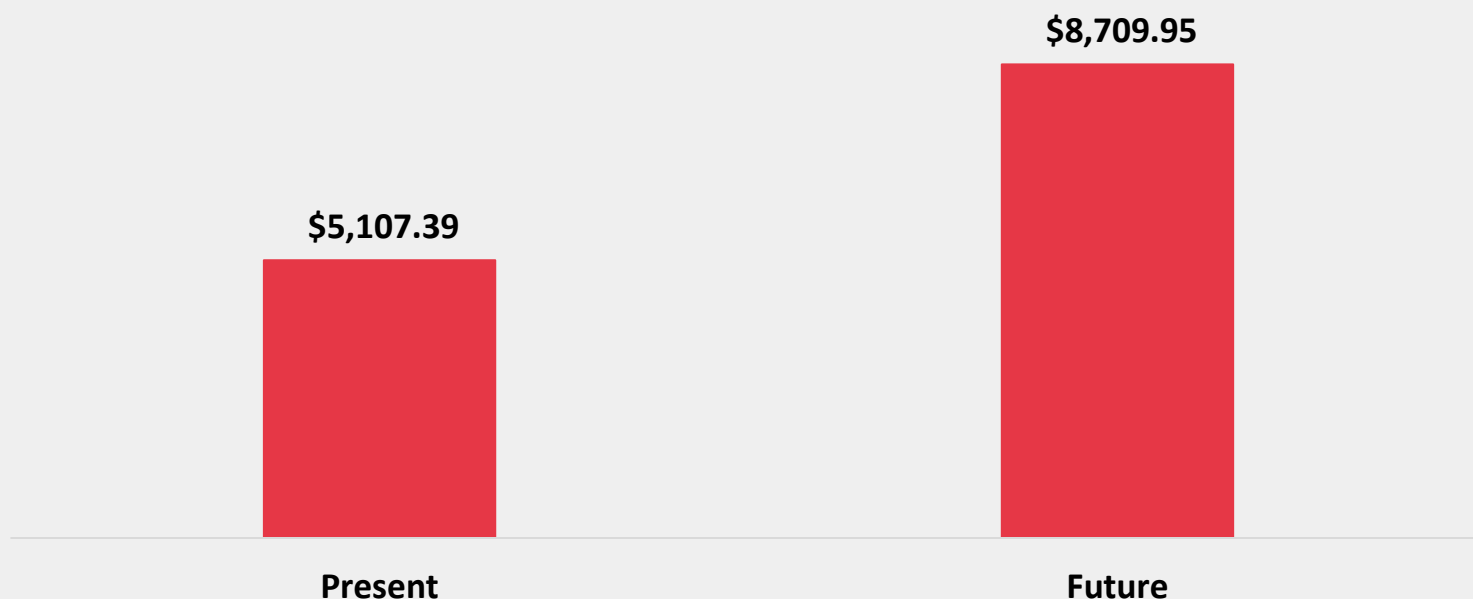
Through Award Holders' volunteering for local charitable and community causes completed due to the Awards gained in 2020, **\$ 7,400** social value was generated for society.

\$ 7,400
of participant volunteer hours



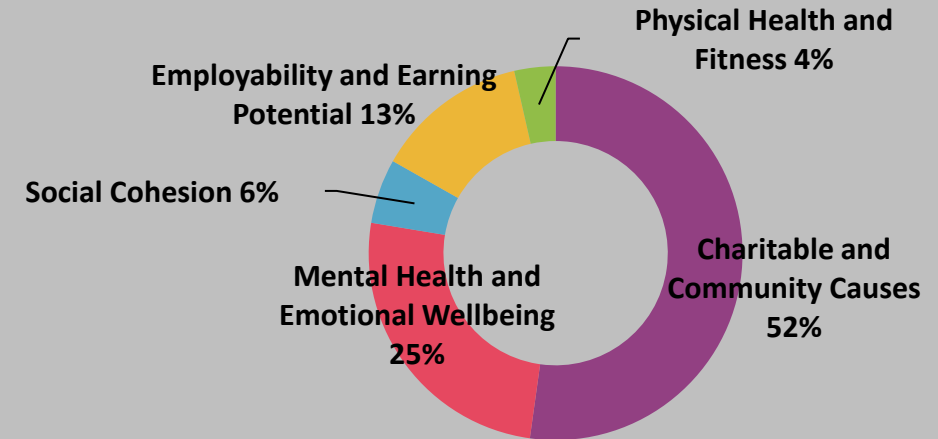
Present value created for local charitable and community causes through Award Holders' volunteering due to the Awards gained in 2020, versus future value due to Award Holder's ongoing engagement in volunteering throughout their lifetime, following the completion of their Award:

Value of Award participants' volunteer hours



Results by impact – Overview of Present Social Value

The area of impact where the highest social value was created was
Increased engagement with charitable and community causes.



\$ 146,600
Social value of
support to
charitable and
community causes



\$ 75,300
Social value of
improved mental
health and
emotional wellbeing



\$ 37,200
Social value of
improved
employability and
earning potential



\$ 15,700
Social value of
improved social
cohesion



\$ 10,000
Social value of
improved physical
health and fitness



Results by impact

Social Value of Increased Engagement with Charitable and Community Causes

Total social value of increased engagement with charitable and community causes is \$ 146,600.

Young people participate in various forms of voluntary and community activities for the Voluntary Service section of the Award, and therefore become more actively engaged with charitable and community causes. The survey showed that, on average, 66% of Award participants were already regularly engaging in volunteering activities before the Award, however 77% of participants intend to continue with their regular volunteering after completing the Award. Adults who volunteer to help deliver the Award also experience wellbeing as a result of their engagement. We estimated values for three key measures for increased engagement with charitable and community causes created through the 29 Awards Gained in 2020:

- Wellbeing* benefits for Award Holders from increased volunteering = **\$ 30,400**
- Value of participant volunteer hours** = **\$ 7,400**
- Wellbeing benefits for adults from increased volunteering = **\$ 108,700**

Social value after completing the Award

Our results estimate that for young people who gained an Award in 2020, the wellbeing benefits they experience from increased volunteering over their lifetime, and the value for society of Award Holders' volunteer hours over their lifetime, are calculated at **\$ 57,700** and **\$ 8,700** respectively.

* The wellbeing improvements reflect increases in stakeholders' life satisfaction as a result of, for example, participating in regular volunteering and in frequent exercise. In this study, wellbeing improvements were valued using relevant social impact values from HACT's Community investment and homelessness values from the Social Value Bank (available at www.socialvaluebank.org)

** Includes the value of volunteer hours for Voluntary Service Gold Residential Projects.

Results by impact

Social Value of Improved Mental Health and Emotional Wellbeing

Total social value of improved mental health and wellbeing is \$ 75,300.

The young people who take part, and the adults who support the delivery of the Award, interact with others, gain self-confidence, develop life skills, and experience a sense of purpose and satisfaction resulting in improved mental health and emotional wellbeing.

We estimated the social value created through the Awards gained in 2020 in this area of impact through the following:

- Wellbeing benefits for Award Holders from increased physical activity* = **\$ 20,900**
- Wellbeing benefits for Award Holders from spending time on skills = **\$ 4,400**
- Wellbeing benefits for adults from receiving Award training = **\$ 10,400**
- Wellbeing benefits for Award Holders from increased confidence = **\$ 6,000**
- Wellbeing benefits for Award Holders from relief from depression/anxiety = **\$ 22,400**
- Wellbeing benefits for Award Holders from increased agency = **\$ 11,200**

**The wellbeing value of physical health is based on values from the HACT Social Value Bank of regular exercise. This value considers the health effect as part of the direct impact on wellbeing because the benefit itself was primarily through a health mechanism. We have therefore not included a separate impact of Physical Recreation on physical health to avoid double-counting with the wellbeing benefit.*

Total social value of improved mental health and wellbeing after completing the Award is \$ 198,900.

The young people who take part in the Award are likely to continue with physical activities and skills after they complete their Award resulting in improved mental health and emotional wellbeing benefits throughout the rest of their life.

We estimated the social value created through the Awards gained in 2020 in this area of impact through the following:

- Wellbeing benefits for Award Holders from increased physical activity after the Award = **\$ 159,500**
- Wellbeing benefits for Award Holders from spending time on skills after the Award = **\$ 39,400**

Total social value of improved employability and earning potential is \$ 37,200.

Adults involved in the Award may benefit from increased earnings through being employed for Award duties or through skills gained while a volunteer.

- Increased earnings of volunteers, attributed to their involvement in delivering the Award = **\$ 37,200**

Social value after completing the Award

The young people who take part in the Award have opportunities to develop key life skills, these include leadership, creativity, entrepreneurship and determination, specific technical skills, as well as relationships and self-confidence. In the long term, this leads to improvements in their employability and earning potential.

Multiple sections potentially contribute to this impact, which means there was a risk of double-counting as earnings are more likely to be capped/limited by external factors. To avoid over-claiming, our focus was on the increase in earnings potential only on the influence of Physical Recreation. The evidence in the literature was strongest for the relationship between physical recreation and earnings than for the Award other sections.

We have estimated the future benefit of increased earnings for Award Holders who completed an Award in 2020 from physical activity at **\$ 70,000.**

Results by impact

Social Value of Improved Social Cohesion

Total social value of improved social cohesion is \$ 15,700.

Through participating in the Award, young people are likely to engage more in their community through making friends, participating in voluntary service (as well as other Award activities). From the survey results, 75% of participants feel belonging to their community since starting the Award compared to only 54% feeling belonging to their community before the Award.

- Wellbeing for Award Holders who participate in the Award = \$ 15,700

Social value after completing the Award: *There were no future benefits estimated for these measures because there is currently a lack of quantitative evidence that participating in the Award would provide future social cohesion benefits.*

Results by impact

Social Value of Improved Physical Health and Fitness

Total social value of improved physical health and fitness is \$ 10,000.

Through the Physical Recreation and Adventurous Journey sections of the Award, young people become more exposed to physical activities (if they aren't already) and gives them a chance to get out of their comfort zone and challenge themselves physically and mentally to complete a demanding journey with their peers. Supporting the delivery of the Adventurous Journey section, requires physical activity from Adventurous Journey Supervisors and Assessors, so creates physical health benefits for the adults as well. These impacts can also be measured for Gold Award participants who complete an Activity Based Gold Residential Project, but this type of project was not selected by those who completed the Gold level in 2020.

The social value attributed to improved physical health and fitness is therefore estimated through the following measures, which are linked to the Adventurous Journey and Gold Residential project sections:

- Physical health* benefits for Award Holders due to the Adventurous Journey = **\$ 9,100**
- Physical health benefits for adults due to the Adventurous Journey = **\$ 900**

Social value after completing the Award: *There were no future benefits estimated for these measures because there is currently a lack of quantitative evidence that participating in Adventurous Journey-type activities as a young person makes them more likely to pursue similar activities in future.*

**The physical health benefits potentially include some element of improved mental wellbeing, so we have not separately estimated additional value associated with the wellbeing benefit of the Adventurous Journey.*

Total Results Across Core Award Section Impact Pathways - Present

Impact Pathway	Social Value	% Social Value
Wellbeing benefits for adults from increased volunteering	\$ 108,726	38%
Increased earnings benefits for adults, associated with delivering the Award	\$ 37,192	13%
Wellbeing benefits for Award Holders from increased volunteering	\$ 30,410	11%
Wellbeing of participants from relief from depression / anxiety	\$ 22,356	8%
Wellbeing benefits for Award Holders from increased physical activity	\$ 20,924	7%
Wellbeing of participants from increased social inclusion	\$ 15,689	6%
Wellbeing of participants from increased agency	\$ 11,201	4%
Wellbeing benefits for adults from receiving Award training	\$ 10,383	3.6%
Physical health benefits for Award Holders due to the Adventurous Journey	\$ 9,084	3%
Value of participant volunteer hours	\$ 7,180	3%
Wellbeing of participants from increased confidence	\$ 6,025	2%
Wellbeing benefits for Award Holders from spending time on Skills	\$ 4,422	2%
Physical health benefits for adults due to the Adventurous Journey	\$ 913	0.32%
Value of Participant's Gold Residential Project Volunteer Hours	\$ 212	0%

The majority of the social value created by The Duke of Edinburgh's International Award Barbados, was created through wellbeing benefits for Adults due to their increased volunteering (\$ 108,700).

Results by impact - A note on Future Social Value

Future social value, created by the delivery of The Duke of Edinburgh's International Award Barbados in 2020, is estimated at \$ 326,600

The rationale behind future social value is that the Award creates certain habits / behaviours that may continue throughout someone's life. The survey we conducted with Award Holders (who completed their Awards on average 16 years ago), supported this rationale. The following chart shows the percentages of attribution of activities to the Award that form the basis for the calculation of social value attributable to the Award after a young person completes their Award in 2020 (i.e. over the rest of their lifetime).

We have taken into account drop-off, attribution and deadweight in our future value calculations.

- For **drop-off**, we use the data from our Award Holder survey to model the ongoing, steady decrease in Holder's regular engagement these activities, following completion of the Award.
- For **attribution**, we use the rate with which Award participants attribute any increase in their activity levels, to the Award (see table 'Participant's Attribution Percentages'), discounting the attribution rate by 5% year on year following their completion of the Award. As shown in the table, it is interesting that the attribution of skills practice goes down between Bronze to Gold level, while the attribution of physical activity goes up between Bronze and Gold level. Further research into these attribution ratings would be interesting and could strengthen this element of the research.
- For **deadweight**, we use Award Participants' activity levels before they began the Award.

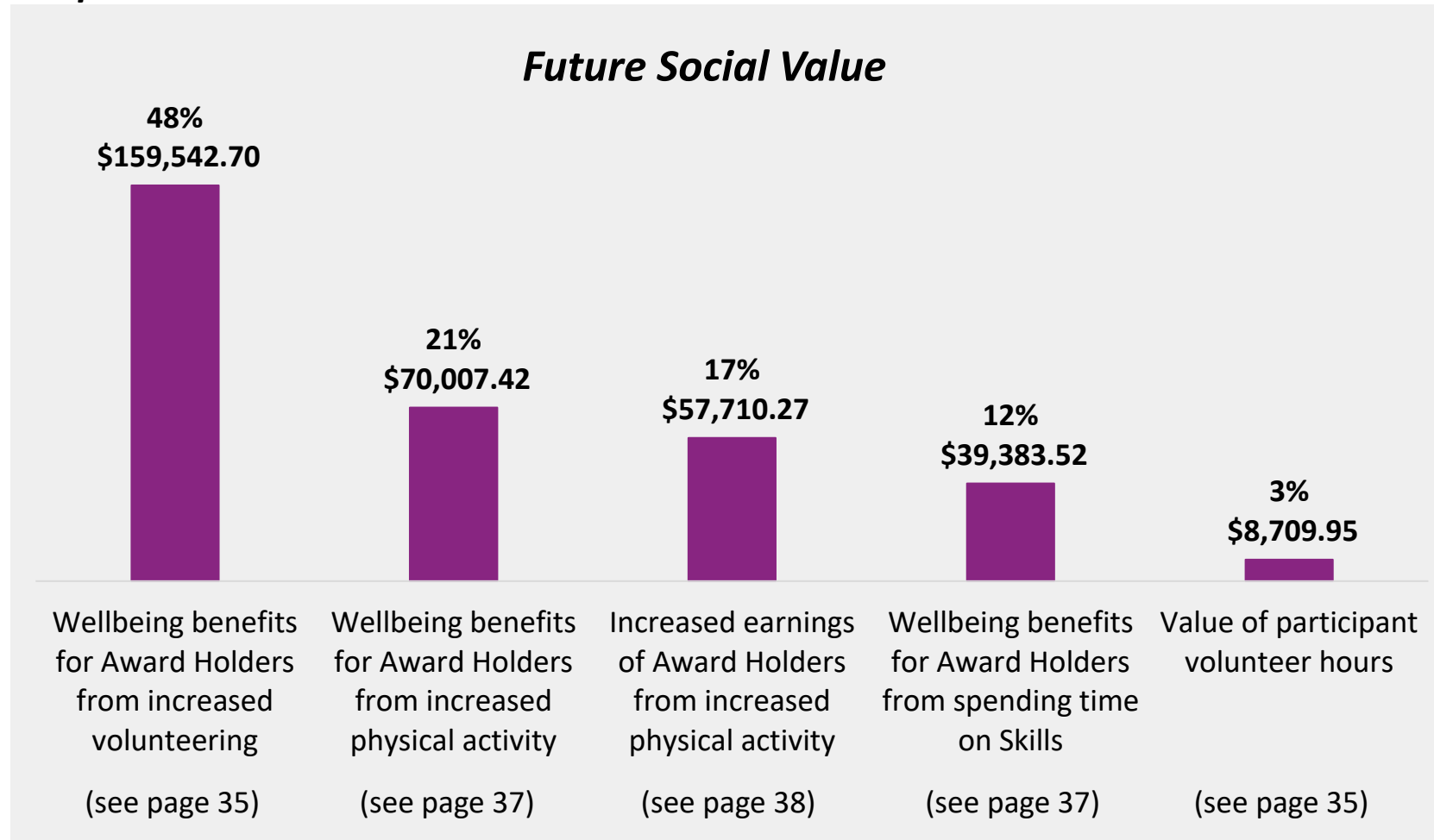
Award Participants' Attribution Percentages (*what percent of the increase in their activity levels are due to the Award*). The average for all Award levels and genders was used due to low survey response numbers.

Volunteering	Physical Activity	Skills Practice
68%	74%	76%

However, even when accounting for drop-off, attribution and deadweight, these values are more uncertain than the social value calculations we have made for the value of the Award in 2020, because they involve predicting Award Holders' behaviour into the future, which is inherently uncertain. The future value estimations here provide an insight into the ongoing social value of the Award for and through those who have completed their Award in 2020.

Total Results Across All Impact Pathways - Future

The following impacts constitute the total future social value through Award Holders who completed their Award in Barbados in 2020:



Many adults will continue volunteering with the Award following their involvement in 2020, and many adults who stop volunteering with the Award will continue to volunteer for other charitable and community causes, due to their involvement in the Award in 2020. This means there will be some future social value created by Award's adult volunteers in 2020. However, we have not calculated this future value for Adults, due to a lack of data on adults continuation of volunteering activities in future years.

Social Return on Investment (SROI)

\$ 1.5 : \$ 1

SROI of The Duke of Edinburgh's International

Total social value created
in 2020:

\$ 259,400

Total cost in 2020:

\$ 171,200

Based on the social value analysis of The Duke of Edinburgh's International Award Barbados in 2020 (January 1st – December 31st 2020), we estimate that for every **\$ 1** that was invested in the Award, **\$ 1.5** in social value was generated; this is the Social Return on Investment (SROI). The SROI calculation compares two types of value:

- 1. The social value of the impacts on those affected by the Award:** As calculated within this social value analysis and presented in the previous section.
- 2. The cost to deliver the Award:** This includes costs incurred by the National Award Operator, the Award Centres, as well as costs incurred by the Award Holders themselves such as registration costs and costs incurred in undertaking Skills, Physical Recreation, Voluntary Service, Adventurous Journey and the Gold Residential Projects. We only took into account Award Holders' costs that were directly attributable to the Award (i.e., we didn't include costs that they would have incurred even if they were not doing the Award). We calculate the costs of taking part in an Award level for 12 months for Gold Award Holders and over the average Award length for Bronze and Silver Award Holders. See Appendix 2 for more information on the costs.

In the SROI calculation, we only include costs incurred and value created during one year (January 1st – December 31st 2020). The value created is based on participants who gained an Award in 2020 and the value created through their involvement in the analysis year only (i.e. it does not include the social value generated by Award participants' involvement in 2019). The social value used does not capture value created for young people who participated in the Award for the entire year but did not complete an Award, so actual value created (and hence the corresponding SROI ratio) could be greater for Award Holders (who take on average 18 months, 17 months, and 17 months to complete their Bronze, Silver and Gold Awards respectively). In future, collecting information on average statistics on drop-out rates would help to refine this estimate.

We also note that, while we have estimated the value that participants would receive in future years, we have not included future values in the SROI as we do not have an estimate of future costs that would be incurred.

Conclusion



Limitations of the research

This research gives an estimation of the social value of The Duke of Edinburgh's International Award Barbados in 2020 and in the future, based on the data available at the time of writing, for making social value estimations. As with any research, there are some limitations to the methodology and generalisability of the research results. For good practice, these limitations are summarised here:

1. Representativeness of the social value survey samples:

Award participants survey:

Survey responses from the Award participants (n=37) were representative of the total Awards gained in Barbados during the analysis year (29), representing **128%** of Award Holders from 2020. However, due to low survey response rates by Award level and gender, we have not split the analysis based on these responses. In the future, with Awards gained and more survey responses, we will be able to provide social value analysis by Award level.

The gender split of Award Holders in Barbados in 2020 was 55% female and 45% male, whereas the gender split of survey respondents was overrepresented by female respondents: 75% female, 21% male, 4% prefer to self-describe. These percentages do not include the 9 respondents that did not respond to the gender question.

Further research into the demographic distribution of participants responses and whether they represent the total group of Award Holders in Barbados (for example age of Award participant responses and their Award Centre types), has not been performed. Without further data on Award Holder's demographics in Barbados, we assume within this research that the sample of 128% of Award Holders who took the survey, are representative of all Award Holders during the analysis year across these demographics.

Adults survey:

Our survey results from the Adults in the Award, (n=27) represents **56%** of all adults that were regularly supporting the Award during the analysis year, 59 in total. This sample size is not representative of the 59 adults who were regularly involved in 2020. Further research into the age, gender, type of Award Centres and location of the adults respondents, compared to the total number of adults who supported Award delivery has not been performed. We assume in this research that the sample of adults who took the survey, are representative of all adults who supported The Duke of Edinburgh's International Award Barbados during the analysis year across these demographics.

1. Representativeness of the social value survey samples (continued)

Alumni survey:

Alumni data (59 survey responses), who completed their Award on average 16 years ago, was used to model the 'drop-off' of Award Holders' engagement in physical recreation, skills and volunteering activities over time, when calculating future social value based on Award Holders' continued engagement in these activities following their Award completion.

Collecting further data from Award Holders over a long period of time could help us remove an assumption within our current methodology; we assume that Award Holders attribution of their engagement in volunteering / skills / physical activities decreases by 5% per annum, as we don't currently have enough data on attribution over time to model attribution ratings over time.

Without further data on Award Holders in Barbados and without a larger sample size, we have assumed this sample of Award Holders is representative of all Award Holders in Barbados.

2. Secondary data resources:

Data points from secondary sources were used in some calculations, for example average wages in Barbados, life expectancy, currency conversion rates. These sources vary in terms of their reliability and direct relevance. In future, monitoring and identifying more directly relevant studies (e.g., the value of volunteer hours in Barbados) could refine the calculations where data points from secondary sources were used.

3. Sensitivity analysis

While our estimation of the social value of the Award is based on established economic valuation techniques and the best data available to us, there were a number of uncertainties in our calculations. As a result of our sensitivity analysis, the following data points were identified as those that variations in which may affect the overall model and results the most:

- **The ‘deadweight’ of young people’s engagement in skills / volunteering / physical activity:** what percentage of young people were already regularly engaging in Skills/Volunteering/Physical Recreation activities before the Award (data point from the research surveys)
- **The ‘attribution’ of young people’s engagement in skills / volunteering / physical activity:** the extent to which outcomes were attributable to the Award and additional to what might have happened in its absence (data point from the research surveys)

For the data points gathered from the research surveys, average or mid-point estimates, which include a level of uncertainty, have been used in the calculations.

There are a number of other data points which have a medium sensitivity, including:

- Our calculated Alumni ‘Drop off rate’ which models the ‘Stickiness’ of habits over time (i.e. percentage of young people who develop new habits while completing the Award and stick to these habits in the future) (data point from the research surveys)
- The Social Time Preferences Rate (STPR) discount factor used in this research (data point from secondary research)
- The value of a volunteer hour (data point from secondary research)
- HACT Wellbeing Values (data point from secondary research: HACT Social value calculator version 4.0, 2019, [see here](#))

4. Impacts not measured in 2020

Some impacts resulted in a zero value for the Award in Barbados in 2020 due to the kinds of Gold Residential Projects selected by those who gained their Award in 2020 and the Adults involved in Award delivery who are paid would all be doing alternative paid work if not for the Award. In future analyses, there could be social value added through:

- Physical health benefits for Gold Award Holders due to Activity Based Gold Residential Projects.
- Wellbeing benefits for Gold Award Holders due to completing a Personal Development/Training or Activity Based Gold Residential Projects.
- Impact from earnings of Adults paid for delivering the Award.

Conclusion

This research has provided an insight into some of the social value created by The Duke of Edinburgh's International Award Barbados. As a youth charity striving to give more young people each year, access to a high quality, non-formal education and learning experience, it is estimated that **\$ 284,700** in social value was generated through the delivery of the Award framework and those who gained an Award in 2020. A further **\$ 171,200** is estimated in future value, due to the 2020 cohort of Award Holders' continuation of their personal development activities over their lifetime, following completion of their Award.

The Award's social value model and its methodology, which continues to develop, represents an important step in The Award's ambition to strengthen the measurement and reporting of the Award's impact. There are numerous opportunities to build on this work:

- **Expanding methodology to include more impacts:** This social value analysis has included an expanded set of impacts, but there are still more impact pathways to be explored in future phases of the model and methodology.
- **Improving data source and quality on benefits after completing the Award:** Within the Award Holder's survey data, there was no clear pattern as to how Award Holders attribute their participation in activities to the Award, over time. Assumptions were therefore made on how attribution to the Award decreases over time. This uncertainty can be addressed in future by collecting data from Award Holders systematically, to build up a large, primary evidence base.
- **The social value results from Barbados could offer insight to other National Award Operators:** The results and lessons learnt from this analysis could apply to the Award in other countries where the Award is run in a similar way. Key differentiators would be young people's activity patterns, type of Award units where the Award Holders come from and participant to adult ratio in Award delivery.

Through measuring the social value of the Award, The Duke of Edinburgh's International Award Barbados can ultimately improve its understanding of the extent to which it meets its objectives, support its development of strategies to increase the social value it creates, and communicate its social impact in a compelling way to funders and benefactors in order to open doors to new partnerships.



For more information on these research results, please contact Fabian Norville, Interim National Director at The Duke of Edinburgh's International Award Barbados, at:

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Website: <https://www.theawardbarbados.com>



Appendices



Appendices	Pages
Appendix 1: Research Survey Data Collection, Summary of Respondent Demographics, and Key Data Points	54 - 68
Appendix 2 : Costs of running The Duke of Edinburgh's International Award Barbados in 2020	69 - 70

APPENDIX 1

Research Survey Data Collection, Summary of Respondent Demographics, and Key Data Points

Research Survey Data Collection:

Survey data was collected and stored on an online survey platform, called Qualtrics. Data collection period was between March 2021 – January 2022.

Links were sent out to Award participants, Adults in the Award, and Award Holders (Alumni of the Award from 2020 and before who had completed their Award at least 6 months ago).

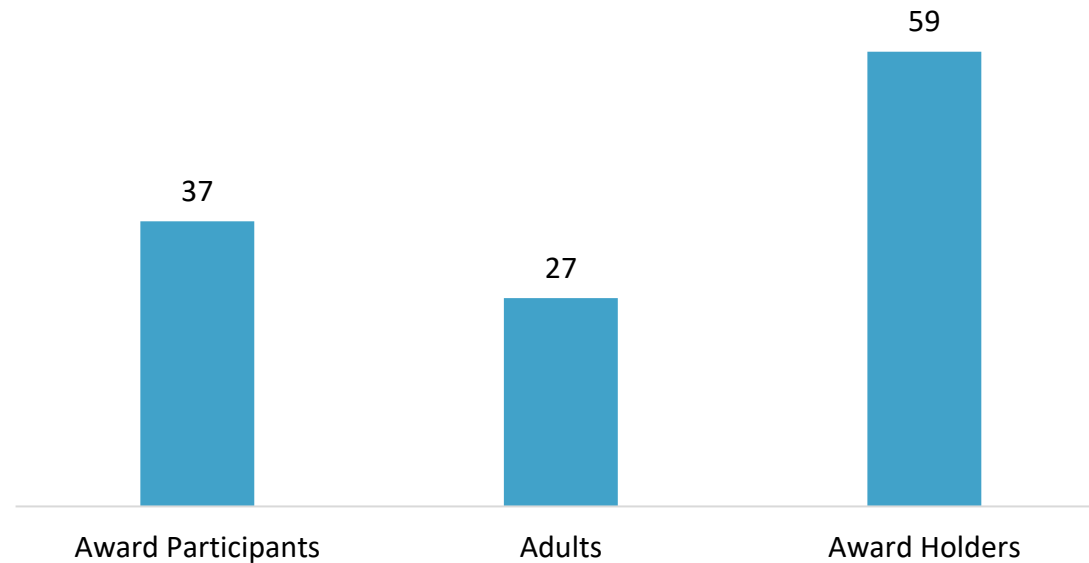
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Research Survey Data Collection, Summary of Respondent Demographics, and Key Data Points

Sample Size

123
survey
responses
were
analysed in
total

Survey Responses



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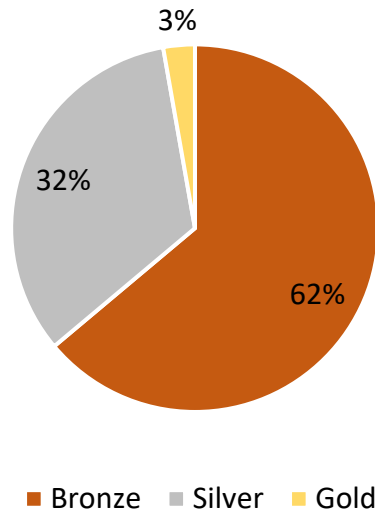
Research Survey Data Collection, Summary of Respondent Demographics, and Key Data Points

Award Participants' Survey: Respondent Demographics: Award level, Gender.

There were **37** useable survey responses from Award participants. This is a representative sample size for the total number of participants who completed an Award in 2020 (with a 95% confidence level and 5% margin of error).

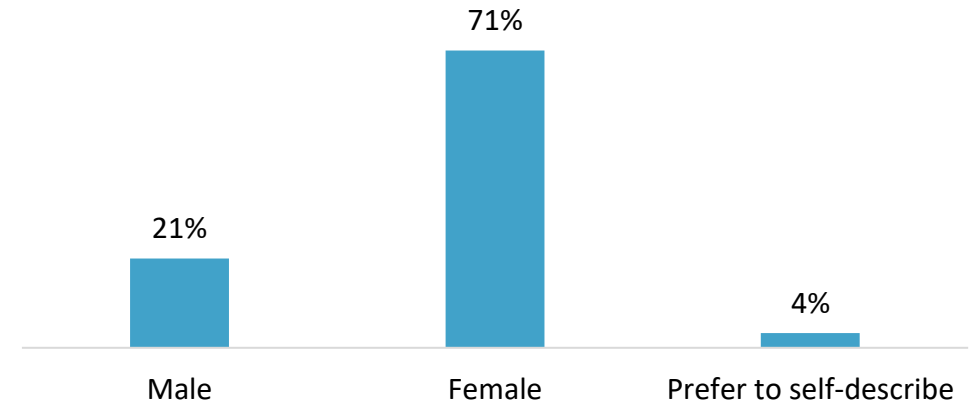
This represents **128%** of participants who completed an Award in 2020 (29). The gender split of participants in Barbados in 2020 was 55% females, 45% males. The Award levels split of completed Awards in 2020 was 72% Bronze, 14% Silver and 14% Gold. The below graphs show the demographic information of our Award participant research respondents:

Award Level of Respondents



46% of Award participant respondents identified themselves as having a disability, with 7% identifying as having a moderate or severe disability.

Award Participants' Gender



APPENDIX 1

Research Survey Data Collection, Summary of Respondent Demographics, and Key Data Points

Young People's Survey: Respondent Demographics: Self-identified disability

46% of Award participant respondents identified themselves as having a disability, with 7% identifying as having a moderate or severe disability.

	No, no difficulty	Yes, some difficulty	Yes, a lot of difficulty	Yes, I cannot do it at all
Do you have difficulty seeing, even when wearing glasses?	89%	11%	0%	0%
Do you have difficulty hearing, even if using a hearing aid?	100%	0%	0%	0%
Do you have difficulty walking or climbing steps?	93%	7%	0%	0%
Do you have difficulty remembering or concentrating?	68%	25%	7%	0%
Do you have difficulty (with self-care such as) washing all over or dressing?	93%	7%	0%	0%
Using your usual language, do you have difficulty communicating (for example, understanding, or being understood by others)?	75%	25%	0%	0%

APPENDIX 1

Research Survey Data Collection, Summary of Respondent Demographics, and Key Data Points

Adults in the Award Survey: Respondent Demographics: Age and Disability Status

There were **27** useable survey responses from Adults in the Award. The number of adults survey responses represents **46%** of adults that were regularly supporting the Award, 59 in total. This is not a representative sample size and future analysis would benefit from more responses from adults in the Award in Barbados.

Further research into the demographics of the adults surveyed compared to those active across Award Centres in Barbados would strengthen this analysis.

The adult respondents were aged 21 – 58
With a mean age of **36**

44% of adults surveyed considered themselves to have a disability, with 7% identifying as having a moderate or severe disability.

APPENDIX 1

Research Survey Data Collection, Summary of Respondent Demographics, and Key Data Points

Adults in the Award Survey: Respondent Demographics: Self-identified disability

44% of adults surveyed considered themselves to have a disability, with 7% identifying as having a moderate or severe disability.

	No, no difficulty	Yes, some difficulty	Yes, a lot of difficulty	Yes, I cannot do it at all
Do you have difficulty seeing, even when wearing glasses?	74%	22%	4%	0%
Do you have difficulty hearing, even if using a hearing aid?	89%	11%	0%	0%
Do you have difficulty walking or climbing steps?	100%	0%	0%	0%
Do you have difficulty remembering or concentrating?	65%	35%	0%	0%
Do you have difficulty (with self-care such as) washing all over or dressing?	96%	4%	0%	0%
Using your usual language, do you have difficulty communicating (for example, understanding, or being understood by others)?	78%	18%	4%	0%

APPENDIX 1

Research Survey Data Collection, Summary of Respondent Demographics, and Key Data Points

Adults in the Award Survey: Respondent Demographics: Gender, Duration of involvement

0% have been supporting the Award for **less than a year.**

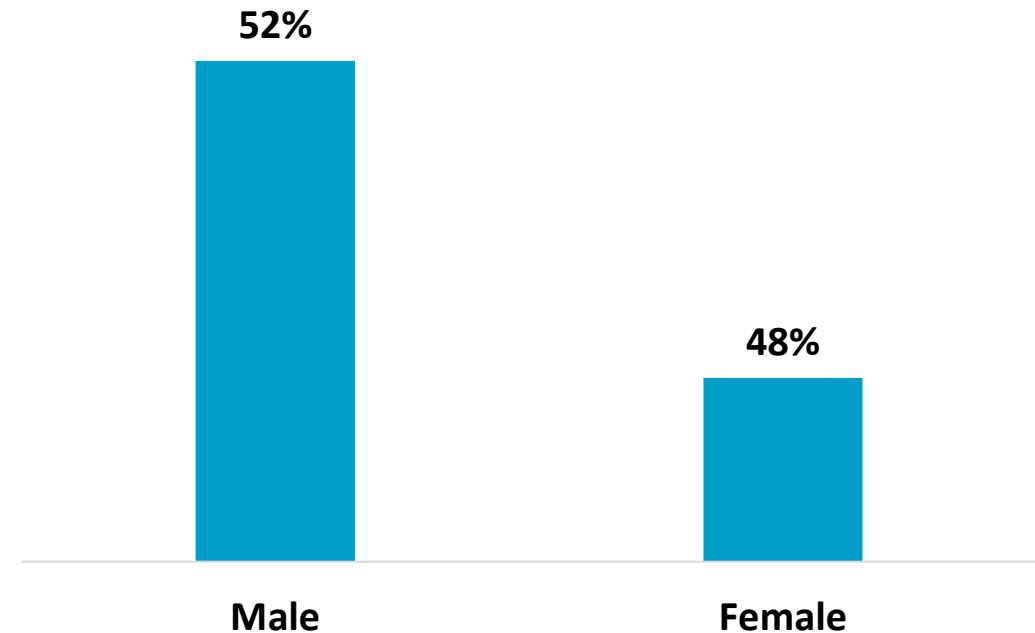
26% for **1 - 5 years**

37% for **6 - 10 years**

11% for **11-15 years**

26% for **16+ years**

Adults' Gender



APPENDIX 1

Research Survey Data Collection, Summary of Respondent Demographics, and Key Data Points

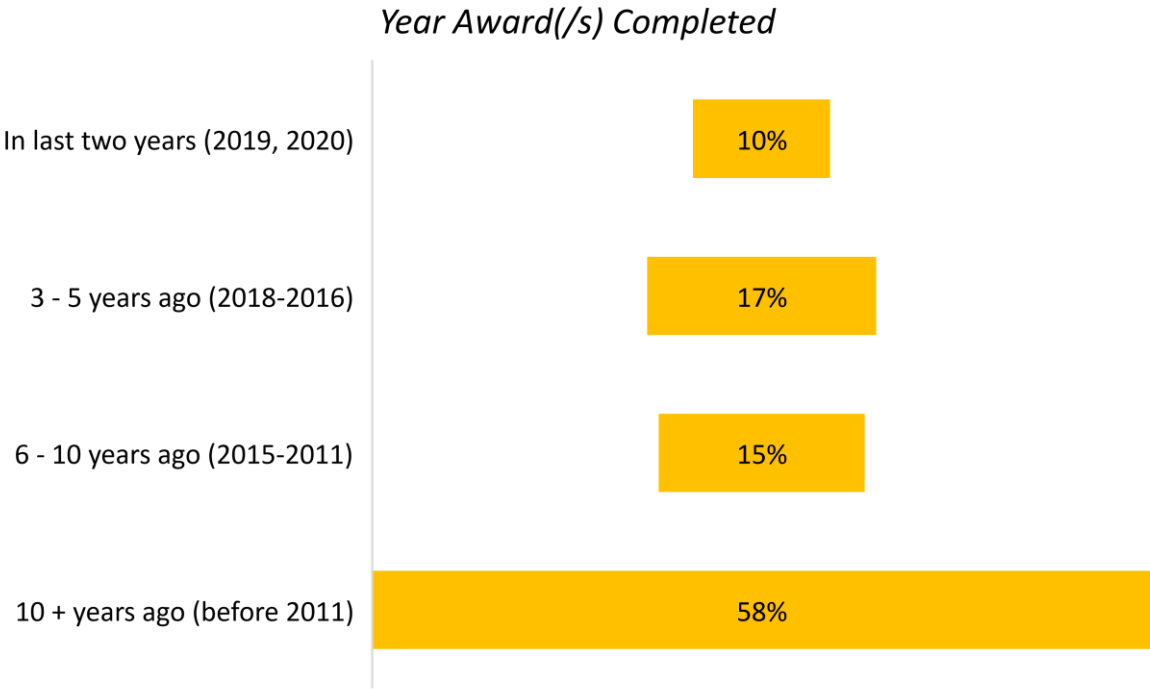
Award Holders’ Survey: Respondent Demographics: Gender, Year Award completed, Language

There were **59** useable survey responses from Award Holders – young people and adults who completed an Award in 2020 or before. Award Holders who completed their Award in 2020 completed their Award at least 6 months before taking completing the research survey.

Award Holder respondents are:
49% female, 51% male

Award Holders completed their
Award on average, **16 years**
before completing the research
survey

49% identified themselves as
having a disability, with 8%
identifying as having a
moderate or severe disability



APPENDIX 1

Research Survey Data Collection, Summary of Respondent Demographics, and Key Data Points

Award Holders' Survey: Respondent Demographics: Self-identified disability

49% identified themselves as having a disability, with 8% identifying as having a moderate or severe disability.

	No, no difficulty	Yes, some difficulty	Yes, a lot of difficulty	Yes, I cannot do it at all
Do you have difficulty seeing, even when wearing glasses?	73%	25%	2%	0%
Do you have difficulty hearing, even if using a hearing aid?	94%	6%	0%	0%
Do you have difficulty walking or climbing steps?	94%	6%	0%	0%
Do you have difficulty remembering or concentrating?	68%	28%	4%	0%
Do you have difficulty (with self-care such as) washing all over or dressing?	96%	4%	0%	0%
Using your usual language, do you have difficulty communicating (for example, understanding, or being understood by others)?	88%	10%	2%	0%

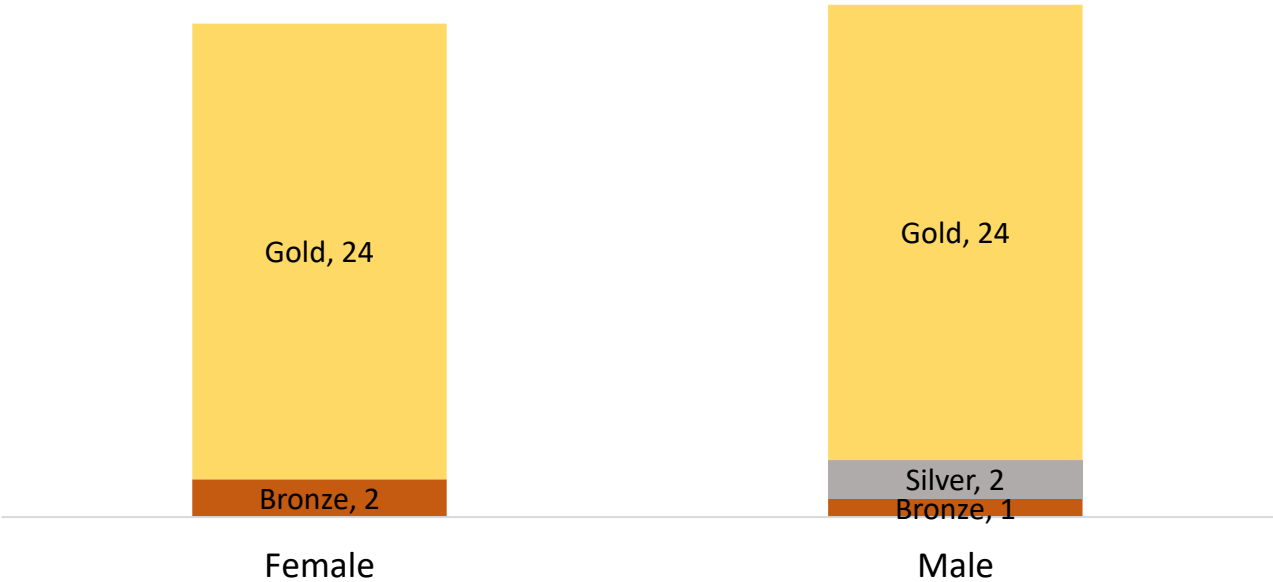
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Research Survey Data Collection, Summary of Respondent Demographics, and Key Data Points



Award Holders’ Survey: Respondent Demographics: Highest completed Award level.

Award Holder Gender and Highest Completed Award Level



APPENDIX 1

Research Survey Data Collection, Summary of Respondent Demographics, and Key Data Points

Key Data Points used from the Award Participant Survey: Award Section Activities

In the research survey, Award participants were asked to detail their levels of engagement in volunteering, skills practice, and physical activity, before the Award, during the Award, and to indicate how much they plan to engage in these activities after the Award.

% of Participants Regularly* Participating in...	Before the Award	During the Award	After the Award	Attribution of any increase in activity levels from before the Award, to during.
Physical Recreation	75%	91%	89%	74%
Voluntary Service	66%	91%	77%	68%
Skills	74%	92%	89%	76%

*Note: Regular engagement is classed *at least once per week* for Skills and Physical Recreation activities, and as *at least once per month* for voluntary service activities. This is because to calculate the wellbeing benefits for Award Holders of their increased time spent on volunteering, skills and physical activity, we use wellbeing values found in secondary literature, specifically from within the HACT Social Value Bank, which base their wellbeing estimations on engagement in skills and physical activities as *at least once per week*, and volunteering activities as *at least once per month*.

Reference: HACT and Daniel Fujiwara (2018). Community investment values from the Social Value Bank. Available at www.socialvaluebank.org

APPENDIX 1

Research Survey Data Collection, Summary of Respondent Demographics, and Key Data Points

Key Data Points used from the Award Participant Survey: Award Section Activities

Here is the same survey data from Award participants, about how regularly they engage in these activities, but displayed as number of hours spent per month on these activities.

Hours spent per month, participating in...	Before the Award	During the Award	After the Award	Attribution of any increase in activity levels from before the Award, to during.
Physical Recreation	8	13	14	74%
Voluntary Service	11	15	12	68%
Skills	9	12	12	76%

APPENDIX 1

Research Survey Data Collection, Summary of Respondent Demographics, and Key Data Points

Key Data Points used from the Award Participant Survey: New Wellbeing and Social Cohesion Pathways

In the research survey, Award participants were asked about their feelings now and to think back to how they felt before the Award.

Award participants agreed with the following statements	Negative Feelings Before the Award	% Total Participants that have seen improvements since starting the Award	Attribution of any positive change in my feelings.
Confidence: I never feel useless	46%	11%	58%
Anxiety/Depression: I have nights where I lose sleep worrying or days where I feel unhappy	72%	20%	59%
Agency: I feel that what happens to me is out of my control	68%	11%	44%
Social Cohesion: I feel like I belong to my community*	54%	75%	60%

*Social Cohesion is shown as % who felt belonging to their community before the Award, % who felt belonging since starting their Award, and attribution to any increase seen by respondents.

APPENDIX 1

Research Survey Data Collection, Summary of Respondent Demographics, and Key Data Points

Key Data Points used from the Award Holders Survey

Data from the Award Holders' Survey was collected to make estimations about how much the 2020 cohort of Award Holders in Barbados, will continue with their engagement in physical recreation, volunteering, and skills activities, following their completion of the Award.

For future value calculations, we use participants' survey responses to find how many participants aim to continue with regular activity in each Award activity, following the Award. We then use drop-off rates to create a drop off activity level rate which decreases year on year following completion of the Award (over the lifetime of the Award Holders). As the values collected from the survey show an increase in activity rather than a drop-off after their Award and the sample size was very low, the literature value for “stickiness” has been used to calculate future value instead of the Alumni drop-off for a more conservative estimate.

	Physical Recreation	Skills	Voluntary Service
% of Award Holders that regularly* engage in this activity during the Award	86%	87%	94%
% of Award Holders that regularly* engage in this activity after the Award (on average, these Holder are 16 years after their Award completion)	81%	65%	70%

*Note: As previously stated, regular engagement is classed *at least once per week* for Skills and Physical Recreation activities, and as *at least once per month* for voluntary service activities.

APPENDIX 1

Research Survey Data Collection, Summary of Respondent Demographics, and Key Data Points

Key Data Points used from the Adults in the Award Survey

- **46%** of adults already volunteered before the Award
- **15%** of adults undertook an Adventurous Journey
- **100%** of adults support the Award voluntarily
- **85%** of adults felt the Award training they completed, gave them additional skills for work
- **33%** 'Deadweight' Training (what % of adults felt they would have attended similar training elsewhere, if they hadn't been involved with the Award)
- **21 hours per year (~2 hours per month)** Average time spent per adult journeying during Adventurous Journeys during 1 year
- **60%** of time adults spent 'journeying' on Adventurous Journeys, that would otherwise be spent exercising

APPENDIX 2

Costs of running The Duke of Edinburgh's International Award Barbados in 2020

The cost of running The Duke of Edinburgh's International Award Barbados in 2020

In order to create a Social Return on Investment (SROI) calculation, we needed to estimate **the 'cash' amount it took to deliver The Duke of Edinburgh's International Award Barbados in 2020**. This value is estimated at \$ 171,200 and includes costs incurred by the National Award Operator, Award Centres, and costs incurred by the Award Holders themselves. You can see the distribution of these costs in the accompanying table.

Award Holders' costs	\$ 9,000
The Duke of Edinburgh's International Award Barbados costs	\$ 147,700
Award Centre Costs	\$ 14,500
Total cost	\$ 171,200

APPENDIX 2

Costs of running The Duke of Edinburgh's International Award Barbados in 2020

The cost of running The Duke of Edinburgh's International Award Barbados in 2020, continued

- **The Duke of Edinburgh's International Award Barbados (NAO) costs** (\$ 147,700) - includes all NAO expenditure over the year, as recorded within yearly financial accounts.
- **Award Centre costs** (\$ 14,500) – includes any supplies, fees, or operational costs that are part of running the Award. These costs are based on an estimate of \$ 500 per Award Centre for each of the 29 Award Centres active in Barbados in 2020.
- **Award Holders costs** (\$ 9,000) – Award Holders costs are based on estimations from the participant and adult surveys. The costs for a participant to complete the Award includes registration fees and costs incurred in undertaking Skills, Physical Recreation and Voluntary Service activities, as well as the Adventurous Journey and Gold Residential Project.

We took into account only participants' costs that were directly attributable to the Award by asking participants to not include costs that they would have incurred even if they were not doing the Award. Total costs are estimated to be \$ 280 for each participant completing the Bronze level, \$ 260 for Silver, and \$ 520 for Gold.

The reliability of these costs could be improved in further research by gathering further cost information. Costs of running and participating in the Award vary due to the flexibility of the Award framework; if a participant is willing to and able to pay for activities that require a lot of money (for example, a private tutor for their skill activity, an Adventurous Journey that requires travel to a far away location, or which requires expert assessors and supervisors such as an Adventurous Journey on water). Conversely, if a participant keeps their activities local and self-led, costs of participation can be kept to a minimum.

