

Why offer the Award

- Enhanced curriculum
Schools are constantly seeking to enhance what they offer to students. The Duke of Edinburgh's Award Programme can assist in this area. As they earn the internationally recognised awards, participants develop highly useful skills.



- Development of young leaders
The Duke of Edinburgh's Award Programme helps young people to foster leadership abilities as they take on the responsibility of managing their progress. 'Dukers' become leaders within their schools and communities.

- Improved discipline
Taking part in the Award helps young people to focus and better manage their time.

- Well-rounded individuals
The variety of the Programme helps youth to broaden their horizons and embrace new experiences.

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

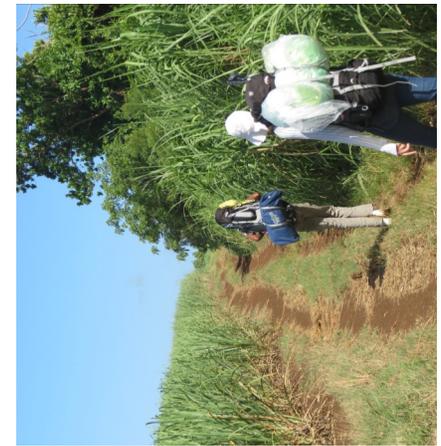
Kandia King-Jones
St. Michael School
(Bronze '00, Silver '01, Gold '03)

*challenging
young people
everywhere*

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Duke of Edinburgh's Award
Barbados

Do the Award ... Take the
Challenge



About the Award

The Duke of Edinburgh's Award gives all young people, 14 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 Duke of Edinburgh's Award in 1956. Starting in Barbados in 1963, we are extremely proud of our forty-nine years of service to the nation's youth.



Since then, the Duke of Edinburgh's Award Barbados has become recognised as a stable programme in

enhancing the life skills of those who undertake the Award. 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 other youth organisations such the Boys Scouts and Girl Guides.

Participants are guided through the Programme by voluntary adult leaders, who are an invaluable resource. Leaders assist participants in choosing activities and in their 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



Service—to encourage service to others
Example: Care of the elderly, service clubs such as the Octagon and Key Clubs, 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, scuba diving

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

Residential Project (Gold only) - 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 14+) 	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.