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THE DUKE OF EDINBURGH'S  
INTERNATIONAL AWARD  
AUSTRALIA



## Scouts, Venturer Scouts and Rover Scouts and The Duke of Edinburgh's International Award

### A Guide to completing a Bronze, Silver or Gold Award whilst completing your peak award in Scouting

By registering for The Duke of Edinburgh's International Award prior to commencing your journey along the Achievement Pathways, Scouts, Venturer Scouts and Rover Scouts can, with a little more effort, earn both their respective section peak award and The Duke of Edinburgh's International Award. You can register for The Duke of Edinburgh's International Award via your State Scout Award Centre or through another Award Unit (such as a school or other community organisation).

This summary outlines the close alignment of the two Awards. Each Award requires its own documentation and record, and the Duke of Ed requires an average of 1 hour per week of effort for each activity over the minimum duration (months). It is important to remember that the Duke of Edinburgh's International Award requires that only **one activity** is selected for each section (unless agreed by the Award Leader). Refer to The Duke of Edinburgh's International Award Handbook for further information.

#### Using Scout activities for The Duke of Edinburgh's International Award Recognition

- i. Scout activities may be used for recognition in both Scout and The Duke of Edinburgh's International Awards. The stipulation though, is that each program requires you to log with the respective organisation – one for Scouting (Scouts | Terrain) and one for The Duke of Edinburgh's International Award (Online Record Book - ORB).
- ii. Scouts doing The Duke of Edinburgh's International Award can only do one activity for each section per Level and activities cannot be counted for more than one section or more than one Level.
- iii. Note that the Duke of Ed does make an allowance for an Award Participant to make an activity change but Scouting members undertaking The Duke of Edinburgh's International Award are to undertake only one activity for each of their peak award components.
- iv. The Duke of Edinburgh's International Award requires regular activity and as a minimum this represents 4 hours min over 4 weeks, typically done and logged as an hour per week
- v. All Award participants are free to choose for themselves the activities they include in each section of their Award, provided that certain criteria are met. This flexibility means that Scouts, Venturer Scouts and/or Rover Scouts are able to complete their Awards almost entirely through their involvement in Scouting, by using a mixture of activities done both within the Scouting movement and outside, or by using

activities done entirely outside. These may contribute towards the Australian Scout, Queen's Scout and/or Baden Powell Scout Awards.

The Award Office provides an extensive (but not exhaustive) list of possible activities (as a guide) via its website [www.dukeofed.com.au](http://www.dukeofed.com.au).

- vi. It is important to ensure that activities to be used towards Scouting Achievement Pathways and awards are approved by the Unit Council prior to commencement.

### **Outdoor Adventure Skills**

- i. Progressions in specific streams of Outdoor Adventure Skills may be utilised towards elements of The Duke of Edinburgh's International Award (e.g. Physical Recreation or Skills). You would need to articulate the goals appropriately for The Duke of Edinburgh's International Award section.

### **Duke of Edinburgh's International Award Adventurous Journeys vs Scout Adventurous Journeys**

- i. Specific arrangements have been negotiated regarding the supervision for journeys undertaken by Scout members. While The Duke of Edinburgh's International Award expeditions, known as an Adventurous Journey, generally require an accompanying supervisor (experienced adult) at the practice trip level, and the supervisor making less frequent contact for the qualifying Adventurous Journey, depending on the risk management policy of the Award Unit (e.g. a school, youth club) and the competence of the group at the test level, this is not always a requirement for Scouts.
- ii. The Duke of Edinburgh's Award acknowledges that for a Scout peak award Adventurous Journey, Leaders or other adults are not likely to be exercising direct supervision in journeys that Venturer Scouts and Rover Scouts undertake to gain the relevant award. It has been agreed however, that because of the high standards and close checking of Queen's Scout and Baden-Powell Scout Award Adventurous Journeys, such Adventurous Journeys will satisfy The Duke of Edinburgh's International Award requirements, provided that all other requirements of The Duke of Edinburgh's International Award Adventurous Journey section are met, which would be the case regarding team work, duration, daily effort, preparation, log and reporting.

### **For further information from Scouts Australia:**

Guidelines for Participation in The Duke of Edinburgh 's International Award by Scouts, Venturer Scouts and Rover Scouts - Scouts Australia

### **Note:**

If the participant requires to **add an extra 6 months** to a section in either the Silver or Gold Awards **due to not having completed the previous Award level**, it will be the equivalent of 3 Special Interest Awards in the Special Interest Area chosen. This is subject to the participant discussing their plans with their Unit Council and re-evaluating and adjusting goals in the chosen activity as required to meet the requirements for the Scouts Australia Achievement Pathways.

Duke of Edinburgh's International Award Sections	Equivalent to the following in the Achievement Pathways (NB: some may require a little more effort in order to fully achieve the Special Interest Award targeted by the participant)					Notes
<b>Voluntary Service – Bronze Award</b> 3 months – Average 1 hour per week (minimum of 13 hours effort)	<b>Special Interest Area - Growth and Development</b> 2 x 8hr projects (Scout section) <b>OR</b> 1 x 12hr project (Venturer Scout section) <b>OR</b> 1 x 18hr project (Rover Scout section)	or	<b>Special Interest Area – Environment</b> 2 x 8hr projects (Scout section) <b>OR</b> 1 x 12hr project (Venturer Scout section) <b>OR</b> 1 x 18hr project (Rover Scout section)	or	<b>Special Interest Area – Creating a Better World</b> 2 x 8hr projects (Scout section) <b>OR</b> 1 x 12hr project (Venturer Scout section) <b>OR</b> 1 x 18hr project (Rover Scout section)	The Special Interest Area project must be defined around volunteering or service in the community
<b>Skills – Bronze Award</b> 3 months – Average 1 hour per week (minimum of 13 hours effort)	<b>Special Interest Area – Arts &amp; Literature</b> 2 x 8hr projects (Scout section) <b>OR</b> 1 x 12hr project (Venturer Scout section) <b>OR</b> 1 x 18hr project (Rover Scout section)	or	<b>Special Interest Area – STEM &amp; Innovation</b> 2 x 8hr projects (Scout section) <b>OR</b> 1 x 12hr project (Venturer Scout section) <b>OR</b> 1 x 18hr project (Rover Scout section)	or	<b>Special Interest Area – Growth &amp; Development</b> 2 x 8hr projects (Scout section) <b>OR</b> 1 x 12hr project (Venturer Scout section) <b>OR</b> 1 x 18hr project (Rover Scout section)	
<b>Physical Recreation – Bronze Award</b> 3 months – Average 1 hour per week (minimum of 13 hours effort)	<b>Special Interest Area – Adventure &amp; Sport</b> 2 x 8hr projects (Scout section) <b>OR</b> 1 x 12hr project (Venturer Scout section) <b>OR</b> 1 x 18hr project (Rover Scout section)					The Special Interest Area project must be defined around physical recreation.

Duke of Edinburgh's International Award Sections	Equivalent to the following in the Achievement Pathways (NB: some may require a little more effort in order to fully achieve the Special Interest Award targeted by the participant)					Notes
<b>Adventurous Journey – Bronze Award</b> Training, and 2-day/1-night Qualifying Adventurous Journey	<b>Adventurous Journey</b> 2 days, 1 night (Scout section)					Journey length is equivalent of Stage 4 Bushwalking Outdoor Adventure Skills
<b>Voluntary Service - Silver Award</b> 6 months – Average 1 hour per week (minimum of 26 hours effort)	<b>Special Interest Area - Growth &amp; Development</b> 2 x 12hr projects (Venturer Scout section) <b>OR</b> 2x 18hr projects (Rover Scout section)	or	<b>Special Interest Area - Environment</b> 2 x 12hr projects (Venturer Scout section) <b>OR</b> 2x 18hr projects (Rover Scout section)	or	<b>Special Interest Area - Creating a Better World</b> 2 x 12hr projects (Venturer Scout section) <b>OR</b> 2x 18hr projects (Rover Scout section)	The Special Interest Area project must be defined around volunteering or service in the community.
<b>Skills – Silver Award</b> 6 months – Average 1 hour per week (minimum of 26 hours effort)	<b>Special Interest Area - Arts &amp; Literature</b> 2 x 12hr projects (Venturer Scout section) <b>OR</b> 2x 18hr projects (Rover Scout section)	or	<b>Special Interest Area - STEM &amp; Innovation</b> 2 x 12hr projects (Venturer Scout section) <b>OR</b> 2x 18hr projects (Rover Scout section)	or	<b>Special Interest Area - Growth &amp; Development</b> 2 x 12hr projects (Venturer Scout section) <b>OR</b> 2x 18hr projects (Rover Scout section)	
<b>Physical Recreation – Silver Award</b> 6 months – Average 1 hour per week (minimum of 26 hours effort)	<b>Special Interest Area - Adventure &amp; Sport</b> 2 x 12hr projects (Venturer Scout section) <b>OR</b> 2x 18hr projects (Rover Scout section)					The Special Interest Area project must be defined around physical recreation.

Duke of Edinburgh's International Award Sections	Equivalent to the following in the Achievement Pathways (NB: some may require a little more effort in order to fully achieve the Special Interest Award targeted by the participant)					Notes
<b>Adventurous Journey – Silver Award</b> Training, Practice and 3-day/2-night Final Adventurous Journey	<b>Adventurous Journey</b> 3 days, 2 nights (Venturer Scout or Rover Scout section) – 7 hours / Day					
<b>Note: an extra 6 months of effort must be undertaken in either Service, Skills or Physical Recreation at Silver Award level if the participant has NOT completed their Bronze Award.</b>						
<b>Voluntary Service – Gold Award</b> 12 months – Average 1hr per week (minimum of 52 hours effort)	<b>Special Interest Area - Growth and Development</b> 4 x 12hr projects (Venturer Scout section) <b>OR</b> 3 x 18hr projects (Rover Scout section)	or	<b>Special Interest Area - Environment</b> 4 x 12hr projects (Venturer Scout section) <b>OR</b> 3 x 18hr projects (Rover Scout section)	Or	<b>Special Interest Area - Creating a Better World</b> 4 x 12hr projects (Venturer Scout section) <b>OR</b> 3 x 18hr projects (Rover Scout section)	The Special Interest Area project must be defined around volunteering or service in the community
<b>Skills – Gold Award</b> 12 months – Average 1hr per week (minimum of 52 hours effort)	<b>Special Interest Area - Arts &amp; Literature</b> 4 x 12hr projects (Venturer Scout section) <b>OR</b> 3 x 18hr projects (Rover Scout section)	or	<b>Special Interest Area - STEM &amp; Innovation</b> 4 x 12hr projects (Venturer Scout section) <b>OR</b> 3 x 18hr projects (Rover Scout section)	or	<b>Special Interest Area - Growth &amp; Development</b> 4 x 12hr projects (Venturer Scout section) <b>OR</b> 3 x 18hr projects (Rover Scout section)	

Duke of Edinburgh's International Award Sections	Equivalent to the following in the Achievement Pathways (NB: some may require a little more effort in order to fully achieve the Special Interest Award targeted by the participant)					Notes
<b>Physical Recreation – Gold Award</b> 12 months – Average 1hr per week (minimum of 52 hours effort)	<b>Special Interest Area - Adventure &amp; Sport</b> 4 x 12hr projects (Venturer Scout section) <b>OR</b> 3 x 18hr projects (Rover Scout section)					The Special Interest Area project must be defined around physical recreation.
<b>Adventurous Journey – Gold Award</b> Training, Practice and 4-day/3-night final Adventurous Journey	<b>Adventurous Journey</b> 4 days, 3 nights (Venturer Scout or Rover Scout section) 8 hours / day					Equivalent of Queen's Scout or Baden-Powell Scout Award Adventurous Journey, with additional components from the relevant Outdoor Adventure Skill to the Journey activity discipline
<b>Residential Project – Gold Only</b> 5 days (4 nights)	<b>Leadership Camp</b>	or	<b>Jamboree type activity</b>	or	<b>Non-Scouting Options</b> (e.g. RYLA/RYPERN)	Must be with people not normally mix with
<b>Note: an extra 6 months of effort must be undertaken in either Service, Skills or Physical Recreation at Gold Award level if the participant has NOT completed their Silver Award.</b>						

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