



**Welcome**

## A bit about us

Mr D Hawkins

Miss N Lander



**What is the DofE?**

Your DofE programme is a real adventure.  
It doesn't matter who you are or where you're from.  
You just need to be aged between 14 and 24.

You can do DofE programmes at three levels:

- **Bronze** (aged 14+)
- **Silver** (aged 15+)
- **Gold** (aged 16+)

...which lead to a Duke of Edinburgh's Award.

You achieve an Award by completing a personal programme of activities in four sections:

- **Volunteering:** undertaking service to individuals or the community.
- **Physical:** improving in an area of sport, dance or fitness activities.
- **Skills:** developing practical and social skills and personal interests.
- **Expedition:** planning, training for and completion of an adventurous journey in the UK or abroad.

# Bronze Award (14+ years old)

Volunteering	Physical	Skills	Expedition
3 months	3 months	3 months	Plan, train for and complete a 2 day, 1 night expedition

*All participants must undertake a **further** 3 months in the Volunteering, Physical or Skills section.*

Pupils are able to back date one of the three sections by three months from the date of enrolment

E.g. A six month section would only take a further three months to complete.



Choosing an activity



# Choosing activities

There is a massive choice of activities that count towards DofE programmes. You can select practically any activity you want – as long as it's legal and morally acceptable.

- Activities are placed in specific sections for a reason.
- You need to choose activities you are going to enjoy.
- Activities could be something that you are already doing or perhaps one you've always wanted to try.

# Choosing activities

Think about what you want to do for each section, and check with your DofE Leader that your choices can be counted.

Use the helpful lists and category finder on **[www.DofE.org/sections](http://www.DofE.org/sections)**.



**The sections**



**The sections: Volunteering**

# Volunteering

## Aim

- To inspire young people to make a difference within their communities or to an individual's life and develop compassion by giving service to others.



# Benefits

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- Learn about their community and feel a sense of belonging and purpose.
- Learn to take responsibility for their communities and their own actions.
- Build new relationships.
- Further understand their own strengths and weaknesses.
- Develop teamwork and leaderships skills.
- Trust others and be trusted.
- Enjoy new adventures.

# What is required?

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- Volunteering is simple. It's about choosing to give time to something useful, without getting paid.
- Volunteering for a charity is ideal.
- Team volunteering can be beneficial to you and to the project you choose.
- Volunteering for a business or profit making organisation, unless it is a registered charity, is not allowed.

# Volunteering categories

- Helping people
- Community action and raising awareness
- Coaching, teaching and leadership
- Working with the environment or animals
- Helping a charity or community organisation







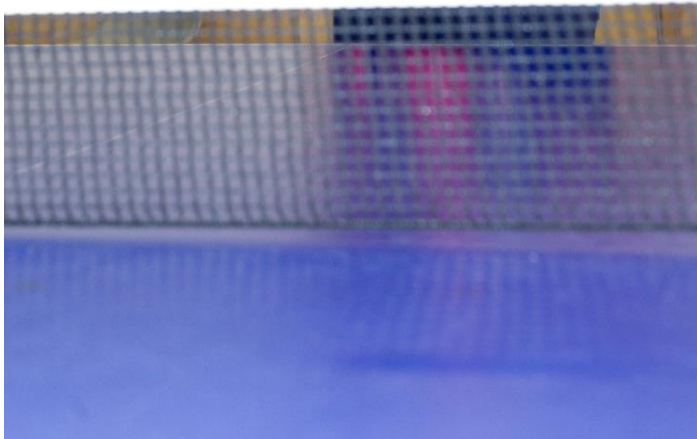
The sections: Physical

# Physical



## Aim

- To inspire young people to achieve greater physical fitness and a healthy lifestyle through participation and improvement in physical activity.



# Benefits

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- Enjoy keeping fit.
- Improve fitness.
- Discover new abilities.
- Raise self-esteem.
- Extend personal goals.
- Set and respond to a challenge.
- Experience a sense of achievement.

# What is a physical activity?

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In short, anything that requires a sustained level of physical energy and involves doing an activity.

You are free to do this section independently or as part of a team.

# Physical categories

- Team sports
- Individual sports
- Water sports
- Racquet sports
- Dance
- Fitness
- Extreme sports
- Martial arts





The sections: Skill

# Skills



## Aim

- To inspire young people to develop practical and social skills and personal interests.

# Benefits

- Develop a new talent.
- Improve self-esteem and confidence.
- Develop practical and social skills.
- Develop better organisational and time management skills.
- Sharpen research skills.
- Learn how to set and rise to a challenge.



# Something old or something new

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Ultimately you must be able to prove that you have broadened your understanding and increased your expertise in the chosen skill.

Activities can be undertaken on either an individual or group basis.

# Skills categories

- Creative arts
- Performance arts
- Science and technology
- Care of animals
- Music
- Life skills
- Learning and collecting
- Media and communication
- Natural world
- Games and sports





The sections: Expedition

# Expedition



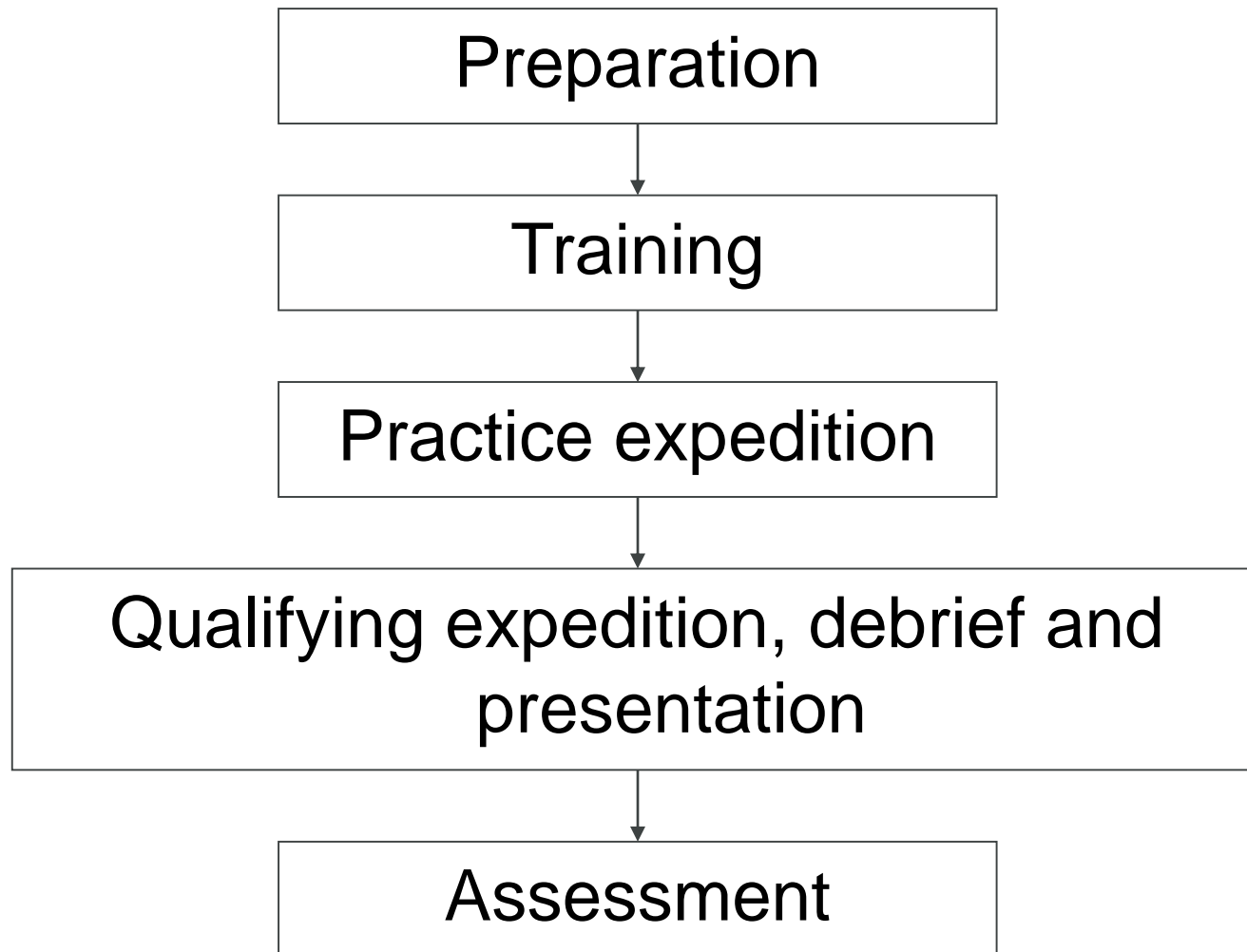
## Aim

- To inspire young people to develop initiative and a sense of adventure and discovery, by planning, training for and completing an adventurous journey as part of a team.

# Benefits

- Gain an appreciation of and respect for the outdoor environment.
- Learn the value of sharing responsibility for success.
- Learn the importance of attention to detail and organisational ability.
- Develop and demonstrate enterprise and imagination.
- Become more self-reliant.
- Become more able to overcome challenges.
- Recognise the needs and strengths of others.
- Improve decision-making skills and the ability to accept consequences.
- Gain skills to reflect on personal performance.
- Learn to manage risk.
- Learn through experience.

# The expedition process



# Timescales for qualifying expeditions

<b>Level</b>	<b>Duration</b>	<b>Minimum hours of planned activity each day</b>
<b>Bronze</b>	2 days and 1 night	At least 6 hours during the daytime (at least 3 of which must be spent journeying)
<b>Silver</b>	3 days and 2 nights	At least 7 hours during the daytime (at least 3½ of which must be spent journeying)
<b>Gold</b>	4 days and 3 nights	At least 8 hours during the daytime (at least 4 of which must be spent journeying)



**At Hardenhuish School**



# Training Groups:

## Group A

**Surnames starting with  
a letter between A and H**

## Group B

**Surnames starting with  
a letter between I and Z**

This will change in Term 4 when  
participants form into groups

## Training sessions

- The first training session will be on Thursdays in September. After this initial session the pupils will be split into two groups; each group will receive training on alternate weeks.
- A register will be taken at each training session
  - if a pupil fails to attend two sessions, they will have a meeting with the Duke of Edinburgh Coordinators
  - If they then miss another session, they will be asked to leave the Duke of Edinburgh programme at Hardenhuish School.
- If a pupil has a valid reason for not to attend a training session, they need to inform the school before the start of the session.

## e-DofE

- What is it?
- Every pupil will be provided with log in details.
- We will run sessions on how to use the e-DofE system with the pupils.
- You must ensure you regularly log into your e-DofE account
- But access will not start till Term 1

## Volunteering/Physical/Skill sections

- These sections need to be chosen and organised by pupils individually.
- Each section needs to be approved by the DofE leaders.
- Each section must be confirmed by an adult not related to you. Ideally someone with expertise in the area.

## Expeditions

- We will be running up to two practise expeditions and up to two assessed expedition during the academic year.
- All pupils will be invited to attend one practise and one assessed weekend as long as all the requirements are met.

## Expeditions

- **Pupils will only be invited to participate in the expeditions with Hardenhuish School if all 3 sections are completed by end of Term 3.**

## Expeditions

- Any pupil who does not complete the 3 sections **end of Term 3** will be asked to leave the Hardenhuish D of E programme.

- Dates for the Expeditions in 2018 are still to be confirmed and notification will be given via a letter and email.



# Cost of participation

- This year is £90
  - Which can be paid in one lump sum being paid with the return of the enrolment form
  - Spread over 3 x £30 payments,
    - The first payment being paid with the return of the enrolment form and skills matrix by the end of term 6
    - Remaining two payments due by the end of **September** and the end of **November**
    - Pupil Premium funding, a reduced rate will be available on Wisepay

Mr. Hawkins and Miss. Lander  
will be at the front for questions.

Thank you for your time.