

Summary of Award RequirementsAt-A-Glance Guide To Completing The Duke of Edinburgh Award



Award Level & Age Requirements	Community Service	Skills	Physical Recreation	Adventurous Journey	Gold Project
	Challenge yourself to make a positive difference in your community.	Challenge yourself to improve your skills and widen your interests.	Challenge yourself to improve your health and fitness, whatever your starting point.	Challenge yourself in planning, preparing and undertaking a journey with a group of peers.	Challenge yourself to work with new people towards a common goal in an unfamiliar setting. Additional requirement at the Gold level.
	Average of one hour per week dedicated to each activity over the time period specified for the level.			Preparation and Training	
BRONZE	13 weeks	13 weeks	13 weeks	Practice Journey: 1 day (night out optional)	
Minimum start age is 14. Qualify in four sections as indicated.	Section Major: All participants starting at Bronze are Direct Entrants and must complete an additional 13 weeks in one Section (Voluntary Service, Skill, OR Physical Recreation).			Qualifying Journey: 2 days + 1 night 6 hours of purposeful effort each day.	
SILVER Minimum start age	26 weeks 26 weeks 26 weeks Section Major: Direct Entrant participants (have not achieved Bronze) must complete an additional 26 weeks in one Section (Voluntary Service, Skill, OR Physical Recreation).			Preparation and Training Practice Journey: 1 day + 1 night out	
is 15. Qualify in four sections as indicated.				Qualifying Journey: 3 days + 2 nights 7 hours of purposeful effort each day.	
GOLD	52 weeks	52 weeks	52 weeks	Preparation and Training Practice Journey:	
Minimum start age is 16. Qualify in five sections as indicated.	Section Major: Direct Entrant participants (have not achieved Silver) must complete an additional 26 weeks in one Section (Voluntary Service, Skill, OR Physical Recreation).			1 day + 1 night out Qualifying Journey: 4 days + 3 nights 8 hours of purposeful effort each day.	5 days + 4 nights
Examples:	Supporting people in the community, youth work, community education, health education, environmental service, charity work, supporting a local emergency service etc.	Music, computer programming, performance skills, leadership, coaching, arts and crafts, nature and the environment, media and communications, technical and vocational skills, cooking etc. Activity must be passive and/or non-athletic.	Individual or team activities such as ball and racket sports, athletics, cycling, water sports, winter sports, martial arts, animal sports, fitness activities, adventure sports, street sports etc.	Expedition: bicycle, canoe, kayak, hike, horseback, snowshoe, etc. Exploration: should be of an environmental or historic nature. Other: For other types of Adventurous Journey speak to your Award Leader for options and approval.	Training courses, student exchanges, cultural or service projects, conferences, adventurous expeditions, etc. Participants must be at least 16 to begin any aspect of the Gold level.