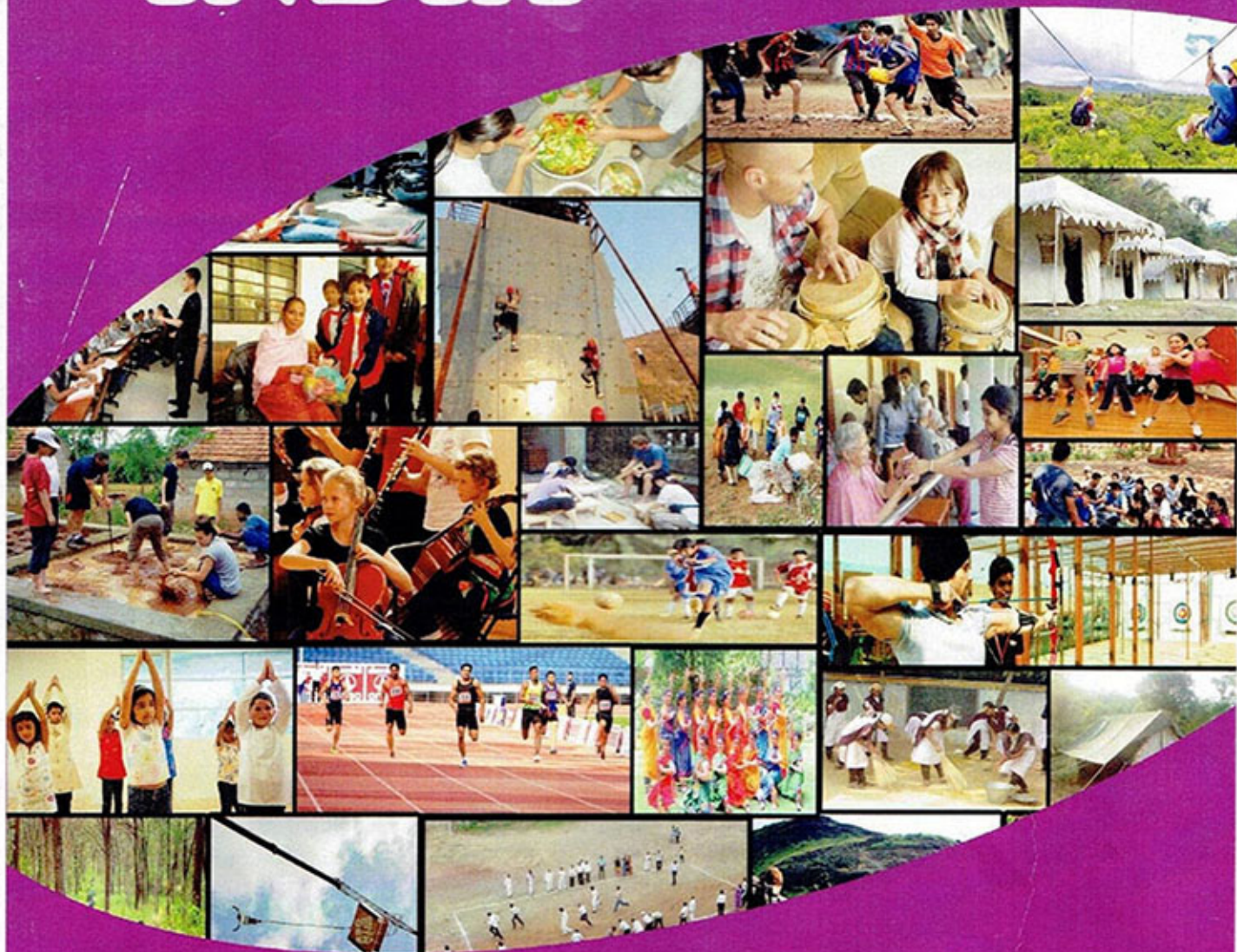




# AWARD INDIA



**THE INTERNATIONAL AWARD  
FOR YOUNG PEOPLE**

Proud to deliver

**THE DUKE OF EDINBURGH'S  
INTERNATIONAL AWARD**







# WHAT IS IAYP

The Duke of Edinburgh's Award Scheme was introduced in Britain in 1956 to motivate young people to undertake a balanced Programme of activities to promote self-development. A small experienced team with great vision designed the Programme: Prince Philip, the Duke of Edinburgh; Dr. Kurt Hahn, Headmaster of Salem and Gordonstoun Schools, and Lord Hunt, leader of the first team to conquer Mr. Everest. Today, the Award is run in about 129 countries with an enrolment figure of about 5 million. In India, this Award Scheme is called the International Award for Young People.

"The Programme is intended to help both the young and those people who take an interest in their welfare. It is designed to challenge the individual to personal achievement, and a guide to those people and organizations who are concerned about the development of our future citizens."

- HRH the Duke of Edinburgh

The Award Programme is available to all including the handicapped /disadvantaged young people with special needs. It entails voluntary participation by young people as well as adult helpers. It is a non-competitive individual challenge that requires persistence and commitment. The Award Programme is truly international and deliberately disassociates itself from party politics.

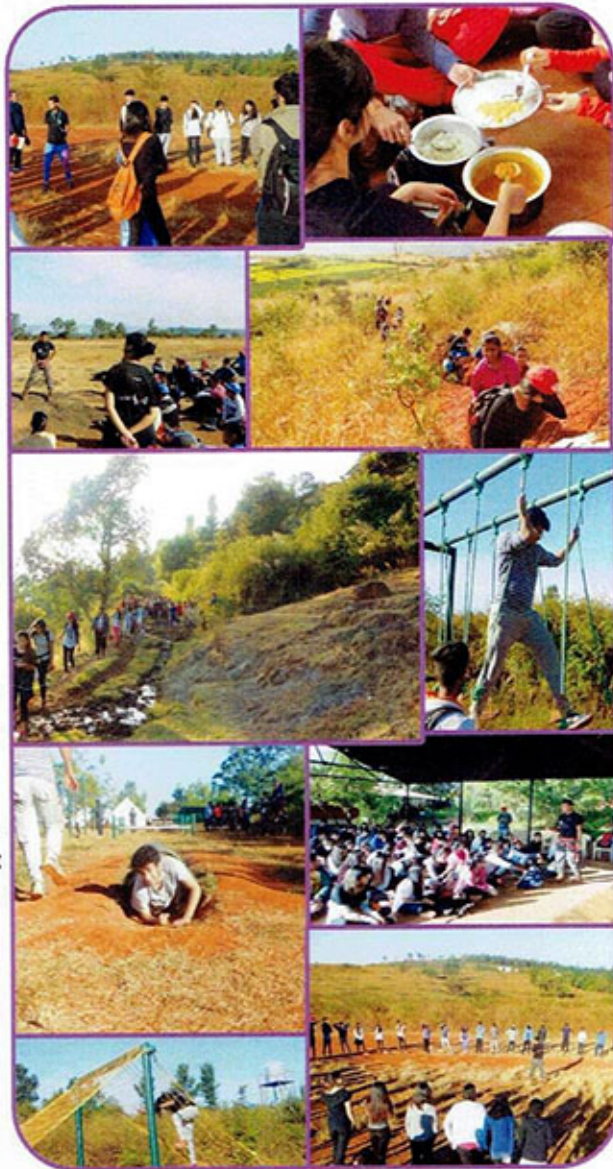
The aims of the Programme are to establish a lifelong ability to set and achieve personal goals and in doing so to encourage:

- Personal discover and self knowledge
- Self reliance and self discipline, motivation and enterprise
- Initiative, enthusiasm and creative vision
- Community involvement and social responsibility
- A sense of values and an understanding of their place in decision making
- The spirit of adventure and team-work
- Sound physical and mental health

For each Award young people have to complete the requirements in each of 4 sections. Qualifying standards are measured in terms of progress, proficiency and sustained effort. The sections are:

- **The Service** Section is intended to develop a sense of community and family responsibility. Options in this section include conservation work; first aid and home nursing; voluntary section in hospitals or community home, etc.
- **The Adventurous Journey** Section aims to cultivate a spirit of adventure and discovery and an understanding of one's environment. The importance of working together as a team with a common purpose becomes essential.
- **The Skills** Section develops cultural, vocational or manual skills. There are over 200 approved skills from which to choose including agriculture, carpentry, music, communications, entrepreneurial skills, etc.
- **The Physical Recreation** Section encourages participation in physical activities for personal fitness

Over the last 50 years, the Programme has been operated largely through schools, Colleges and other youth institutions. An International Special project initiated early this year, has taken the Award to the streets, allowing underprivileged young people to participate in the Programme as well. Known as the Salaam Award Project in India, this initiative aims to harness the potential of disadvantaged urban youth within the activities of the Award Programme and to encourage them to grow from their own strengths. The International Award for Young People aims to act as a catalyst to encourage independence, inert-dependence and self-help among socially isolated and vulnerable youth.





# BRONZE LEVEL

## TRAINING

### SKILL: 3 MONTHS

Regular effort and improvement must and any qualifications gained must be mentioned in a report.

### SERVICE: 3 MONTHS

Regular attendance at a preferred service center must be insured and a detailed account of all practical work done must be submitted. Any specific qualifications/achievements must also be included in the account.

### PHYSICAL RECREATION: 3 MONTHS

Regular effort must be made to improve the level of physical fitness. A detailed account of the nature of the skill and extent of training is necessary. Any qualifications gained must be mentioned in this account.

### ADVENTUROUS JOURNEY : 2 DAYS+1 NIGHTS

#### *To Encourage a spirit of Adventure & Discovery*

**Safety Precautions:** Safety factors regarding expedition techniques, appropriate clothing, equipment, sensible load carrying, efficient route planning etc. Discipline to be discussed. Procedure to deal with any type of accident.

**MAP READING:** Definition, folding, types, scale of maps. Use of conventional signs and symbols, easting and northing. Use of maps in route planning.

**USE OF COMPASS:** Elementary compass work, points of compass, magnetic north and magnetic variations. Directions, purpose, plotting and conversion of magnetic and grid bearings. Practical work in setting up a map and using a compass.

TEAM BUILDING & LEADERSHIP TRAINING  
UNDERSTANDING THE JOURNEY  
FIRST AID & EMERGENCY PROCEDURES  
USE OF EQUIPMENTS  
TECHNICAL SKILLS IN MODE OF TRAVEL  
OBSERVATION AND RECORDING SKILLS

#### Note:

1. In case of skill, service and physical recreation sections students need to put in 12 hours in each section spread over 3 months, which can be broken down to 1 hour per week spent on each section for 3 months with regularity.
2. The activities need to be done outside normal school academic hours.
3. All participants must do an extra 3 months in either physical recreation or skills or service.

## QUALIFYING

### SKILL: 3 MONTHS

Regular effort and improvement must and any qualifications gained must be mentioned in a report.

### SERVICE: 3 MONTHS

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