



What is the Joint Award Initiative (JAI)?



What is the Award?

The Award is ...the world's leading achievement award for young people.

It's about going the extra mile – learning new skills for work and life, getting fitter, helping others and exploring the countryside.

A few of our Guiding Principles

- Achievable by all
- Personalised
- Progressive
- Achievement focused
- Demand commitment
- Enjoyable



What is the Joint Award Initiative?

Gaisce - The President's Award and The Duke of Edinburgh's Award work in partnership through the Joint Award Initiative (JAI).

This offers Award participants in Northern Ireland a choice of recognition for their achievements.

They can choose a Duke of Edinburgh's Award, a Gaisce – The President's Award or a Duke of Edinburgh's International Award Certificate.

Young people also have a choice of Gold Award Presentation.



Bronze, Silver and Gold Awards

- There's **loads of activities** to choose from — most activities can count towards an Award.
- Use the helpful programme ideas list on www.theawardni.org
- Activities could be something that the young people are **already doing or completely new**.
- **Weekend, lunch and after school** clubs and activities will count!
- Only **1 hour a week** per section.
- Just need someone other than a family member to **write a statement when the activity has been finished**.

My dashboard
BRONZE

Choose your timescales
Select how you spend your time

Volunteering	Physical	Skills
3 months	3 months	6 months
3 months	6 months	3 months
6 months	3 months	3 months

SUBMIT

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.
- At Gold level, you must do an additional **Residential** section, which involves working and staying away from home doing a shared activity.

Bronze Award - time and age requirements

Age: Year 10 - the school year in which the young person turns 14



Volunteering

3 months

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



Physical

3 months



Skills

3 months



Expedition

2 days and 1 night

At least **6 hours** of planned activity each day.

Silver Award - time and age requirements

Age: Year 11 - the school year in which the young person turns 15



Volunteering

6 months

Participants who have not achieved their Bronze Award must undertake a further **6 months** in either the Volunteering, or the longer of the Skills or Physical sections.



Physical

One Section for **6 months**
and the other for **3 months**



Skills



Expedition

3 days and 2 nights

At least **7 hours** of
planned activity each
day.

Gold Award - time and age requirements

Age: 16+



Volunteering

12 months

Participants who have not achieved their Silver Award must undertake a further **6 months** in either the Volunteering or the longer of the Skills or Physical sections.



Physical

One Section for **12 months**
and the other for **6 months**



Skills



Expedition

4 days and 3 nights

At least **8 hours** of
planned activity each
day.



Residential

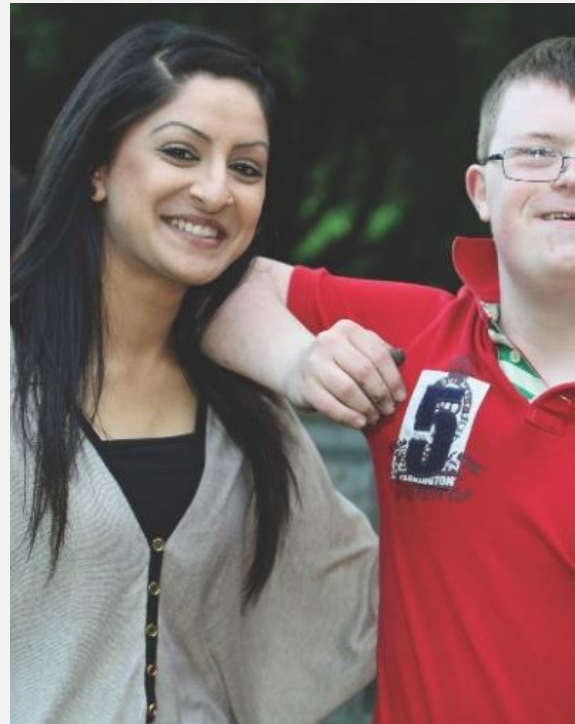
**5 days and
4 nights**

Shared activity in a
residential setting
away from home.

All Awards must be completed by the participant's 25th birthday.

Volunteering

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.



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

***** Unfortunately volunteering at commercial businesses cannot be accepted***

Volunteering can be done as a team and up to 25% of time can be used for training

Volunteering – the benefits for young people

- 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.



Physical

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



- Team Sports
- Individual Sports
- Water Sports
- Racquet Sports
- Dance
- Fitness
- Extreme Sports
- Martial Arts

Can be done independently
or as part of a team

Physical – the benefits for young people

- 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.



Skills

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



- Creative Arts
- Performance Arts
- Science & Technology
- Music
- Life Skills
- Learning & Collecting
- Media & Communications

Can be undertaken on either an individual or group basis.

Skills – the benefits for young people

- 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.



Expedition

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.

Young people will be **unaccompanied** and **self-sufficient**.

Groups of 4-7 participants

Training will include:

- Campcraft
- Navigation
- First Aid
- Countryside code



Expedition – the benefits for young people

- Gain an appreciation of and respect for the outdoors.
- Learn the value of sharing responsibility for success.
- Learn the importance of attention to detail and organisational ability.
- 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.
- Learn to manage risk.
- Learn through experience.



Expedition - ideas

This can be overseas or close to home:

- Exploring team dynamics on foot in Donegal.
- Using cycle paths in Germany to compare to NI.
- Following a disused railway track by wheelchair.
- Utilising canoe trails in Canada on a wilderness trip.
- Exploring bridle paths in Donard Glen, Wicklow.



Residential (Gold level only)

To inspire participants through a concentrated involvement with people they don't know, who are usually from different backgrounds, and bring alternative views to the challenges they will face.



- Assisting at a kids' summer camp.
- Joining a conservation project.
- Doing a photography course.
- Improving language skills on an intensive course.

Residential – the benefits for young people

- Meet new people.
- Develop the confidence to thrive in an unfamiliar environment.
- Build new relationships and show concern for others.
- Work as part of a team towards shared goals.
- Accept responsibility for themselves and others.
- Develop communication skills and effective coping mechanisms.
- Develop respect and understanding for others.
- Show initiative.
- Develop the skills and attitudes to live and work with others.



Why take part?

So why should young people do their Award?

It's hard to list all the benefits of achieving an Award, so here's a quick snapshot. They'll...

- Have lots of fun
- Get healthier and happier
- Meet incredible people and make lasting friendships
- Have amazing new experiences
- Find talents they didn't know they had
- Gain skills that employers value, which they can reference on their CV
- Become more confident and independent
- Stand out from the crowd in college, university and job applications
- Make memories that will last a lifetime.

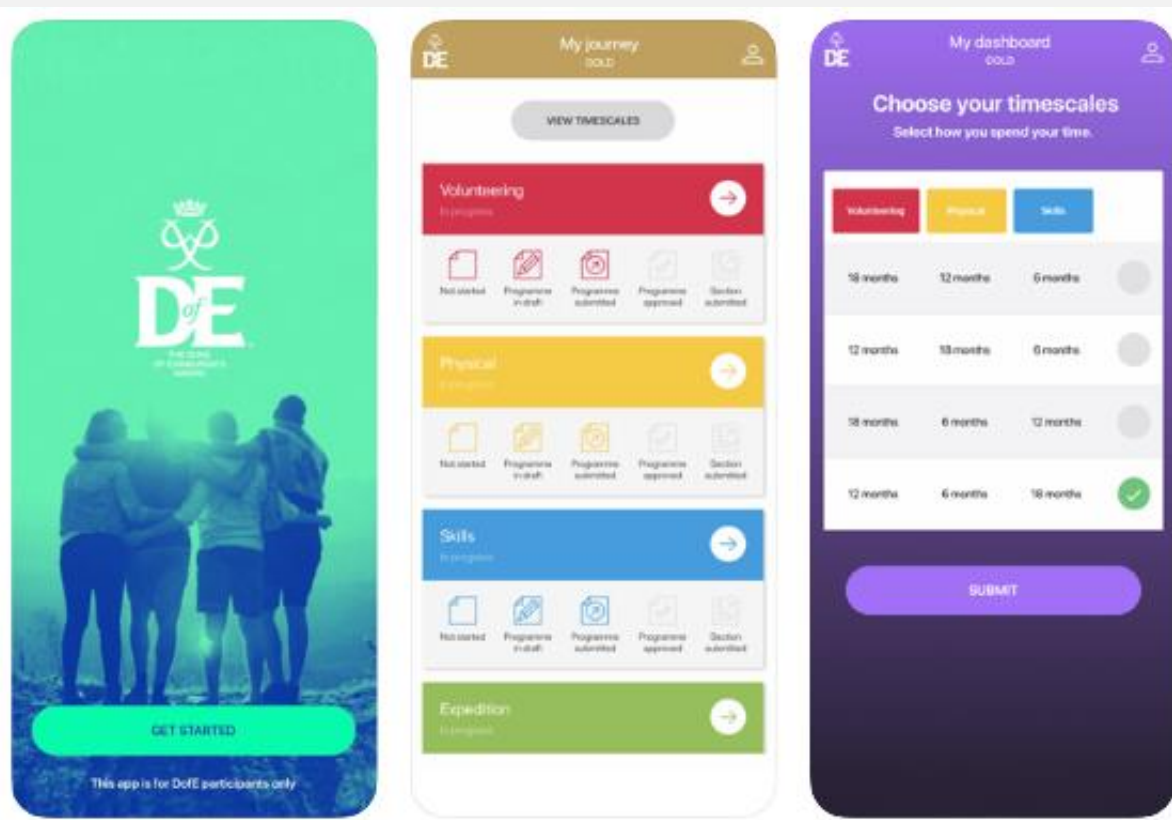


Your Award is a world-renowned mark of achievement that will help you stand out. It shows you're invested in your future, you want to learn and progress in life, you respond well to challenges and can problem solve.

- Deborah Meaden, entrepreneur

What is eDofE?

eDofE is the online account young people use to record activities and Leaders use to manage their progress.



Thank you!

theawardni.org



Your DofE Award is a world-renowned mark of achievement that will help you stand out. It shows you're invested in your future, you want to learn and progress in life, you respond well to challenges and can problem solve.

– Deborah Meaden, entrepreneur