Not all learning happens in the classroom.

Some skills are best developed through experiences. The Award provides young people with experiences that **cultivate confidence, enthusiasm, interpersonal skills, time-management, resilience and practical skills** – exactly what employers and post-secondary recruiters look for when distinguishing candidates.

The Award offers unique, internationally-recognized accreditation for a young person’s activities and experiences.

Because it is voluntary, the Award shows the world those who have gone the extra mile.

Unlike school, young people choose their own adventure—discover and explore interests and passions.

The Award is a universal framework that is customizable to fit each person’s unique needs and strengths.

Learn more at www.usaward.org
WHAT IS THE AWARD?

The Duke of Edinburgh's International Award is a flexible and proven youth development framework that equips young people from all backgrounds with essential life skills and helps uncover their purpose, passion, and place in the world. The Award engages participants ages 14 - 24 in a personalized program where they set goals, challenge themselves, leave their comfort zones, and gain valuable experience as global citizens.

“My greatest memory of the Adventurous Journey was when I wanted to give up, but my team motivated me to push through.”

New York area high school student

Founded in 1956 by HRH The Prince Philip, The Duke of Edinburgh's International Award operates in over 130 countries and territories with over 1.1 million young people participating each year. The Award complements formal classroom learning and existing extracurricular activities and interests. Focusing on preparing young people to be world ready, participants engage in a program of activities aligned with the following Award sections:

- **VOLUNTARY SERVICE** To discover the impact of volunteerism, participants give useful service to their community.
- **PHYSICAL RECREATION** Promoting health and wellness, participants complete an individual or team activity.
- **SKILLS** Participants broaden their horizons by developing a new skill or enhancing a current skill.
- **ADVENTUROUS JOURNEY** Most commonly a group camping trip, the journey fosters a wider appreciation for the great outdoors.
- **GOLD RESIDENTIAL PROJECT** Completed only at the Gold Level, participants venture beyond their own communities to complete a purposeful project.
The Award is powerful for young people because they take total responsibility for all aspects of their experience. Their Award Leader offers advice and guidance, but participants feel the pride of accomplishment as they:

- Select activities and set measurable goals for each of the different sections.
- Choose an Assessor for each of the four sections. The Assessor is an adult responsible for validating the progress and efforts of the Participant (ex. soccer coach, knitting instructor, etc.).
- Attend and complete the activities within their local community for a minimum of one hour per week.
- Log their progress in the Online Record Book.

“The Award helped me gain skills that are useful for life. I realized that I can trust in myself and I can make good decisions.”

New York area high school student