Duke of Edinburgh's International Award Sections	Equivalent to the following in the Achievement Pathways (NB: some may require a little more effort in order to fully achieve the Special Interest Award targeted by the participant)					Notes
Service – Bronze Award 3 months – Average 1 hour per	Special Interest Area - Growth and Development	or	Special Interest Area – Environment	or	Special Interest Area – Creating a Better World	The Special Interest Area project must be defined
week (minimum of 13 hours effort)	2 x 8hr projects (Scout section) OR 1 x 12hr project (Venturer		2 x 8hr projects (Scout section) OR 1 x 12hr project		2 x 8hr projects (Scout section) OR 1 x 12hr project	around volunteering or service in the community
	Scout section) OR 1 x 18hr project (Rover Scout section)		(Venturer Scout section) OR 1 x 18hr project (Rover Scout section)		(Venturer Scout section) OR 1 x 18hr project (Rover Scout section)	
Skills – Bronze Award 3 months – Average 1 hour per week (minimum of 13 hours effort)	Special Interest Area – Arts & Literature 2 x 8hr projects (Scout section) OR 1 x 12hr project (Venturer Scout section) OR 1 x 18hr project (Rover Scout section)	or	Special Interest Area – STEM & Innovation 2 x 8hr projects (Scout section) OR 1 x 12hr project (Venturer Scout section) OR 1 x 18hr project (Rover Scout section)	or	Special Interest Area – Growth & Development 2 x 8hr projects (Scout section) OR 1 x 12hr project (Venturer Scout section) OR 1 x 18hr project (Rover Scout section)	
Physical Recreation – Bronze Award 3 months – Average 1 hour per week (minimum of 13 hours effort)	Special Interest Area – Adventure & Sport 2 x 8hr projects (Scout section) OR 1 x 12hr project (Venturer Scout section) OR 1 x 18hr project (Rover Scout section)					The Special Interest Area project must be defined around physical recreation.

Duke of Edinburgh's International Award Sections	Equivalent to the following in the Achievement Pathways (NB: some may require a little more effort in order to fully achieve the Special Interest Award targeted by the participant)					Notes
Adventurous Journey – Bronze Award Training, Practice and 2-day/1- night final Adventurous Journey	Adventurous Journey 3 days, 2 nights	***	igeted by the participant,			Journey length is equivalent of Stage 4 Bushwalking Outdoor Adventure Skills
Note: an extra 3 months of effort must be undertaken in either Service, Skills or Physical Recreation at Bronze Award level						
Service - Silver Award 6 months – Average 1 hour per week (minimum of 26 hours effort)	Special Interest Area - Growth & Development 2 x 12hr projects (Venturer Scout section) OR 2x 18hr projects (Rover Scout section)	or	Special Interest Area - Environment 2 x 12hr projects (Venturer Scout section) OR 2x 18hr projects (Rover Scout section)	or	Special Interest Area - Creating a Better World 2 x 12hr projects (Venturer Scout section) OR 2x 18hr projects (Rover Scout section)	The Special Interest Area project must be defined around volunteering or service in the community.
Skills – Silver Award 6 months – Average 1 hour per week (minimum of 26 hours effort)	Special Interest Area - Arts & Literature 2 x 12hr projects (Venturer Scout section) OR 2x 18hr projects (Rover Scout section)	or	Special Interest Area - STEM & Innovation 2 x 12hr projects (Venturer Scout section) OR 2x 18hr projects (Rover Scout section)	or	Special Interest Area - Growth & Development 2 x 12hr projects (Venturer Scout section) OR 2x 18hr projects (Rover Scout section)	
Physical Recreation – Silver Award 6 months – Average 1 hour per week (minimum of 26 hours effort)	Special Interest Area - Adventure & Sport 2 x 12hr projects (Venturer Scout section) OR 2x 18hr projects (Rover Scout section)					The Special Interest Area project must be defined around physical recreation.

Duke of Edinburgh's International	Equivalent to the following in the Achievement Pathways					Notes
Award Sections	(NB: some may require a litt					
Adventurous Journey – Silver Award Training, Practice and 3-day/2- night Final Adventurous Journey	Adventurous Journey 4 days, 3 nights (Venturer Scout or Rover Scout section)					Equivalent of Queen's Scout or Baden-Powell Scout Award Adventurous Journey with additional components from the relevant Outdoor Adventure Skill to the Journey activity discipline.
Note: an extra 6 months of effort must be undertaken in either Service, Skills or Physical Recreation at Silver Award level if the participant has NOT completed their Bronze Award.						
Service – Gold Award 12 months – Average 1hr per week (minimum of 52 hours effort)	Special Interest Area - Growth and Development 4 x 12hr projects (Venturer Scout section) OR 3 x 18hr projects (Rover Scout section)	or	Special Interest Area - Environment 4 x 12hr projects (Venturer Scout section) OR 3 x 18hr projects (Rover Scout section)	Or	Special Interest Area - Creating a Better World 4 x 12hr projects (Venturer Scout section) OR 3 x 18hr projects (Rover Scout section)	The Special Interest Area project must be defined around volunteering or service in the community
Skills – Gold Award 12 months – Average 1hr per week (minimum of 52 hours effort)	Special Interest Area - Arts & Literature 4 x 12hr projects (Venturer Scout section) OR 3 x 18hr projects (Rover Scout section)	or	Special Interest Area - STEM & Innovation 4 x 12hr projects (Venturer Scout section) OR 3 x 18hr projects (Rover Scout section)	or	Special Interest Area - Growth & Development 4 x 12hr projects (Venturer Scout section) OR 3 x 18hr projects (Rover Scout section)	

Duke of Edinburgh's International	Equivalent to the following in the Achievement Pathways					Notes
Award Sections	(NB: some may require a little more effort in order to fully achieve the Special Interest Award					
Physical Recreation – Gold Award	Special Interest Area -					The Special Interest Area
12 months – Average 1hr per week	Adventure & Sport					project must be defined
(minimum of 52 hours effort)	4 x 12hr projects (Venturer					around physical
	Scout section)					recreation.
	OR					
	3 x 18hr projects (Rover					
	Scout section)					
Adventurous Journey – Gold	Adventurous Journey					Equivalent of Queen's
Award	4 days, 3 nights (Venturer					Scout or Baden-Powell
Training, Practice and 4-day/3-	Scout or Rover Scout					Scout Award Adventurous
night final Adventurous Journey	section)					Journey, with additional
						components from the
						relevant Outdoor
						Adventure Skill to the
						Journey activity discipline
Residential Project – Gold Only	Leadership Camp	or	Jamboree type activity	or	Non-Scouting Options	Must be with people not
5 days (4 nights)					(e.g. RYLA/RYPERN)	normally mix with
Note: an extra 6 months of effort						
must be undertaken in either						
Service, Skills or Physical						
Recreation at Gold Award level if						
the participant has NOT completed						
their Silver Award.						