



The **Award** section contains information about the Discover Award Scheme and how it operates.

This includes:

- How are the badges gained?
- Information on major awards
- How are the badges worn?
- When are the badges presented?
- Record keeping
- Links with the Duke of Edinburgh's Award

Introduction to the Discover Award Scheme

The Award Scheme provides the young people with recognition for taking part in the Discover programme. The Award Scheme uses material from the following zones for which a badge can be gained each year:

- Recreation
- Community
- Skills

How are badges gained?

Each badge is gained by accumulating points from each zone. To gain 1 point the young person has to take part in one hour's activity on a chosen topic.

Some programme topics will go into greater depth, and this will allow young people to develop their interests in a particular topic. However, no more than 4 points can be gained for any one topic in a session. This helps to ensure that young people will have a variety of experiences whilst at BB. Similarly one point must be gained from each of the subzones.

The number of points needed to gain a badge is shown in the table below.

THE AWARD SCHEME		
ZONE	SUBZONE	
RECREATION (10 points)	Christian Faith	1 point minimum
	Outdoor & Adventure	1 point minimum
	Sports & Games	1 point minimum
	Health & Lifestyle	1 point minimum
	+ 6 free choice	
COMMUNITY (7 points)	Christian Faith	1 point minimum
	Local & National	1 point minimum
	International	1 point minimum
	Nature & Environment	1 point minimum
	+ 3 free choice	
SKILLS (7 points)	Christian Faith	1 point minimum
	Creativity	1 point minimum
	Interests	1 point minimum
	Life Skills	1 point minimum
	+ 3 free choice	

For example, to gain the skills badge, a young person would have to accumulate 7 points with at least one point from each of the subzones. Remember that no more than 4 points can be gained from any one topic, so for a Company with a band a young person could only gain 4 points in this activity during the session. Band falls within the "Skills" zone and "Interests" subzone, so to gain a skills badge the young person would need to gain at least one more point in "Christian Faith", "Creativity", and "Life Skills".

The Christian Faith topics within each zone have been placed within the appropriate sector and are **listed in red** in the aims document and on the programme wheel.

We hope that you and your young people will feel able to develop your own activities. These will also count towards the awards scheme, but should reflect the sector objectives.

Other Awards

As well as the Community, Recreation and Skills Badges there are other awards available. These all require points to be accumulated from the programme, but the higher awards require additional elements, which will add to the programme offered.



Compass Award

Awarded during the first year in the section. To gain the award a young person has to:

- Gain 6 points from the Discover Programme:
 - 2 in recreation
 - 2 in Community
 - 2 in Skills

This provides an early opportunity to recognise what a young person has achieved.



Discovery Award

Awarded during Year 2. To gain the award a young person has to:

- Take part in a residential experience (camp, holiday, sleepover, midnight hike or event).
- Take an active role in a Company or Battalion event; or church service.
- Complete at least 30 points from the Discover programme having gained the Community, Recreation and Skills badges in the last 12 months.
- Have good attendance for one session.

$(10+7+3)+(6)$

President's Badge

Awarded during year 4, a young person has to:

- Complete a Christian faith development course.
- Have good attendance for 1 session.
- Be recommended by the Company Captain.
- Participate in a non-residential teamwork skills experience run by Battalion, District or Region.

and Either Route A

- Complete at least 30 points from the Discover programme, having gained three badges in the last 12 months.
- Take part in an activity based residential event within the BB.
- Complete 10 hours of practical service for the Brigade or church.

Or Route B

Gain the Bronze Duke of Edinburgh's Award

Remember – All of the badges are about recognising individual's contribution, effort and achievement. All individuals have differing abilities and talents and the Discover programme does not give set standards to be attained. Young people should be involved in deciding what they do and the targets of what they want to achieve.

What about late joiners?

The scheme is not progressive in difficulty, so young people can take part to their own ability. Ideally, a new member would join in with their peer group on the activity currently being worked towards, but would gain the badge at Level 1.

What standards need to be achieved?

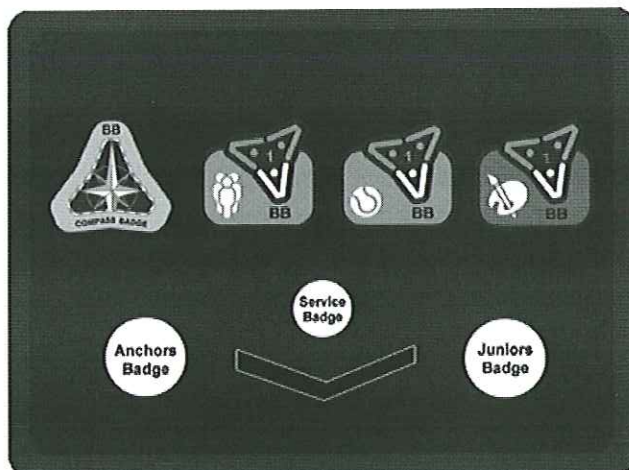
Remember! All of the badges are about recognising individual's contribution, effort and achievement. Everyone has differing abilities & talents and the Discover programme recognises this by not giving set standards to be attained. Young people should not only be involved in deciding what they do, but also setting the targets that they want to work towards. During their time taking part in Discover their level of achievement will increase and you & your young people are in the best position to reward it.

How are the Activity badges worn?

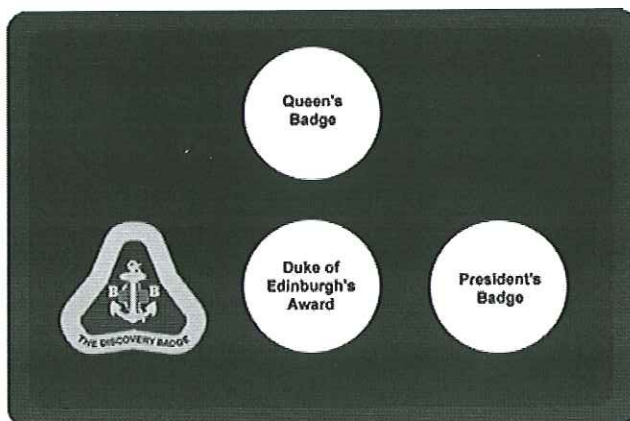
The armband layout is shown below; remember only the highest level of each of the Discover awards (Community, Recreation, and Skills) is worn on the right armband. The right armband also has the service badge, chevrons and highest badges awarded in Anchors Boys and Junior Section (where applicable).

The left armband is for the major awards including the Discovery Badge, President's Badge and Bronze Duke of Edinburgh's Award.

Right Armband



Left Armband



When are the Activity badges presented?

This is entirely up to you and your young people, but it's important to recognise that most young people like to be recognised for what they achieve whilst others might like a quieter word of appreciation.

What about record keeping?

A record card is available for leaders to use to record progress through the award scheme (available from BB Supplies). Alternatively you could create your own record card or electronic method of record keeping.

What about certificates?

Certificates are available from BB Supplies and can be used to recognise the completion of a topic or particular activity as deemed appropriate.

How does the Duke of Edinburgh's Award link with the Discover Programme?

All members of the BB can take part in the Duke of Edinburgh's Award Scheme provided that the minimum age requirements have been met. The Duke of Edinburgh's Bronze Award and the BB's President's Badge have similar requirements and young people can work on a programme that will result in both awards.

The following table shows how taking part in the Discover Programme a young person can gain the DEA Bronze Award.

DEA Requirements for Bronze Award				
Service	Skills	Physical Recreation	Expeditions	
3 months	3 months	3 months	Plan, prepare for and undertake a 2 day, 1 night venture	
All participants must undertake a further 3 months in the Service, Skills or Physical Recreation sections.				
How to gain DEA Bronze award using the Discover Programme				
Complete a non-residential Teamwork Skills Course	Complete 10 hours practical service for the Brigade or Church	Complete 1 or more topics from the Discover Programme 'skills zone' over a period of 3 months*	Complete 1 or more topics from the Discover Programme 'Recreation Zone' over a period of 3 months *	Plan, prepare for and undertake a 2 day, 1 night venture
All participants must undertake a further 3 months in the Service, Skills or Recreation sections.				

* There should be a regular commitment averaging at least 1 hour a week.

Many Companies who link their programme to the DEA Scheme find this nationally recognised award offers an additional incentive to young people.

If a young person completes their DEA Bronze Award this does not automatically qualify them for the Presidents Badge. In addition they must:

- Complete a Christian Faith development course
- Have a good attendance for 1 session
- Be recommended by the Company Captain
- Participate in a non-residential teamwork skills experience

Further assistance and guidance can be offered through Battalion Duke of Edinburgh's Convenors, Regional and Brigade Headquarters. Why not have a look at www.theaward.org for more details.

How I convert from the 'Get the Credit' Scheme

To enable the changeover from 'Get the Credit' the following conversion system is to be used.

Get the Credit Scheme	Discover Award Scheme
Target 1 Badge	= Compass Badge

Community	Community
1 Community Credit	= Community Badge – Level 1
Community Badge	= Community Badge – Level 2
Community Badge with red surround	= Community Badge – Level 3
Community Badge with blue surround	= Community Badge – Level 4

Adventure / Physical	Recreation
1 Adventure + 1 Physical Credit	= Recreation Badge – Level 1
Adventure + Physical Badges	= Recreation Badge – Level 2
Adventure & Physical Badges with red surround	= Recreation Badge – Level 3
Adventure & Physical Badges with blue surround	= Recreation Badge – Level 4

Interests	Skills
1 Interests Credit	= Skills Badge – Level 1
Interests Badge	= Skills Badge – Level 2
Interest Badge with red surround	= Skills Badge – Level 3
Interest Badge with blue surround	= Skills Badge – Level 4

Leadership	President's Badge
Grade 3 Leader Course credit	= Teamwork skills experience (part of President's Badge)
Grade 3 Christian Faith credit	= 6 week Christian Faith development course (part of President's Badge)

Note: Young people who have converted to Recreation, Skills & Community at level 2 need only fulfil the residential experience and active/visible role in Company/Battalion/Church (may already have done this) to gain the Discovery Badge.

Awards