

DofE Bronze

- Aged between 14 and 25.
- Volunteering, Skill & Physical
 - Each for 3 months, one aspect for 6 months.
 - While you may help out within Scouting, these are not organised by Scouting.
- Expedition
 - 2 days, 1 night.
 - This is organised by Scouting.

Goals

- For each activity, you must set a goal in your eDofE
- You must provide evidence that you have met your goal
 - For example, photos or reports from advisors and assessors.
- An assessor cannot be a family member.

- Aim: To make a positive contribution to your community.
- You can volunteer as an individual or a team.
- You can help an individual or an organisation, including:
 - helping elderly or disabled neighbours.
 - helping with animals, such as dog-walking.
 - helping junior members in a sports club, or in a church.
 - helping a charity.
- There may also be opportunities within Scouting.
 - For Young Leader roles you may need to complete some training.

- Aim: To develop practical and social skills and personal interests.
- There are over 300 different activity ideas you can choose from including: playing an instrument, learning a language, event planning, gliding, marksmanship (shooting) or producing a newsletter or website.
- The activities need to be done in your own free time and not part of directed time at school. After-school clubs are OK.
- Physical skills cannot be used for this section. It can be useful to think of physical activities as those that make you sweat and a skill as one that does not.

- Aim: To participate and show improvement in a sport or fitness activity.
- Choices include team sports, individual sports, or just keeping fit!
- The activities need to be done in your own free time and not part of directed time at school. After-school clubs are OK.
- Physical activities are generally ones that make you sweat. Some sports such as marksmanship, snooker/pool and gliding are actually skill activities, make sure you check the list.

- Aim: To plan, train for and complete an expedition with a purpose.
- The expedition must have an agreed team goal. For example:
 - Observe how wildlife/litter/fences vary on the route
 - Determine the noisiest areas, by recording noise pollution every mile
 - Assess which gates work best
 - Record footpath quality: look at footpaths, assess and score the condition and construction.
 - Compose, learn and perform a song
 - Learn a selection of phrases in a foreign language.

- Every expedition will be unaccompanied and self-reliant. This means:
 - You plan your own route.
 - You decide your own **menu**.
 - You agree how you will carry everything.
- You need to prepare, train for, complete at least one practice, complete the qualifying expedition and give your presentation back.
 - **Practise**: Sat 11 Sun 12 May
 - **Expedition**: Fri 7 Sun 9 June
- Leaders will be around, but all expeditions are monitored by an external assessor.

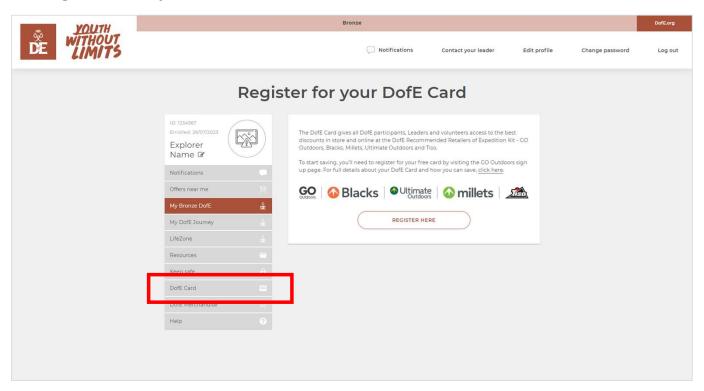
- 1. Complete Expedition route planning.
 - It needs to be good enough that I can create a GPX route map, like this:



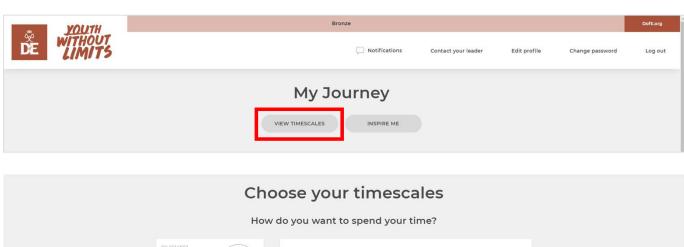
- 2. Decide on your Expedition **menu**.
 - You need to carry your own food for the duration of the 2-day trip.
 - Saturday breakfast, lunch & dinner
 - Sunday breakfast & lunch.
 - Snacks
 - An expedition involves a lot of physical exertion and mental stamina,
 - It's really important that you eat properly for keeping up energy levels.
 - See https://www.dofe.org/shop/meal-ideas-for-your-dofe-expedition for ideas.

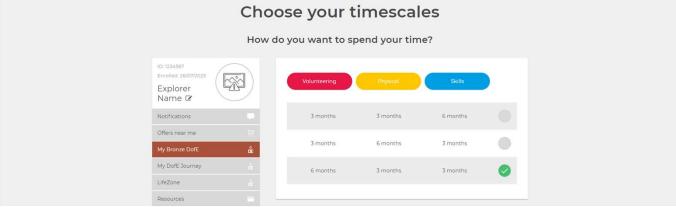
- 3. Agree on your Expedition **team goal**.
 - See the <u>DofE site</u> or other sites for ideas.
- 4. Choose an Expedition **team name**.

- 5. Sign in to your eDofE at https://edofe.org/
 - Register for your **eDofE Card** for kit discounts.



- 6. Decide on your Volunteering, Physical & Skills breakdown
 - Select View Timescales





- 7. Decide on your Volunteering, Physical & Skills elements
 - Remember these could be individual or team activities.

