

The background features a light gray gradient with several realistic water droplets of various sizes scattered across the surface. A central graphic element consists of numerous short, thick, pink lines radiating outwards from the text, creating a sunburst or spark effect.

IGNITE

AWARD

A PROGRAM OF DISCOVERY FOR 9 – 13 YEAR OLDS



WHAT IS IGNITE AWARD



Ignite Award is a program that will help you to learn/develop skills, get physical, go on an adventure and understand why it is important to help others in your community.

There are 4 levels

- Levels 1 & 2
- Levels 3 & 4



WHAT IS IGNITE AWARD

To achieve any level of Ignite Award, you choose to do an activity in...

- PHYSICAL ACTIVITY
- HOBBY
- VOLUNTEERING
- ADVENTURE

You can complete the activities in a single session, however, we encourage you to undertake them over a period of time.

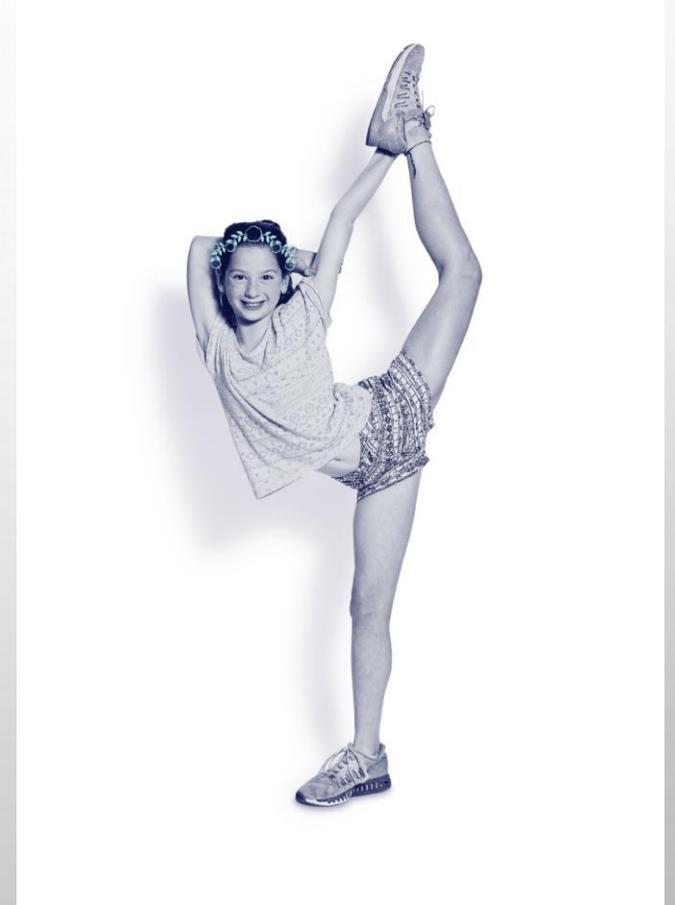
PHYSICAL ACTIVITY



Let's get active!

Have a go at a new fitness activity or get better at something you are already doing – this can be something you do in a team (like soccer) or by yourself (like ice skating).

Examples: cricket, AFL, judo, basketball, running, gymnastics, tennis, swimming



HOBBY



What do you love doing?

Doing something that you love and getting better at it – the possibilities are endless! Just remember – it can't be a sport.

EXAMPLES: Art/craft, chess, cooking, drama, Music, fishing, singing, sewing



VOLUNTEERING

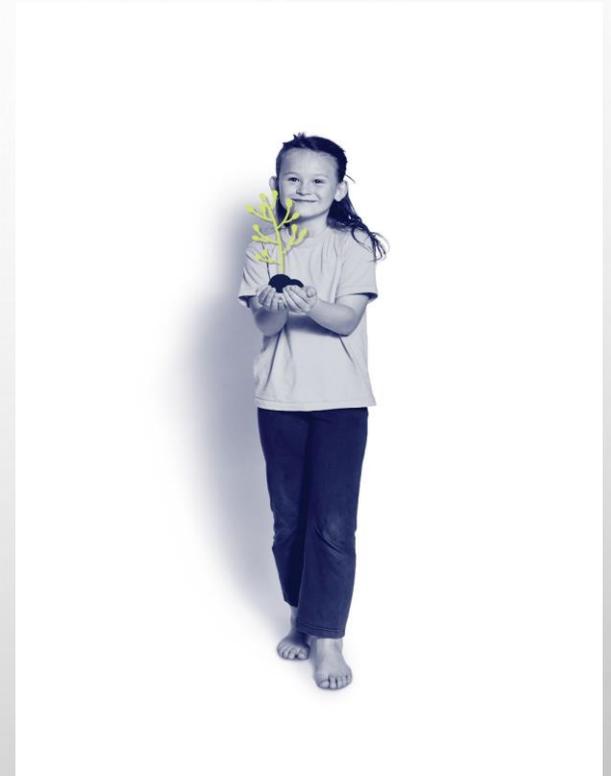


It's good to help!

Understand what it means to help others –whether it is someone (elderly) or something (animals/environment), it's an important role in your community.

EXAMPLES: Fund raising, peer support, litter

Collection, aged care visits, sausage sizzlers, tree planting



ADVENTURE



Who wants to go on an Adventure?

Go out and explore all the exciting places in WA or beyond. The adventure is experiencing things you may not have before.

Examples: trekking/walking or cycling in national parks, visiting historical landmarks



HOW LONG?



LEVELS AND REQUIREMENTS

	Level 1	Level 2	Level 3	Level 4
PHYSICAL ACTIVITY	Minimum 3 hours	Minimum 6 hours	Minimum 10 hours	Minimum 15 hours
HOBBY	Minimum 3 hours	Minimum 6 hours	Minimum 10 hours	Minimum 15 hours
VOLUNTEERING	Minimum 3 hours	Minimum 6 hours	Minimum 10 hours	Minimum 15 hours
ADVENTURE	Minimum 3 hours	Minimum 6 hours	Minimum 8 hours	2 days/1 night or 2 day trips at least 6 hours each

WHO HELPS YOU



- **IGNITE AGENT**

Your organisation or school that runs Ignite Award.

- **IGNITE LEADER**

An adult who helps you through your Ignite Award and is your first point of contact for questions. They will also help you with registering and will sign off your award when you have finished.

- **IGNITE GUIDE**

An adult who is skilled, experienced and/ or qualified who can assist you to complete your activity. Try and find someone other than your family.

WHY DO IT



- Be more confident
- Develop leadership qualities
- Learn how to commit to something and be responsible
- Increase initiative
- Develop awareness of the community and a desire to help others
- Learn things outside of school – just because you want to
- Get recognised for what you do and what you have achieved
- You get a certificate and badge

HOW TO START



- ✓ Register for Ignite Award and pay registration fee – you will then be issued with a record book
- ✓ Choose activities and set goals (SMART)
- ✓ Choose your Ignite Guides for each activity
- ✓ Start your activities and record your hours in your record book
- ✓ Complete your hours (remember that it is regular participation and not just a one off effort)
- ✓ Ask your Ignite Guide to sign off their activity and provide some feedback
- ✓ Your Ignite Leader will review your record book and sign it off
- ✓ Receive your certificate and badge
- ✓ Start next level

QUESTION TIME

