



fun

confidence

active

DISCOVER ME

FOR YOUNG PEOPLE AGED 10-14 YRS OLD

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IGNITE AWARD

The Ignite Award is a challenging program of discovery for young people aged 10 – 14 and provides a framework to learn valuable skills, assist others in the community and experience adventures. It is a great tool for young people to transition into secondary school and fosters positive self development and leadership skills.



BENEFITS FOR YOUNG PEOPLE

- Increase self-esteem
- Increase confidence
- Develop commitment and responsibility
- Increase initiative
- Develop an awareness of the community and a desire to help others
- Develop a feeling of ownership and engagement in their formal and informal education

The Ignite Award fosters positive attitudes towards learning, complementing the curriculum whilst also building an environment for positive engagement and interaction between young people and the community.



THE PROGRAM

There are 4 levels of the Ignite Award:

- Levels 1 & 2 (suggested starting ages 10/11 years)
- Levels 3 & 4 (suggested starting ages 12/13 years)

To achieve any level of the Ignite Award, young people create a unique program of activities:

- Physical Activity
- Volunteering
- Hobby
- Adventure

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

PHYSICAL ACTIVITY

To encourage participation in physical activities and improvement in fitness and performance.

HOBBY

To encourage the development of personal interests and practical skills.

VOLUNTEERING

To develop and encourage a sense of community spirit and responsibility to others.

ADVENTURE

Encourage a spirit of adventure and increase confidence in unfamiliar places.



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



EXAMPLES (A STARTING POINT)

PHYSICAL ACTIVITY	HOBBY	VOLUNTEERING	ADVENTURE
AFL (football)	Art/craft	AT SCHOOL	WALKING
Athletics	Astronomy	School council	National parks
Ballet	Bush survival skills	Tutoring	Coastal parks
Baseball	Card making	Peer Support	Waterfalls
Basketball	Chess	Library assistant	Mountain ranges etc
Canoeing	Coaching	Fundraising	CANOEING
Cricket	Computing	Gardening	Nearby rivers and lakes
Cycling	Cooking	Student newsletter	CYCLING
Dancing	Dance choreography	Lunchtime group	National parks
Golf	Debating/public speaking	CHILDREN	State forests
Gymnastics	Drama	Help at pre-school/Kindy	Local bike trails
Hockey	Electronics	ENVIRONMENT	CITY/LOCAL SITES
Horse riding	Embroidery	Litter collection	Museums
Ice skating	Fishing	Help to maintain walking tracks	Art galleries
Jogging	Gardening	Cadet groups	Libraries
Karate	Jewellery making	FUNDRAISING	National Trust properties
Netball	Knitting	For a community group or charity	Historical landmarks/sites
Roller skating	Learning a language	ELDERLY/UNWELL	Zoo
Rowing	Learning a musical instrument	Hospital visits	Planetariums
Rugby	Model construction	School band playing at centres/hospitals	Aquariums
Skipping	Pet care	Reading for the elderly	Observatories
Soccer	Photography		
Softball	School production		
Swimming	Sewing		
Tae-kwon do	Umpiring (non-paid)		
Tennis	Video making		
Volleyball	Woodwork		
Water polo			School camps and excursions will also provide many opportunities
Yoga			

AWARD ROADMAP

- 1 Young person (participant) registers for Ignite Award and pays registration fee*
The fee includes:
 - ▶ Administration costs
 - ▶ Group Personal Accident Insurance for young people undertaking the Award program
 - ▶ Materials and resources including Record book
 - ▶ Ongoing enquiry support
 - ▶ Award Level certificate and badge
- 2 Choose activities and goals (SMART)
- 3 Identify Ignite Guides
Participants must have an Ignite Guide for every Award activity:
 - ▶ The Ignite Guide is an adult who is more skilled or experienced than them in that activity and willing to mentor them to pursue their goals
 - ▶ The Ignite Guide can be a teacher, coach or a family friend, however, should not be the parent or close family member
- 4 Start activities and log activity time through regular participation
- 5 Complete activities
- 6 Reflect on achievements
- 7 Record Book completed and activities signed off by Ignite Guides
- 8 Ignite Leader signs off Record Book and informs Awards WA of completion for certificate and badge to be issued
- 9 Participants can now start on the next Level of the Ignite Award
 - ▶ Levels 1 & 2 (suggested starting ages 10/11 years)
 - ▶ Levels 3 & 4 (suggested starting ages 12/13 years)
 - ▶ The Duke of Edinburgh's International Award (14 years and over)

*See our website for current fee structure

GET INVOLVED NOW

Contact Awards WA to find out how your organisation can start offering Ignite Award to your young people.

passion



AMELIA

leadership



commitment

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