



**IGNITE**  
**AWARD**

*A program of discovery for  
10 – 14 year olds*





# What is Ignite Award

Ignite Award is a challenging program of discovery for young people aged 10 – 14

Provides a framework to learn valuable skills, assist others in the community, be physically active and experience adventures

There are 4 levels

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



# What is Ignite Award

To achieve any level of Ignite Award, you create a unique program of activities

- 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



To encourage participation in physical activity and improvement in fitness and performance

- Level 1: At least 3 hours
- Level 2: At least 6 hours
- Level 3: At least 10 hours
- Level 4: At least 15 hours

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





# Hobby

To encourage the development of personal interests and practical skills

- Level 1: At least 3 hours
- Level 2: At least 6 hours
- Level 3: At least 10 hours
- Level 4: At least 15 hours

**Examples:** art/craft, chess, cooking, drama, music, fishing





# Volunteering

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

- Level 1: At least 3 hours
- Level 2: At least 6 hours
- Level 3: At least 10 hours
- Level 4: At least 15 hours

**Examples:** fund raising, peer support, litter collection, aged care visits, sausage sizzlers, tree planting





# Adventure

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

- Level 1: At least 3 hours
- Level 2: At least 6 hours
- Level 3: At least 10 hours
- Level 4: 2 days & 1 night **OR**  
2 day trips at least 6 hours each

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







# Your Helpers

- **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**

A suitably skilled, experienced and/ or qualified adult Volunteer who can assist with and assess a participant completing an activity being undertaken. In most circumstances, a Guide should not be a close family member.

# Benefits



- Increase self-esteem
- Increase confidence
- Develop commitment and responsibility
- Increase initiative
- Develop awareness of the community and a desire to help others
- Engage in learning outside of school
- Fun
- Being recognised for achievement



# How to start

1. Register for Ignite Award and pay registration fee – you will then be issued with a record book
2. Choose activities and set goals (SMART)
3. Choose your Ignite Guides for each activity
4. Start your activities and record your hours in your record book
5. Complete the required hours (remember that it is regular participation and not just a one off effort)
6. Ask your Ignite Guide to sign off their activity and provide some feedback
7. Your Ignite Leader will review your record book and sign it off
8. Receive your certificate and badge
9. Start next level (or if you are 14, your Duke of Ed Award)

# Question Time

