

An exciting program of discovery for 9 – 13 year olds, fostering personal development



What is Ignite Award



Ignite Award is a program of discovery for young Western Australian's aged 9 – 13 years. The program enhances young people's personal development, fosters positive attitudes towards learning and promotes engagement and interaction with their community.

The Award framework focuses on the participant to learn valuable skills, assist others in the community, be physically active and experience adventures.

The Section Activities



The structure of the program gives participants the chance to develop in key areas contributing to their overall well-being:

- Participants may choose activities that they are already involved in or activities that are completely new to them
- They set S.M.A.R.T goals and work towards an end point that fits in with other commitments
- It is not necessary to have identified all activities at the start
- Participants can complete the activities in a single session however, we encourage they undertake them over a period of time

Physical Activity

To encourage physical activity and improve 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



To encourage the development of personal interests and practical skills

Level 1: At least 3 hours

Hobby

- 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 helping 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

Encourage a spirit of adventure and increase confidence in unfamiliar places

- 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 Leader

An adult who helps participants through their Ignite Award and is the first point of contact for questions.

Ignite Guide

Participants must have a Guide (Mentor) for every Ignite Award activity:

- The 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 Mentor should not be related to the Participant
- The Mentor can be a teacher, coach or a family friend

Benefits



Ignite Award fosters a positive attitude to learning whilst completing curriculum requirements. Along the way participants develop a range of positive skills and attributes that enhance their opportunities.

The program is tailored so that each individual can meet their unique goals and needs under a non-competitive framework. Through the program, participants have the opportunity to try fun activities and learn new skills, while developing their initiative and commitment.

Skills and attributes developed

- Self esteem
- Commitment
- Initiative
- Community engagement
- Confidence
- Leadership skills
- Resilience
- A sense of responsibility for learning and personal development

Recording hours and completion

Participants receive a Record Book in which they must record their hours of participation for each activity and their Guides must write a brief report about the participants effort and progress.

On completion of all requirements for the level being undertaken, Record Books must be submitted to the Ignite Leader for approval before a badge and certificate are presented.



Table of Contents Aim: To develop and encourage a sense of community spirit and responsibility Write here the feelings you had as you worked LEVEL 4 to others. through your activity. Was there something that really stood out? Did you achieve your goal, or VOLUNTEERING REFLECTION just missed out? You may even want to tell a story about something really special that happened. My thoughts throughout the activity:: Helping scientists catalogue animals My favourite one to To help Western Shield identify animals in the bush. find was probably all of them. I use Western Shield to identify different animals. I really enjoyed helping HOURS Western Shield. Morning Activity (10 minutes every morning over 90 days) 15 hours Your signature: Date: 20 September 2019 15 hours Lyra, you have contributed a great deal to Western Shield (a wildlife recovery program of DBCA's Parks and Wildlife Service that uses crowd sourcing to identify animals to return the balance and mix of native animals in selected areas of WA's environment). You have identified grey kangaroos, black gloved wallabies, wild pigs, a chuditch, brush tailed possums and many more. I confirm that Lyra Rodney has made regular commitment to the chosen activity, and has worked hard to achieve the goal(s) she set. Guide's signature: ______ Name: Brendan Cunnane Qualification/position held: BEng, PGDipEd (Special Education) I have read and agree to the Code of Conduct (page 31 of the Student Record Book).

LEVEL 4

Activity:

My Goals:

Activity Log:

31/01/2019-

18/12/2019

Ignite Guide's Report:

Date:

VOLUNTEERING

Fees 2022



Award Agent Annual Fee \$275 (\$200 if running Duke of Ed)

Registration Fee = \$100 per Record Book (includes 2 levels)

- Levels 1 & 2
- Levels 3 & 4

As an Award Agent, you are able to purchase Record Book packs for a bulk price. Record Book packs can be mixed between Level 1 / 2 and Level 3 / 4. Record Book pack prices for 2022 are as follows:

- 10 pack \$950.00
- 20 pack \$1,900.00
- 50 pack \$4,750.00