



Skills—Fact Sheet

Goal: To encourage the discovery and development of personal interests, and social and practical skills.

Objective: to stimulate participants to take up and persevere at satisfying and purposeful interests within a wide range of practical, social and cultural activities.

Requirement & Conditions: Individual progress and sustained interest over a period of time, leading to deeper knowledge of the subject and the attainment of a reasonable degree of skill.

*** Most sport activities are not considered under Skills, but should be selected for Physical Recreation.** Participants should choose a Skill and follow it for a minimum period of:

Bronze -	At least 6 months
Silver -	At least 6 months if Bronze has been completed (12 months if direct entry)
Gold -	At least 12 months if Silver has been completed (18 months if direct entry)

- the choice can be either a continuing and progressive interest in an activity, the study of a topic of personal interest to the participant or a definite task to be completed.
- in addition to developing skills, participation is intended to lead to contact with experienced people. This may be through membership of a club or group, or through the wealth of individual expertise available in the community.
- young people should have the opportunity to discover new talents and accept an on-going commitment.

Instruction & Assessment: should be undertaken by adult helpers who are knowledgeable and experienced in the chosen activity. They should be identified and consulted before commencement of the activity. All instructors and Assessors should relate easily and effectively with young people and have the necessary expertise and enthusiasm to guide and encourage participants in their efforts. The Instructor and the Assessor may be the same person, but in some cases independent assessment may be desirable. Each individual is to be assessed throughout the required period on: **Effort, Perseverance and Progress.** They should also have some understanding of the practical, cultural and social aspects of the chosen activity or topic. Group activities are to be assessed with regard to each individual's contribution to planning, execution and completion. A young person qualifies in this section if the Assessor is satisfied that:

- there has been a substantial commitment of genuine leisure time
- the skill has been consistently followed for the required time
- genuine effort and individual progress have been made within the young person's capability.

Skill—Fact Sheet *continued*

Remember...

Most sporting activities are NOT considered acceptable under Skills, but should instead be selected for Physical Recreation. It is recognized that there may be periods when participants are forced through circumstances, such as examinations or vacation, to defer active participation in their programme for an interval. It is not uncommon for a young person to spend 12 months completing a 6 month programme.

The Skill may be changed once at any time during the period of an Award level, but if two activities are chosen, they are to be followed one after the other, with as short an interval as possible, not together. Skills acquired in formal education, training and employment are not excluded, but participants must show adequate evidence of additional voluntary effort in their own leisure time. The number of hours to be spent on the chosen Skill is not specified but regular effort during leisure time is required throughout the period. The participant may follow the Skill independently or as a member of a group. Knowledge and experience may be acquired by attending a course or by individual enquiry.

Examples of Skills to choose: (note: this list is not comprehensive)

A Aeronautics, Agriculture, Amateur Radio and Radio Construction, Anthropology, Archaeology, Architectural Appreciation, Astronautics, Astronomy, Athletics Officiating **B** Basket Making, Beekeeping, Bird Watching, Boatbuilding, Braille, Bookbinding, Brass Rubbing, Bridge **C** Calligraphy, Candlemaking, Canoe Building, Canvas Work (Needlepoint), Carving, Chess, Choir, Cinematography, Classical Music Appreciation, Clay Modelling and Sculpture, Collections, Computer Science, Coastal Navigation, Communication, Conservation, Cooking, Costume Study, CPR, Criminology, Crocheting, Cycle Maintenance **D** Debating, Democracy and Politics, Dogs - Training&Handling, Drama, Drawing, Dressmaking, Driving, Drumming **F** Fabric Printing, Film Production, and Video Making, First Aid, Floral Art, Flying, Fly Tying, Folk Music Appreciation, Forestry, Furniture Restoration **G** Gardening, Genealogy (Family History), Geology, Glasswork, Gliding, Guitar **H** Historical Period Re-enactment, History of Art and Design, Horses- Handling and Care **I** Information Technology, Insects **J** Jazz, Jewellery Making, Junior Achievement **K** Keeping of Pets, Kite Construction and Flying, Knitting **L** Lace Making, Languages, Leadership, Leatherwork, Library and Information Skills, Lifesaving **M** Magazine Production, Map Making, Marksmanship, Military and Brass Bands, Model Construction (Aircraft, Cars, Railways, Ships), Musical Instruments, **N** Numismatics (coins) **O** Officiating, Orchid Growing, Origami **P** Painting, Pan Playing (steel bands), Patchwork, Palaeontology, Peer Mentoring, Pewter Working, Photography, Piping, Plant Study, Popular Music Appreciation, Pottery, Power Boating, Public Speaking, Puppetry **Q** Quilting **R** Radio Construction, Raising Livestock, Reading, Religious Studies, Rug Making **S** Screen Printing, Ship Recognition, Shoemaking, Sign Language, Signalling, Soft Toy Making, Stamp Collecting **T** Taxidermy, Theatre Appreciation, Transport Restoration, Typing (Keyboard) **U** Umpiring and Refereeing **W** Weaving, Woodworking, Writing **Y** Yodelling **Z** Zoology

