St Mary's Catholic College

Bronze Duke of Edinburgh Award





St Mary's Catholic College Wallasey

eDofE login

Use this page to record your eDofE login details. Do not write your actual password here, instead write yourself a hint.

Jsername:	
Password	
Hint:	

Below your attendance at each session must be signed off by a member of staff – if your attendance log is not complete you will not be able to go on expedition.

Attendance

Staff Signature	Reason for Absence
	Staff Signature

Key Training Dates

Date	Time	Outline
Wednesday 23rd March 2022	2:50 – 4:00pm	Basic Map Skills and Kit – Introduction to maps, kit and how to pack a rucksack. Kit list will be provided at this meeting to provide ample time to prepare for expedition.
Wednesday 6th April 2022	2:50 – 4:00pm	Map Skills and Route cards – Using maps and understanding and writing route cards
Wednesday 27th April 2022	2:50 – 4:00pm	Route Planning – Using maps to plan a route and write your route cards
Wednesday 18th May 2022	2:50 – 4:00pm	Tents and Trangias – Using trangias and how to pack tents into your rucksack and put a tent up.
Wednesday 25th May 2022	2:50 – 4:00pm	Food and Menu Planning – planning an appropriate menu and what is appropriate food and drink for expedition.
Wednesday 8th June 2022	2:50 – 4:00pm	First Aid and Emergency Procedures – Basic first aid and what to do in an emergency.

Attendance at these sessions is compulsory. If for any reason you cannot attend, you must let Miss Unwin or Mr Ward know. If you do not attend, you are risking not being permitted to complete your expedition. This training is part of gaining your award and makes up part of your Expedition section.

Pacing

How many steps do I take to walk 100m?

100m =

The 20 Conditions

Part of gaining your award is to meet the 20 conditions of the Duke of Edinburgh Award. Below you will find all 20 conditions outlined. Some of these you will meet as part of your training, some you will meet by completing your Expedition and following the rules set out to you by staff. The rest will be met as part of your three other sections. Read through all 20 Conditions, make sure you understand them. Once you have read and understand these conditions sign the bottom of this page, this is you agreeing to make sure that you follow all expectations and that you understand if you fail to meet any expectations you can fail your award.

Dof	DofE qualifying expedition conditions										
	1	The team must plan and organise the they have played in planning.	expedition; all members of the team s	hould be able to describe the role							
	2	The expedition must have an aim. The aim can be set by the Leader at Bronze level only.									
	3	All participants must be within the qualifying age of the programme level and at the same Award level (i.e. not have completed the same or higher level of expedition).									
	4	There must be between four and seve	en participants in a team (eight for mo	des of travel which have tandem)							
-	5	5 The expedition should take place in the recommended environment.									
Planning the expedition		Bronze: Expeditions should be in normal rural countryside – familiar and local to groups.	al rural countryside – familiar normal rural, open countryside or country (re								
thee	6	Accommodation must be by camping bunkhouses).	or other simple self-catering accomm	nodation (e.g. camping barns or							
ging	7	The expedition must be of the correct	t duration and meet the minimum hou	rs of planned activity.							
Plan		Bronze: A minimum of 2 days, 1 night; 6 hours planned activity each day.	Silver: A minimum of 3 days, 2 nights; 7 hours planned activity each day.	Gold: A minimum of 4 days, 3 nights; 8 hours planned activity each day.							
	8	All expeditions must be supervised by for the safety of the team.	y an adult (the Expedition Supervisor)	who is able to accept responsibility							
	9	ssessment must be by an accredited Assessor. At Bronze level only, the Assessor may also be the Expedition upervisor.									
	10		tween the end of March and the end o g accommodation options should be o								
e ad	11	Participants must be adequately trained to safely undertake a remotely supervised expedition in the environment in which they will be operating.									
Training and practice		Bronze: Teams must complete the required training.	Silver: Teams must complete the required training and a practice expedition of a minimum 2 days, 2 nights.	Gold: Teams must complete the required training and a practice expedition of a minimum 2 days, 2 nights							
	12		pants' own physical effort, without me ropriate to the needs of the participar								
tion	13	All expeditions must be unaccompani supervision must be carried out remo	ied and self-sufficient. The team must tely.	be properly equipped, and							
e expedition	14	Teams must possess the necessary pl expedition safely.	nysical fitness, first aid and expedition	skills required to complete their							
	15	Groups must adhere to a mobile phor agreement should also include use of		licy as agreed with their Expedition Supervisor and Assessor. This actronic equipment.							
ing	16	Participants must behave responsibly	with respect for their team members,	, Leaders, the public and animals.							
During th	17	Groups must understand and adhere Codes (as appropriate).	to the Countryside /Scottish Outdoor	Access, Highway and Water Sports							
	18	Participants must plan an appropriate each day. This is optional on the final	expedition menu, including cooking a day.	and eating a substantial hot meal on							
j.	19	Participants must actively participate	in a debrief with their Assessor at the	end of the expedition.							
Post expedition	20	At Silver and Gold level, a presentation	on must be prepared and delivered after	er the expedition.							

Name.....

Signed.....

<u>Kit List</u>

Item	Got It	Packed It
Walking Boots		
Walking Socks		
Waterproof Coat *		
Waterproof Trousers *		
Fleece top (or similar)		

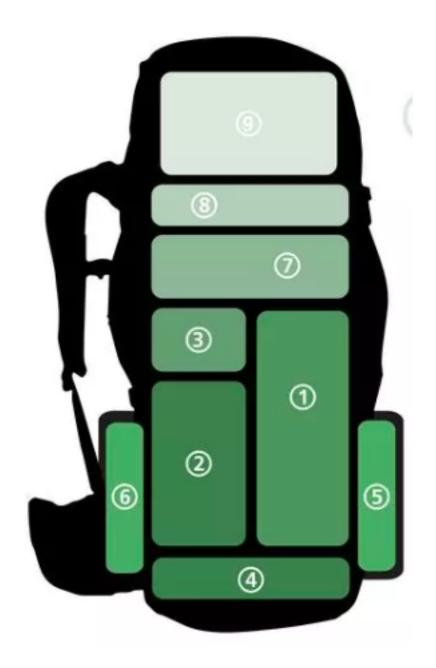
Quick wicking t-shirts	
Walking Trousers	
Shorts (optional)	
Underwear	
Nightwear	
Flipflops/Sliders (For	
campsite, Optional)	
Woolly Hat/ Sun Hat	
Gloves	
Scarf	
60L Rucksack *	
Sleeping Bag	
Sleeping Mat	
Whistle	
Torch (and Spare	
Batteries)	
Personal First Aid Kit	
Expedition Food	
Water bottle and Plenty	
of water	
Cutlery	
Plate/bowl	
Mug	
Wash Kit	
Suncream	
Notebook/Pencil	
Watch (1 per group)	
Sunglasses (optional)	
Insect Repellent	
(optional)	
Cards or similar	
(something to do in the	
evening, optional)	

Items marked with * can be borrowed from school.

Remember to bring clothing appropriate for the length of your expedition

Packing your Rucksack

What would you pack in each section of the rucksack below? Label the diagram for each section.



Map Symbols

Underneath each symbol write what it represents if seen on a map.

Ă 💭	V	Ρ
	** * [*]	Pol Sta
	ÎM	<u>A 30</u>

Scales

It wouldn't be possible for maps to show things the size they are in real life, so maps make things smaller using scale. Drawing something to scale means showing it at a different size to what it is in real life.

When maps are drawn to scale things are made many times smaller than they are in real life. Because maps are important to a lot of people, this process has to be very accurate. Every map has its scale printed on the front. It is usually written like this 1:25000. This means that 1 unit of measurement on the map (a centimetre, for example) represents 25 000 of those same units on the actual ground the map covers

Large-Scale Maps

These are better for showing individual buildings in detail because they only cover a small area of land.



Small-Scale Maps

These are ideal for travelling either by car or walking because they cover large areas of land in great detail.

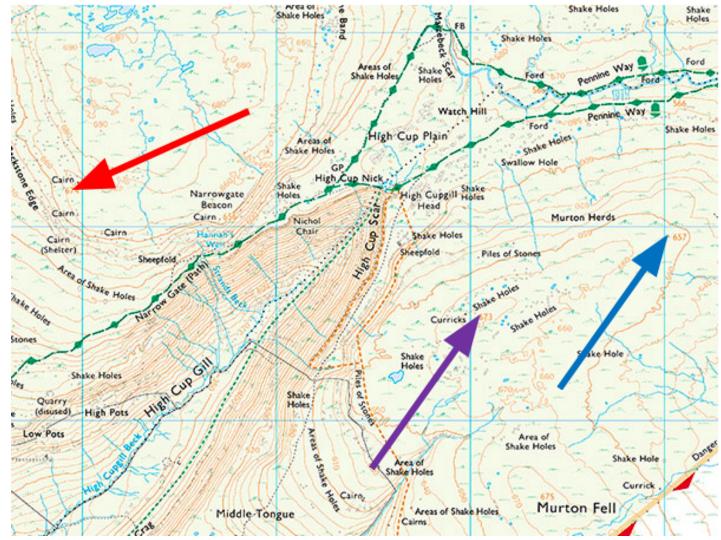


Using Scales

A Map has a scale 1:25000

- a) How many metres in real life does 1cm represent on the map?
- b) How many metres in real life does 4cm represent on the map?
- c) How many metres in real life does 10cm represent on the map?
- d) How many cm on the map would 500m be?
- e) How many cm on the map would 5000m be?
- f) How many cm on the map would 2500m be?

Contour lines



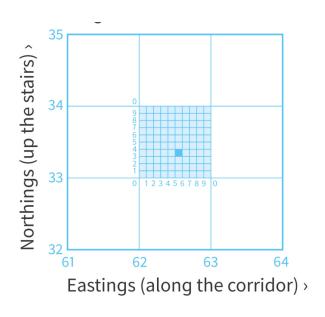
Contours show the height of the land. The closer the contours are together the steeper the land, the further apart they are the flatter the land.

What is the height of the land at the red arrow?

What is the height of the land at the purple arrow?

What is the height of the land at the blue arrow?

Grid References



Use the map on the next page

Grid references are used to identify locations on a map. There are both four figure and six figure grid references. A four figure grid reference gives a 1km square area as a location. A six figure grid reference gives a much more precise location and is much more useful when navigating and route planning.

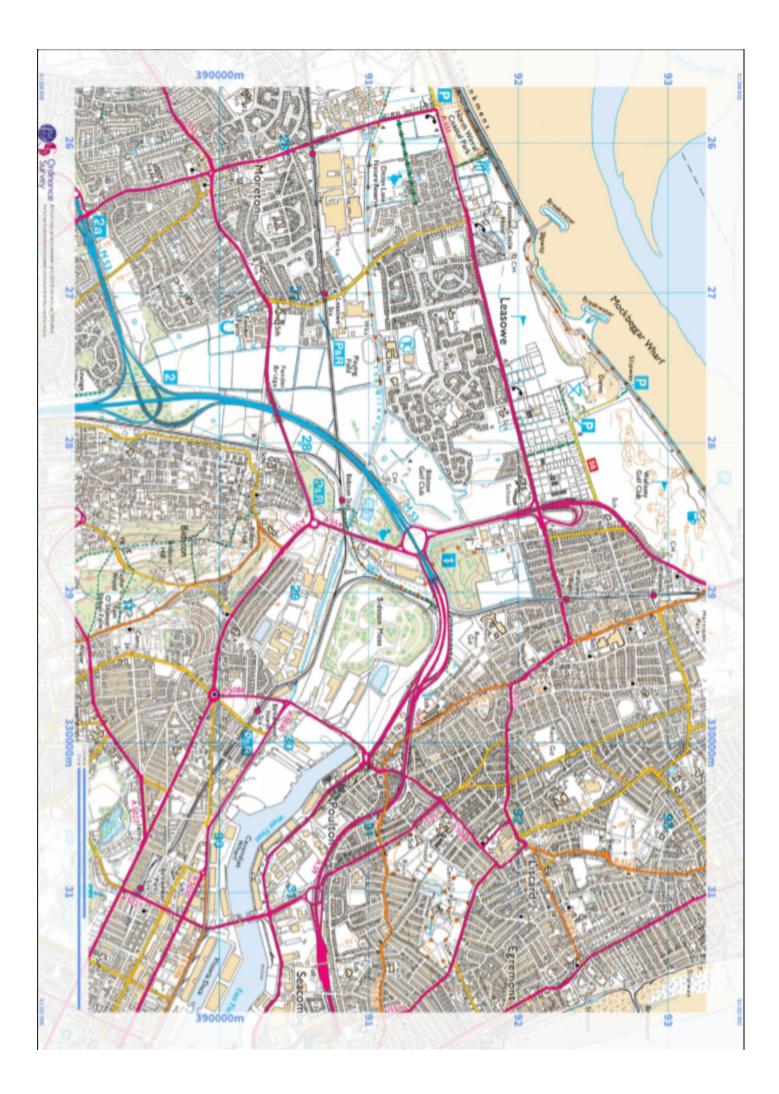
A 6 figure grid reference splits up each square on the map into 10 squares across and 10 squares up like the diagram on the left. You would read along the bottom first, a bit like a graph and then up the side.

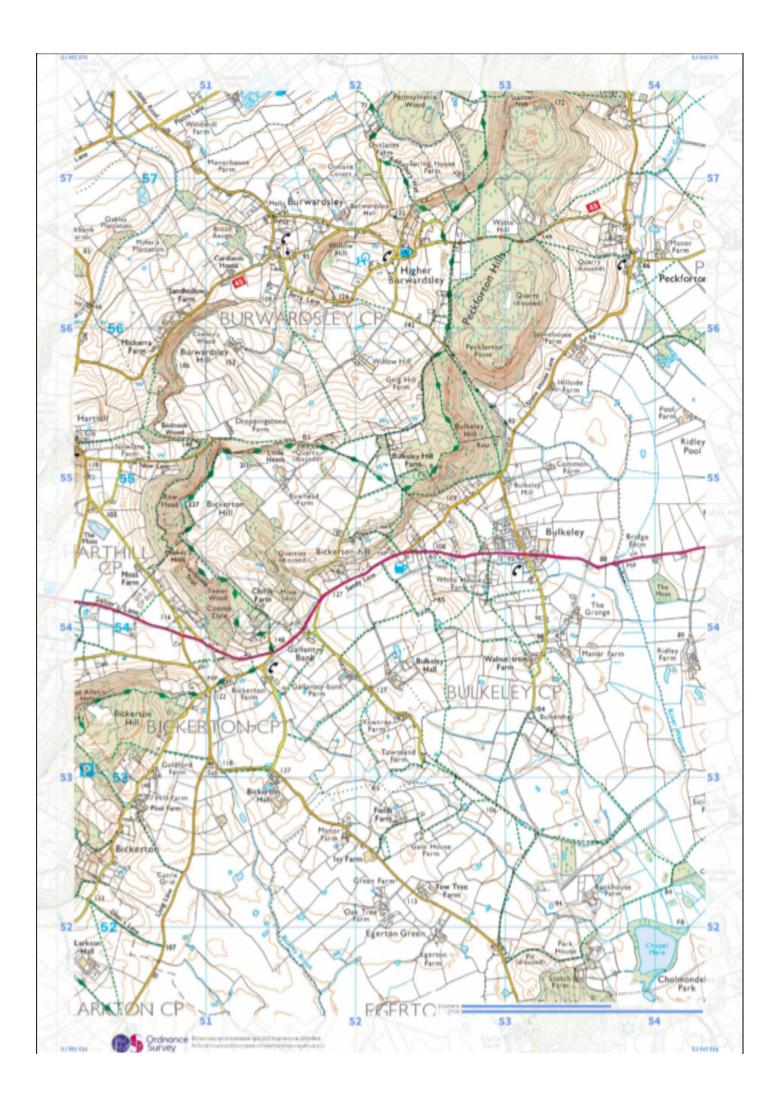
For example the six figure grid reference of the smallest blue square in the diagram would be as follows. It is in the bigger box 6233 and 5 small squares along the bottom and 3 small squares up. The six figure grid reference would be 625333

What can be found at the following grid references						
Grid Reference	Feature					
293925						
282929						
298903						
306929						
290929						
Give the grid reference where ea	ch of the following can be found					
Feature	Grid Reference					
Golf Club						
Car Park						
Leasowe Castle Hotel						
Telephone Box						
Church						

Are there any symbols or features that you don't recognise?

Write the grid reference of these symbols and use the key to find out what each of them are.





Use the map on the previous page to plot a route that is 28km long.

What is the grid reference of your start point?

What is the grid reference of your end point?

Once you have plotted your route, pick 5 places along your route that you might use as a checkpoint. Give the grid references below.

Using the route you have just plotted, by looking at the map and the features along your route can you identify any dangers you may come across or areas where navigating might be hard?



EXPEDITION ROUTE CARD (use one per day)

Use your route from the last session or plot a new one on the map included and fill out the below route card for your route.

Aim	Aim of expedition:								Name of DofE Gr	oup:			
Day	of the	Date:	Day of ver	nture:	Names of	Names of team members:						Address:	
weel		11	(1 st , 2 nd etc.	.)									
												Tel No:	
Le	PLACE WITH	L GRID REF	General	Distanc	Height	Time	Time	Total	Estimated	Sett	ting out time:	Email:	
g	_		direction	e in km	climbed	allowed for	allowed	time	Time of				
-			or		in m	journeying	for	for leg	Arrival	D.	California California California		
	START		bearing				exploring,			activ	of details of route to be followed	d or planned	Escape/Notes
							rests or			(Ent	ter full details of activity on rev	erse)	
							meals						
(a)	(b)		(c)	(d)	(e)	(f)	(g)	(h)	(i)		(j)		(k)
1	то												
2	то												
3	то												
4	то												

5	ТО							
6	ТО							
7	ТО							
8	то							
		Totals:				Supervisor's name, location and Tel No:		

Menu Planner

Complete the menu planner below. Make sure you count the calories for each meal and your total for the day. Remember your calories for the day must total <u>at least</u> 2000 calories. Your menu should be balanced and nutritious and you should also be conscious

Days	Breakfast	Lunch	Dinner	Snacks	Total Calories
1					
		Calories:	Calories:	Calories:	
2					
	Calories:	Calories:		Calories:	

First Aid Quiz

Read each question and choose the appropriate answer.

1. Your friend has a strain or sprain and you apply something cold to the injury. How does this help?

- a) It will help to keep the joint still
- b) It will reduce swelling and pain
- c) It will calm the person down
- d) It will reduce the risk of scarring

2. If someone is having an asthma attack, they...

- a) Will be breathing easily
- b) Won't be experiencing any change in their breathing
- c) Will be finding it difficult to breathe normally

3. What is your key reaction if someone is unresponsive and not breathing?

- a) Try to breathe into their mouth
- b) Raise their feet above their head
- c) Give chest compressions

4. Which of these things are common causes of severe allergic reactions?

- a) All of these
- b) Shellfish, like prawns or mussels
- c) Latex (a sort of rubber), for example rubber gloves
- d) Peanuts and other nuts
- e) An insect sting, from a bee or wasp

5. You are helping a friend you suspect has a broken arm. You've supported the injury. Should you...

- a) Get medical help immediately
- b) Leave it for an hour and then get medical help
- c) not seek medical help, the bone will just heal on its own
- d) Only get medical help if It gets more painful

6. When you apply pressure to a bleeding wound you are acting like a...?

- a) Drain
- b) Plug
- c) Hose

7. Which of these things could you use to support a broken bone?

- a) A cushion
- b) Some clothing
- c) Someone's hand
- d) All of these

8. During an asthma attack, a person uses a 'what' ... to take their medication?

- a) Ice pack
- b) Inhaler
- c) Auto-injector

9. When someone has a head injury, which of these items can be used to help reduce swelling and pain?

- a) A large, flexible plastic bottle of fizzy drink or milk from the fridge
- b) All of these
- c) A bag of frozen vegetables
- d) An ice pack

10.Your friend has banged their head and you need to help them. What is the key thing you need to do?

- a) Get them up and about again as quickly as possible
- b) Reduce swelling and pain around the injury
- c) Stop them panicking

11.If an allergic reaction is very severe, a person might...

- a) Be unable to see
- b) Be unable to hear
- c) Be unable to breathe
- d) Be unable to taste

12.One morning you find your older sister and you think she is unresponsive and breathing. Aside from calling for help, what is your priority in this situation?

- a) Call someone and get them to help you
- b) Help her continue to breathe normally until help arrives
- c) Find out what has happened to her

13.After you've moved a person who is unresponsive and breathing onto their side, you should...what?

- a) Stay with the person and keep checking their head is tilted back to allow them to keep breathing normally
- b) Leave the person alone now they are comfortable, they'll wake up soon
- c) Sit with but do not touch the person again. If they move, it is just them starting to wake up

14.If someone is unresponsive and not breathing, how long should you give chest compressions for?

- a) Until your arms get tired
- b) Until help arrives and someone else takes over
- c) Until you have done 100 compressions