

Cross Crediting the Queen's Guide Award with the Duke of Edinburgh's International Award

The Duke of Edinburgh's Award and Queen's Guide Award share similar values and many of their award activities can be cross-credited, thus it is a great opportunity to be recognised for your efforts with both Awards.

Keep in mind, for the Duke of Ed Award, you will need to complete your activities for the minimum period required of your Award level. This might be longer than the time required for certain Gold Endeavour/Queen's Guide Challenges.

Time commitment per section per Award level:

- Bronze: 3 months (or 6 months for a major section)
- Silver: 6 months (or 12 months for a major section if the Bronze has not been completed)
- Gold: 12 months (or 18 months for a major section if the Silver Award has not been completed)

It is also good to consider if there are any non-Guiding commitments which can more easily be cross credited to the Duke of Ed, (eg. Learning an instrument, playing a sport) if you will participate in this more regularly.

Please email dukeofed@guidesvic.org.au if you have any questions, or if you would like assistance creating a Queen's Guide plan which mostly easily aligns with Duke of Ed requirements.

Activities from the Queen's Guide Award to cross credit with the Physical Recreation section of the Duke of Edinburgh's Award

- Gold Endeavour (Collaboration) - Participate in one season (minimum 3 months) of a team sport. Discuss with your Peer Unit what you have learned about teamwork. (You could earn Sport Trefoil 3)
- Queen's Guide (Collaboration) - Participate in two seasons (minimum 6 months) of a team sport. Discuss with your Peer Unit what you have learned about teamwork. (You could earn Sport Trefoil 3.)
- Queen's Guide (Commitment to Learning) - Set a goal to complete an activity that requires a regular commitment, planning, action, and evaluation. For example, running a marathon, participating in an eisteddfod or dance competition, a charity fundraiser (*Physical Recreation related*)
- Queen's Guide (Commitment to Learning) - Gain any Trefoil 3 not completed for another section of this Award (*Sport Trefoil 3*)

Activities from the Queen's Guide Award to cross credit with the Voluntary Service section of the Duke of Edinburgh's Award

- Gold Endeavour (Community) – Gain Service Flash 2 (15 hours service).
- Queen's Guide (Community) – Gain Service Flash 3 (21 hours service preferably to the wider community). If you have previously completed it, you can earn it again with further service. It can be the same service continued or a different service.

Activities from the Queen's Guide Award to cross credit with the Skills section of the Duke of Edinburgh's Award

Technology based skills:

- Gold Endeavor (Creative Thinking) – Develop an app or another technology-based solution to help solve an issue or need you have identified.
- Gold Endeavor (Creative Thinking) – Gain Technology Trefoil 3.
- Queen's Guide (Creative Thinking) – Gain the Science & Technology Focus

Arts based skills:

- Gold Endeavor (Creative Thinking) – Gain The Arts Trefoil 3.
- Gold Endeavor/Queen's Guide (Communication) / (Collaboration) – Perform in three public artistic performances e.g., music, theatre, public speaking, singing, dancing etc. One show repeated several times is acceptable. Gang Show or similar can be included. (You could earn Arts Trefoil 3, Explore Arts.)
- Gold Endeavor (Communication) – Participate for three months in a creative writing group. In your preferred genre, produce the following finished works: 10 poems or 1 short novel or 1 play or 3 topical essays or 2 speeches or similar. (You could earn Arts Trefoil 3, Explore Arts.)
- Gold Endeavor (Commitment to Learning) – Teach yourself a new aspect of photography or videography and show your improvement over 3 months.
- Queen's Guide (Creative Thinking) – Gain the Arts Focus
- Queen's Guide (Creative Thinking) – Pursue a creative skill that is new to you or extend an existing interest for three months / one school term (art/craft/technology/baking/bushcraft). Share your progress with your Peer Unit.

General/other skills:

- Gold Endeavor/Queen's Guide (Character) - Gain Life Skills Trefoil 3.
- Gold Endeavor (Community) - Gain Emergency or Safety Trefoil 3. Lead an activity with your Peer Unit to share what you have learned while completing this badge.
- Gold Endeavor/Queen's Guide (Community) - Gain Advocacy Trefoil 3
- Gold Endeavor (Communication) - Learn Auslan or another language. Teach some conversational phrases to your peers.
- Gold Endeavor (Communication) - Participate for three months in a debate, public speaking, advocacy group or similar.
- Queen's Guide (Commitment to Learning) - Gain the Special Focus.
- Queen's Guide (Commitment to Learning) - Gain an Australian Learner's Permit and complete 30 hours driving time or gain a Provisional Driver's Licence. Learn to change a tyre and to check basic mechanics e.g., oil and water levels, tyre pressure. Find out how to get roadside assistance. (You could earn Create Wheels.)
- Queen's Guide (Commitment to Learning) - Set a goal to complete an activity that requires a regular commitment, planning, action, and evaluation. For example, running a marathon, participating in an eisteddfod or dance competition, a charity fundraiser.
- Queen's Guide (Commitment to Learning) - Gain any Trefoil 3 not completed for another section of this Award.

Activities from the Queen's Guide Award to cross credit with the Adventurous Journey section of the Duke of Edinburgh's Award

- Gold Endeavour (Collaboration) - Participate in a weekend camp, hike, or adventure-based activity with peers (You could earn Adventure, Outdoors, Boating or Camping Trefoil 3.)