



The Duke of Edinburgh's International Award - Bermuda

Social Value Research Report

December 2021

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Chapter		Title Page
Introduction	The Duke of Edinburgh's International Award - Bermuda	4
Methodology	Social Value of the Award: Model and Methodology	12
Research Results	The Social Value of The Duke of Edinburgh's International Award - Bermuda in 2020	23
Conclusion	Conclusion	47
Appendices	Appendices	53

Introduction



There are 1.8 billion young people aged 10-24 in the world today; the largest youth generation in history. Though fast-paced developments in technology mean the world has, in many ways, never been smaller or more accessible, it has also become increasingly unstable, uncertain and often insecure.

As today's young people set out to find their place in this world, and are bombarded by information, expectations and uncertainty, they are growing up with a mosaic of complexities and challenges unseen by previous generations.

Tried and tested formal education models have been helping prepare young people for their futures for generations, in many societies. In some, access to school is a relatively newfound right; in others, that right has still to be won. New technologies and advancements see this continuing to evolve. However, many are now recognising that a less structured form of learning (though still with defined objectives and outcomes) delivered through what is known as non-formal education and learning, also needs to play a key role in the development of young people.

Non-formal education and learning, such as that offered by The Duke of Edinburgh's International Award (the Award), focuses on developing the wider 'soft' or 'core' skills – such as resilience, adaptability, problem solving, decision making and communication – which can help young people ensure they are ready for the world.

There is decades of anecdotal evidence that confirms that the Award makes an impact on young people and their communities. Over the last few years, The Duke of Edinburgh's International Award Foundation (the Foundation) has been working on developing robust, evidence based approaches to research and evaluation of the Award, to demonstrate that impact and has been working with national partners to implement these approaches across the world.

As part of this effort, the Foundation has worked with PricewaterhouseCoopers UK (PwC) to develop an approach to measure the social value of the Award. Social value in the Award context refers to the change created by the Award for and through its key stakeholders (young people, adults involved in delivery and society), in monetary terms.

This report introduces the social value model of the Award, which explains the journey of outcomes and impacts that result from the young people's and adults' involvement in the Award. It discusses the methodology used to measure the social impact of the Award and presents the results of the social value analysis conducted in Bermuda, in collaboration with The Duke of Edinburgh's International Award's National Award in Bermuda.

The Duke of Edinburgh's International Award

The Duke of Edinburgh's International Award (the Award) is a global non-formal education framework for all young people aged 14-24 and it operates in more than 130 countries and territories. In 2019, over a million young people followed their own unique Award programme, via hundreds of thousands of youth-focused partners and operators, including schools, youth organisations, examination boards and young offender institutions.

The Award is delivered internationally through a global and diverse network of licensed Operators, varying in scale from large National Award Operators (NAOs) with hundreds of thousands of participants to directly licensed Independent Award Centres (IACs) – typically international schools or youth clubs – with just a few young people taking part.

There are approximately 200 registrations annually and 400 young people engaged at any one time in The Duke of Edinburgh's International Award – Bermuda.



In 2020,
111 young people completed
an Award in Bermuda

The Award Framework

The Award encourages young people to learn new skills, get physically active, volunteer within their communities and discover a sense of adventure, outside the classroom.

It aims to offer young people a range of opportunities to help them unlock their potential.

Using the Award framework and with the support of adult volunteers, young people choose from a variety of activities to develop their own bespoke programmes, as they work towards achieving the internationally recognised Bronze, Silver and Gold Awards.

There are three levels to the Award...



Bronze

14 years +
6 months minimum



Silver

15 years +
12 months minimum



Gold

16 years +
18 months minimum

Each level of the Award has four sections (five at the Gold level):

Voluntary Service

Participants volunteer in their communities, make a positive contribution to society and demonstrate social responsibility.

Physical Recreation

Encourages young people to improve their fitness, performance and enjoy healthy lifestyles for good mental and physical wellbeing.

Skill

Enables participants to develop their talents, broaden their abilities, increase their self-confidence and improve their employability.

Adventurous Journey

Young people discover a spirit of adventure and gain a deeper understanding of the environment and the great outdoors.

Gold Residential Project

Participants broaden their experience by staying in an unfamiliar environment with other young people, taking part in a worthwhile project and building new relationships.

The Duke of Edinburgh's International Award - Bermuda, 2020



Young people getting active

390 young people were actively participating in Award activities in 2020.

Delivery partners

8 organisations were able to offer the Award to their young people in 2020: Including schools, universities, youth centres, NGOs, and sports clubs.

Young people, supported by Adults

25 adults regularly supported young people participating in the Award in 2020.

Achieving the Award

111 young people completed an Award level in 2020.

Embraces diversity

The Award is achievable by any young person who wants to challenge themselves.

What do young people say about the Award?



Young people say the following about their experience of the Award:

“It's really fun and it builds great communication skills such as collaboration. The Award also helped me become a lot more responsible for myself and build better friendships with my teammates.”

“It is a good experience overall that was different to anything thing else I have or would've done.”

“The trip and overall award is a great experience. It allows you to get outside of your comfort zone and show you what you are really made of.”

“You can learn so much about yourself, others and different places.”

“I had an amazing time during my time completing the Award and would recommend to other people to have that same experience.”

**These quotes are from a satisfaction survey answered by 22 young people who completed their Award in Bermuda in 2020.*

Adults in the Award

The Award is open to and achievable for any young person aged 14-24 regardless of their background. In order to take part in the Award, young people register as an Award participant with a local organisation, which could be their school, university, local youth group, residential youth care facility, or their correctional centre, if they are incarcerated. These organisations provide young people with mentoring support throughout their Award journey. In Bermuda, the adult mentors affiliated with these local organisations are mostly volunteers (92%), with some paid for this work (8%).

Once a participant is registered to do their Award, they are assigned to an **Award Leader**, who is the adult mentor who understands the Award, assists participants to set and achieve challenging goals and provides advice and encouragement through their Award experience. Many Award Leaders are also teachers and report that they use a different set of skills when working with young people in the context of the Award, than when they are working with them in the classroom. They coach rather than instruct; facilitate and guide young people to make their own decisions; and encourage active reflection by young people on the learning that is taking place.

Other than the Award Leader role, there are many other roles adults in the Award play to support young people in their Award journey from the beginning to completion. For example, **Award Co-ordinators** take overall responsibility for the delivery of the Award in an organisation, coordinating other adults in the Award, liaising with senior management and working with The Duke of Edinburgh's International Award - Bermuda to ensure smooth operation of the Award within their organisation aligned with the principles and standards of the Award. Another role is that of **Adventurous Journey Supervisors**, who are responsible for organising and carrying out the Adventurous Journey section with the participants and take a legal responsibility for the health and safety of groups while out on their journeys.

In 2020 a global satisfaction survey run by The Duke of Edinburgh's International Award Foundation to understand the experience of adults in delivering the Award, **86% of adults reported that they benefit from being involved in the Award**. The social value analysis of The Duke of Edinburgh's International Award - Bermuda supports this finding, illustrating how adults are benefitting from their involvement in the Award in a number of ways.

What do young people say about the Adults in the Award?

Young people say the following on the role of their Award Leaders* while progressing through their Award:

“My Award Leader was extremely understanding and accommodating. I felt very supported by my leader. I am very grateful to have her as my Award Leader.”

“My Award Leader did a good job she was always encouraging me to go on through the program even when I was having my own personal challenges.”

“My Award Leader was very helpful through the whole process. She was very understanding and helpful when it came to logging and was overall a great person and help when it came to the Award.”

“My award leader pushed to help me excel and I feel comfortable going to them for any needs on the future.”

**These quotes are from a satisfaction survey answered by 22 young people who completed their Award in Bermuda in 2020.*



Social Value of the Award: Model and Methodology



This section introduces the social value model of the Award and explains the methodology developed to measure this value.

Definitions of social impact vary, but it generally refers to an activity's positive and negative impact and dependence on people and society (WBSCD, 2015). Social value in the Award's context refers to the value of the change created by the Award for and through its stakeholders (such as young people participating in the Award, adults involved in the delivery of the Award, and wider members of society such as businesses and governments), in monetary terms.

To measure social value, The Duke of Edinburgh's International Award Foundation worked with PriceWaterhouseCoopers UK (PwC) to develop a social value methodology for the Award. The methodology uses principles of welfare economics and economic valuation techniques, and is aligned with the principles of Social Return on Investment (SROI) (Nicholls et al., 2012). ***PwC's Total Impact Measurement and Management (TIMM) Framework*** was applied to create the methodology.

The Award's social value model and methodology was tested in Australia and Ghana in 2018 before it was officially launched in November 2018 for the use of other Award countries. Since then, Canada, Czech Republic, New Zealand, and South Africa have measured their social value. 10 countries are measuring their social value in 2020.

- **WBSCD. (2015).** Towards a Social Capital Protocol. Geneva: WBSCD.
- **Nicolls, J., Neitzert, E., Lawlor, E., Goodspeed, T., & Cupitt, S. (2012).** Accounting for Value. London: The SROI Network.

PwC's Total Impact Measurement and Management (TIMM) Framework

PwC's TIMM framework uses robust methodologies to quantify and value in monetary terms the impacts of activities across economic, social, environmental and fiscal dimensions. This framework can be applied at the level of a product, a project, a site or even an entire organisation. PwC's methods have been developed over the years to value social capital, natural capital and economic impacts and they build on widely accepted approaches such as the UK Government's Green Book on policy appraisal and evaluation, SROI Principles, Social and Human Capital Protocol, and economic impact assessments.

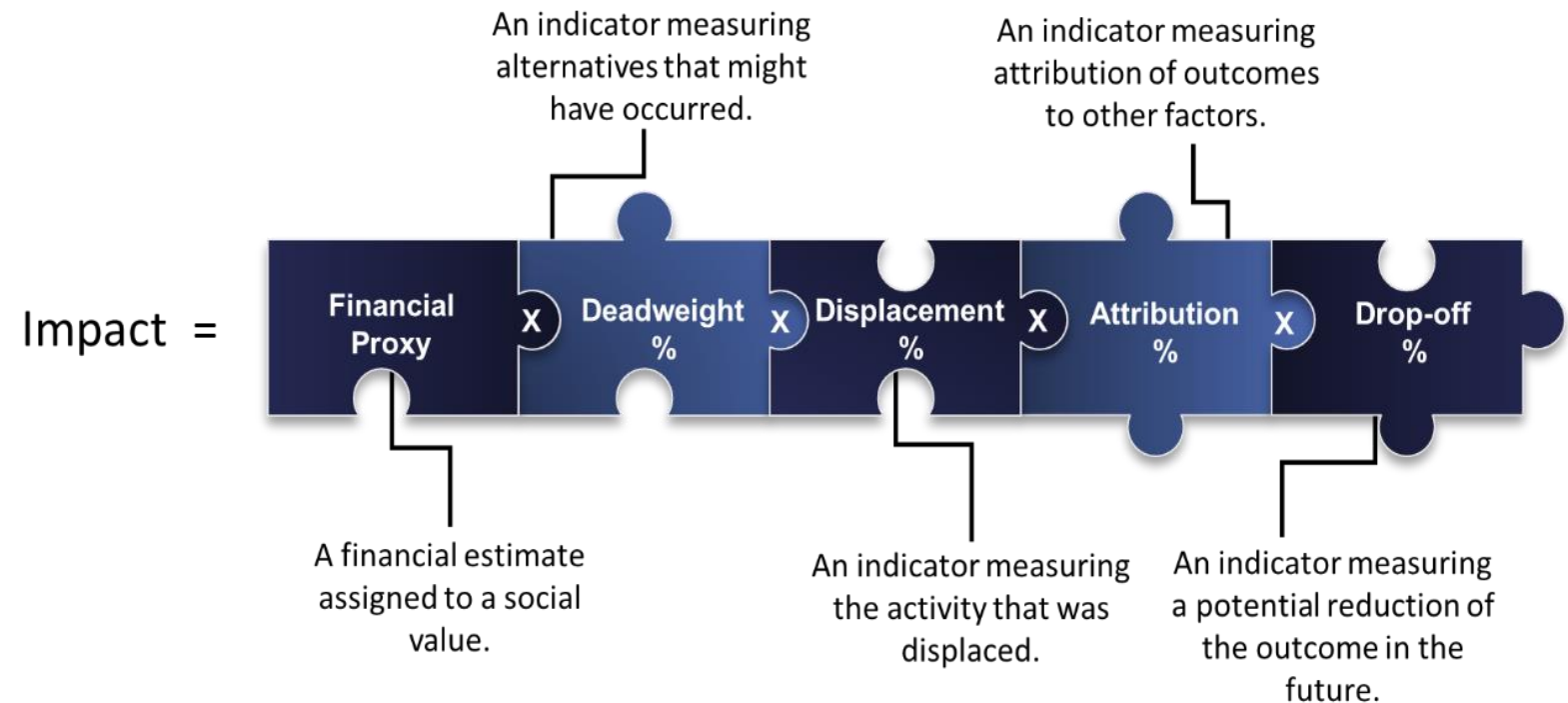
(PricewaterhouseCoopers LLP, 2019)

Our Social Value Approach



Using the TIMM framework, methods for quantifying impacts and expressing them in monetary terms were developed. Attention was given to the Foundation's objectives to roll out the approach across many different countries in which it operates. This meant thinking about how methods and valuation approaches need to be adapted to suit different economic and social contexts.

Our approach followed the principles of SROI, an important part of which is 'establishing impact' by accounting for attribution, deadweight, displacement, and drop-off.



1. Attribution

Attribution is how much of any change is due to the Award-related activities, as opposed to other factors. In the surveys for Award Holders, they are asked questions, such as “On a scale of 0-10, how much do you feel that the Award contributed to the change in your physical activity levels?” where 0 means “The Award had no influence” and 10 means “The Award had extensive influence on the change in physical activity levels”. The average score is used to estimate how much of the change could be attributed to their involvement in the Award; as opposed to other external influences. It is also considered how attribution decreases over time e.g. the reason someone continues to volunteer after they complete the Award may become less attributable to the Award as time passes.

2. Deadweight

Deadweight is described as “a measure of the amount of outcome that would have happened even if the activity had not taken place”. In the Award’s context, deadweight is the extent to which the participant/adult would have experienced an outcome anyway without participating in or delivering the Award. Like attribution, the deadweight effect is estimated through survey questions to understand what percentage of beneficiaries were doing the activity even before they started the Award.

Award Holders are asked questions such as “If you had not done the Award, what percentage of your current level of physical recreation do you think you would be doing now anyway?”. Respondents are asked to rate their answer on a scale, where 0% means “I wouldn’t be engaging in a physical recreation activity now at all, if I hadn’t done the Award” and 100% means “I would definitely be engaged in a physical recreation activity now, even if I hadn’t done the Award”, and the average of the answers are taken to give the deadweight percentage.

3. Displacement

Displacement accounts for the possibility that “the outcome displaced other outcomes”; i.e. that participating in the activities may prevent individuals from experiencing positive impacts elsewhere or prevent others from experiencing positive impacts.

Displacement was considered for each calculation pathway. In many cases, displacement was not considered an issue because there was no evidence to suggest that beneficiaries doing an Award-related activity prevented them from doing other activities, or prevent others from participating in the same activity.

4. Drop-off

The impact of an activity is assumed to drop off over time. For example, while the Award causes some young people to do more exercise while they are doing the Award, it is unlikely that all of these people will continue doing that increased level of exercise after they complete the Award. To calculate the drop-off for Award Holders, we tracked Award Holders’ activity levels over time using a survey answered by Award Holders who completed the Award a number of years ago (6 years ago on average). Within the calculated drop-off rate over time, we use a minimum level ‘stickiness’ factor of 30% is assumed based on secondary research, i.e. only 30% of those who change their habits ‘stick’ with this habit in future (Homer, 2015).

5. Double counting

The impact pathways identified certain impacts that are common across multiple sections of the Award, which requires being mindful to avoid double counting. For example, improved mental health and wellbeing is associated with every section of the Award. It is assumed that these impacts are additive on the basis that each section contributes a relatively small wellbeing increase and no single section of the Award takes up so much of an individual’s time that their mental wellbeing is ‘saturated’ or reaches a peak.

How the social value of the Award was identified

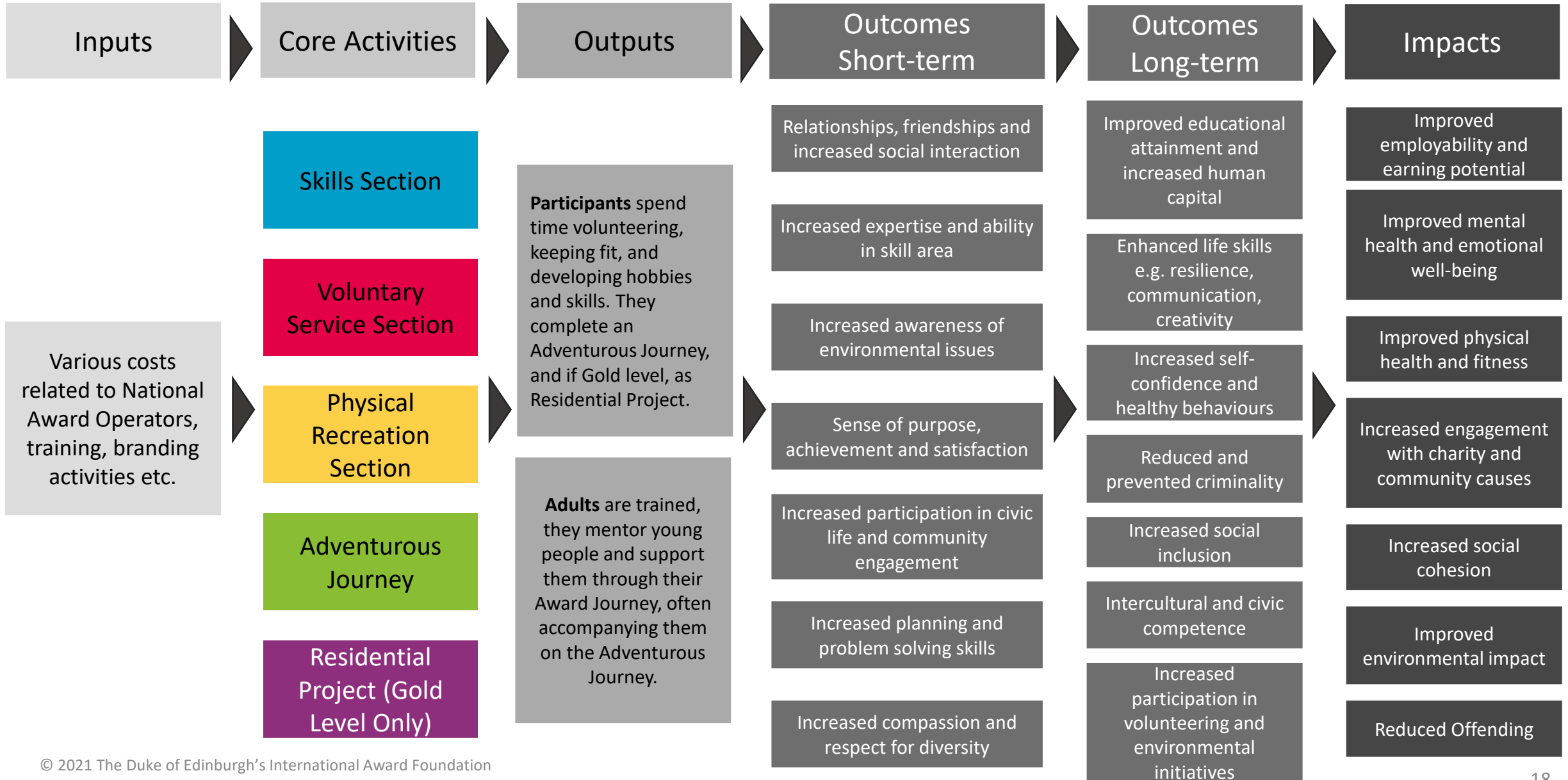
Each section of the Award is associated with different activities leading to a variety of impacts. Moreover, there are differences in the way the Award is run and availability of data across over 130 countries in which the Award operates. The remit of this study meant that not all impacts in all countries could be assessed at once. As a result, a scoping process was undertaken to identify the impact areas on which to focus first.

First, impact pathways were developed for each section of the Award and for adults delivering the Award. The impact pathways set out the relationship between the inputs, outputs, outcomes and impacts:

Inputs	Core activity	Outputs	Outcome (short-term)	Outcome (long-term)	Impact
What resources, financial and non-financial, have been invested in order for the outputs to occur	The section of the Award which the impact pathway relates to	The specific activities that the Award Holder undertakes as part of the Award	Changes for the Award Holder in terms of learning, awareness, feelings, or actions	Changes for the Award Holder in terms of long-term habits, condition or status	Changes for wider society resulting from long-term outcomes for the Award Holders

On the following page we display the overarching impact journey of the Award. It summarises the overall outcomes and impacts of the Award for participants and adults. There were 6 more impact pathways developed for the purposes of social value evaluation; one for each section of the Award and an impact pathway for the impact journey of the Award for adults.

The Award's Overall Impact Pathway



How the social value of the Award was identified, continued



Proud to be



The outcome of the scoping process was to focus on the following impacts for valuation:



Increased engagement with charitable and community causes



Improved physical health and fitness



Improved mental health and emotional wellbeing



Increased social cohesion



Improved employability and earning potential*

Over the next few years, The Duke of Edinburgh's International Award Foundation will be working on expanding the current research methodology, to measure other impacts the Award may have. This will include, but is not limited to, the Award's other key impacts: **Improved environmental impact, Reduced offending.**

**The valuation of the 'improved employability and earning potential' impact area includes present value for Adults, 'increased earnings of Adults associated with delivering the Award'. Social value for Participants is captured in future value as 'increased earnings of Award Holders from increased physical activity'.*

Key Stakeholder Groups

Social value is the value of change that stakeholders of the Award experience due to the Award.

For the purposes of this analysis and valuation, the following three key stakeholder groups were identified who potentially benefit from the activities related to the Award:

Young People

Young people who have completed any Award level(/s) (Bronze, Silver, Gold). Young people take part in the Award through an Award Operator and follow a set of activities of their choice, based on the operational principles of the Award framework.

Adults in the Award

Individuals who have been trained by The Duke of Edinburgh's International Award - Bermuda to support the delivery of the Award within their school or organisation; as Award Leaders who mentor young people throughout their Award programme or Activity Coaches and Assessors who conduct specific training for participants in any section of the Award. The involvement of such adults can be on a voluntary basis or it can be a part of their job.

Society

There is also the wider community that benefits from the Award-related activities undertaken by young people and adults in the Award, in terms of contributions to the economy and through volunteering.

Measuring the present and future social value of the Award for Award Holders

Within this research we calculate the present value, and the future value, for Award Holders who completed their Award during the research analysis year; January 1st 2020 - December 31st 2020. For ease of reference, within this report, we refer to the analysis year as 2020.

Any young person who participates in the Award, even if they do not complete an Award level, may benefit from their participation in Award-related activities. However, for simplicity and accuracy, within this research we limit our social value measurements to include only those young people who complete the Award; 'Award Holders'.

Within this report however, there are some descriptions in which we describe Award Holders as 'Award participants'. To clarify, during data collection for this research we ran a research survey with current Award participants in Bermuda, to gather data to represent the experiences of young people who completed their Award in 2020 (data collection was conducted between March 15th and August 12th 2021). We also ran a survey with Award Holders who are no longer participating in the Award (who completed their Award 14 years ago, on average), to track behaviour changes in Award Holders over time after they complete their Award. To make this distinction clear, when referring to the data collection and results of the surveys we refer to 'Award participants' data (data representing the experiences of young people who took part in the Award and completed their Award during the analysis year) and 'Award Holders' data (data representing the experiences of Award Holders who are no longer taking part in the Award, who completed the Award 14 years prior to taking the survey, on average).

Although we refer to 'Award participants' (young people in the Award) and 'Award Holders' in the context of data collection and analysis, this research calculates the present and future value for the 111 young people who completed their Award in Bermuda, during the analysis year 2020.

How the social value of the Award was measured and valued

To calculate the value of the five impacts, methodologies were developed in accordance to and with guidance from Social Value UK, HMT Green Book, and HMT Magenta Book.

The data needs for the calculations were identified. The sources of data used in the calculations can be classified in three groups:

Data provided by The Duke of Edinburgh's International Award – Bermuda:

Participation and Award delivery related data, pertaining to 2020. This includes for example the number of young people who completed Bronze, Silver or Gold Awards, and the number of Adults who were trained and those who supported Award delivery.

Survey data from Award Participants, Award Holders, and adults in the Award:

Surveys were designed to strengthen the understanding of the outcomes experienced by beneficiaries (e.g. how often they volunteer or do physical exercise), how much of this would have happened anyway (deadweight), and the extent to which the impact is due to the Award (attribution).¹

Secondary data:

Where The Duke of Edinburgh's International Award – Bermuda or the surveys were unable to provide sufficient data, relevant data was identified from secondary research. This includes proxy values that drive estimations to express impacts in monetary terms.

¹ See Appendix 1 for information about how the surveys were run, an overview of the number and demographic distribution of survey respondents.

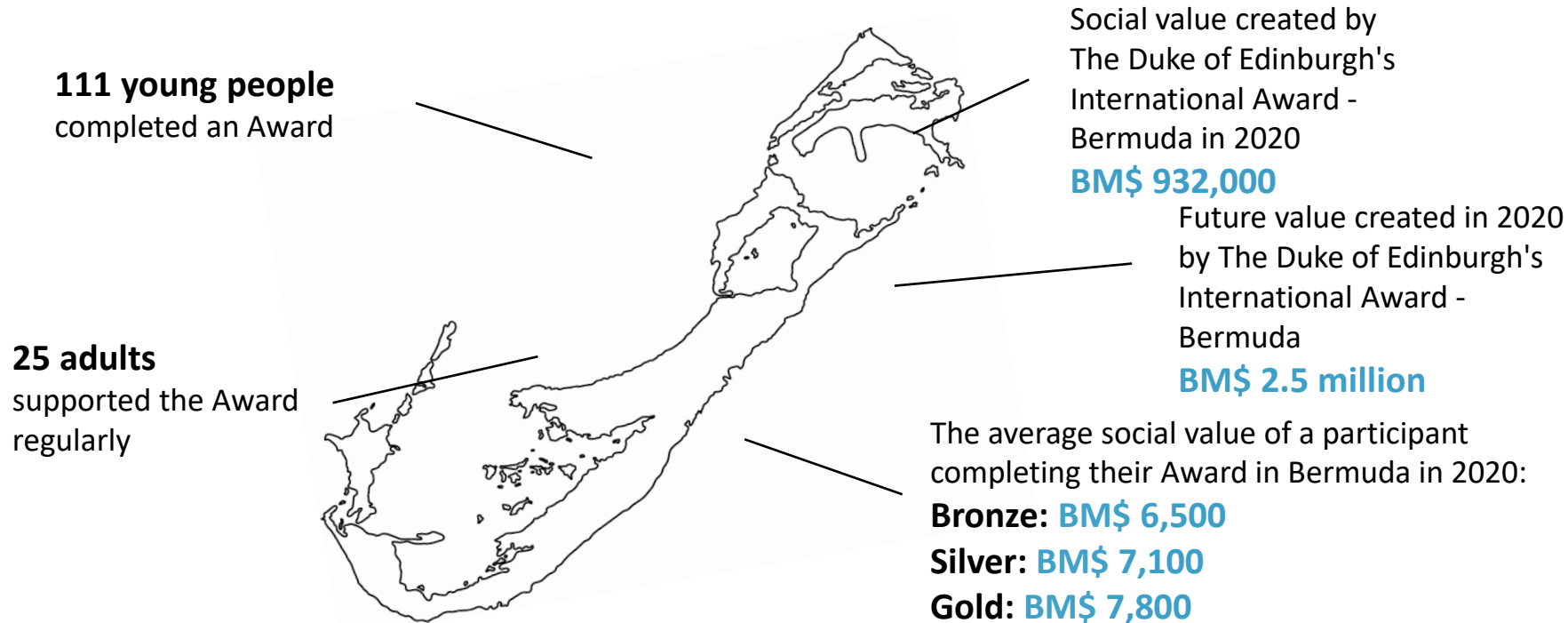
The following number of responses were analysed from the surveys:

- Award participants responses (n = 122) represented 110% of Awards Gained in Bermuda during 2020 (111), a representative sample size.
- Adults responses (n = 24) represent 96% of adults that regularly supported the Award during 2020 (25). Adults responses were a statistically representative sample size for those who regularly volunteered during the analysis year, but not for all adults who received training in 2020. Further research into adults would strengthen this data.
- Award Holder responses (n = 59).

The Social Value Analysis of The Duke of Edinburgh's International Award - Bermuda, 2020



The Social Value of The Duke of Edinburgh's International Award - Bermuda in 2020



BM\$ 2.45 : BM\$ 1
SROI of The Duke of Edinburgh's International Award - Bermuda¹

Total social value in 2020:
BM\$ 932,000

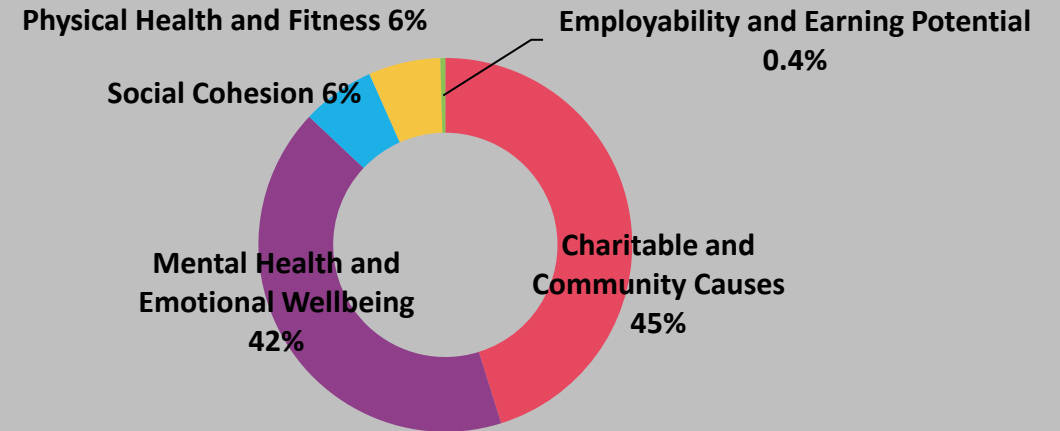
Total cost in 2020:
BM\$ 380,000

¹ Based on the social value analysis of The Duke of Edinburgh's International Award - Bermuda in 2020, we estimate that for every BM\$ 1 that was invested in the Award, BM\$ 2.45 in social value was generated. A more detailed explanation of how this social value breaks down across the different impact areas is provided on page 25.

For the purposes of the SROI calculation and to align the value created with the annual cost of Award delivery, the value of one year only has been included. The average time to complete the Bronze, Silver and Gold Award level is 9 months, 1 year, and 1 year 5 months, respectively.

Results by impact – Overview of Present Social Value

The area of impact where the highest social value was created was **value of support to charitable and community causes.**



BM\$ 421,000
Social value of support to charitable and community causes



BM\$ 58,000
Social value of improved physical health and fitness



BM\$ 390,000
Social value of improved mental health and emotional wellbeing



BM\$ 59,000
Social value of improved social cohesion



BM\$ 4,000
Social value of improved employability and earning potential



Results by impact - A note on Future Social Value

Future social value, created by the delivery of The Duke of Edinburgh's International Award - Bermuda in 2020, is estimated at **BM\$ 2.5 million**

The rationale behind future social value is that the Award creates certain habits / behaviours that may continue throughout someone's life. The survey we conducted with Award Holders (who completed their Awards on average 14 years ago), supported this rationale. The following chart shows the percentages of attribution of activities to the Award that form the basis for the calculation of social value attributable to the Award after a young person completes their Award in 2020 (i.e. over the rest of their lifetime).

We have taken into account drop-off, attribution and deadweight in our future value calculations.

- For **drop-off**, we use the data from our Award Holder survey to model the ongoing, steady decrease in Holder's regular engagement these activities, following completion of the Award.
- For **attribution**, we use the rate with which young people attribute any increase in their activity levels, to the Award (see table 'Participant's Attribution Percentages'), discounting the attribution rate by 5% year on year following their completion of the Award. As shown in the table, it is interesting that the attribution of skills practice goes down between Bronze to Gold level, while the attribution of physical activity goes up between Bronze and Gold level. Further research into these attribution ratings would be interesting and could strengthen this element of the research.
- For **deadweight**, we use young people's activity levels before they began the Award.

Young People's Attribution Percentages* (what percent of the increase in their activity levels are due to the Award)

Award Level	Volunteering	Physical Activity	Skills Practice**
Gold	56%	33%	-
Silver	75%	41%	-
Bronze	85%	50%	83%

However, even when accounting for drop-off, attribution and deadweight, these values are more uncertain than the social value calculations we have made for the value of the Award in 2020, because they involve predicting Award Holders' behaviour into the future, which is inherently uncertain. The future value estimations here provide an insight into the ongoing social value of the Award for and through those who have completed their Award in 2020.

**Attribution % is based on less than 100 responses*

***The limited responses from Gold and Silver Participants showed no participants at either level moved from irregular to regular skills practice.*

Results by impact

Social Value of Increased Engagement with Charitable and Community Causes

Total social value of increased engagement with charitable and community causes is BM\$ 421,000.

Young people participate in various forms of voluntary and community activities for the Voluntary Service section of the Award, and therefore become more actively engaged with charitable and community causes. The survey showed that, on average, 54% of young people were already regularly engaging in volunteering activities before the Award, however 77% of participants intend to continue with their regular volunteering after completing the Award. Adults who volunteer to help deliver the Award also experience wellbeing as a result of their engagement. We estimated values for three key measures for increased engagement with charitable and community causes created in 2020:

- Wellbeing* benefits for Award Holders from increased volunteering = **BM\$ 361,000**
- Value of participant volunteer hours** = **BM\$ 26,000**
- Wellbeing benefits for adults from increased volunteering = **BM\$ 34,000**

Social value after completing the Award

Our results estimate that for young people who gained an Award in 2020, the wellbeing benefits they experience from increased volunteering over their lifetime, and the value for society of Award Holders' volunteer hours over their lifetime, are calculated at **BM\$ 1,793,000** and **BM\$ 82,000** respectively.

* The wellbeing improvements reflect increases in stakeholders' life satisfaction as a result of, for example, participating in regular volunteering and in frequent exercise. In this study, wellbeing improvements were valued using relevant social impact values from HACT's Community investment and homelessness values from the Social Value Bank (available at www.socialvaluebank.org)

** Includes the value of volunteer hours for Environment Conservation and Voluntary Service Gold Residential Projects.

Results by impact

Social Value of Improved Physical Health and Fitness

Total social value of improved physical health and fitness is **BM\$ 58,000.**

Through the Physical Recreation and Adventurous Journey sections of the Award, young people become more exposed to physical activities (if they aren't already) and gives them a chance to get out of their comfort zone and challenge themselves physically and mentally to complete a demanding journey with their peers. Supporting the delivery of the Adventurous Journey section, requires physical activity from Adventurous Journey Supervisors and Assessors, so creates physical health benefits for the adults as well. These impacts can also be measured for Gold Award participants who complete an Activity Based Gold Residential Project.

The social value attributed to improved physical health and fitness is therefore estimated through the following measures, which are linked to the Adventurous Journey and Gold Residential project sections:

- Physical health* benefits for Award Holders due to the Adventurous Journey = **BM\$ 42,000**
- Physical health benefits for Award Holders due to Activity Based Gold Residential Projects** = **BM\$ 0**
- Physical health benefits for adults due to the Adventurous Journey = **BM\$ 15,000**

Social value after completing the Award

There were no future benefits estimated for these measures because there is currently a lack of quantitative evidence that participating in Adventurous Journey-type activities as a young person makes them more likely to pursue similar activities in future.

**The physical health benefits potentially include some element of improved mental wellbeing, so we have not separately estimated additional value associated with the wellbeing benefit of the Adventurous Journey.*

***Zero Participants completed an Activity Based Gold Residential Project in 2020.*

Results by impact

Social Value of Improved Mental Health and Emotional Wellbeing

Total social value of improved mental health and wellbeing is **BM\$ 390,000.**

The young people who take part, and the adults who support the delivery of the Award, interact with others, gain self-confidence, develop life skills, and experience a sense of purpose and satisfaction resulting in improved mental health and emotional wellbeing.

We estimated the social value created in 2020 in this area of impact through the following:

- Wellbeing benefits for Award Holders from increased physical activity* = **BM\$ 38,000**
- Wellbeing benefits for Award Holders from spending time on skills = **BM\$ 8,000**
- Wellbeing benefits for adults from receiving Award training = **BM\$ 119,000**

Social value after completing the Award

The value of the future wellbeing benefits for Award Holders, from increased physical activity and spending time on skills, are estimated as **BM\$ 409,000** and **BM\$ 176,000** respectively.

**The wellbeing value of physical health is based on values from the HACT Social Value Bank of regular exercise. This value considers the health effect as part of the direct impact on wellbeing because the benefit itself was primarily through a health mechanism. We have therefore not included a separate impact of Physical Recreation on physical health to avoid double-counting with the wellbeing benefit.*

Results by impact

Social Value of Improved Mental Health and Emotional Wellbeing Continued

Total social value of improved mental health and wellbeing is **BM\$ 390,000.**

The young people who take part, and the adults who support the delivery of the Award, interact with others, gain self-confidence, develop life skills, and experience a sense of purpose and satisfaction resulting in improved mental health and emotional wellbeing.

We estimated the social value created in 2020 in this area of impact through the following:

- Wellbeing benefits for Award Holders from increased confidence = **BM\$ 90,000**
- Wellbeing benefits for Award Holders from relief from depression/anxiety = **BM\$ 23,000**
- Wellbeing benefits for Award Holders from increased agency = **BM\$ 97,000**
- Wellbeing benefits for Gold Award Holders for completing a Personal Development/Training and Activity Based Gold Residential Projects = **BM\$ 15,000**

Social value after completing the Award

There were no future benefits estimated for these measures because there is currently a lack of quantitative evidence that these wellbeing impacts will continue into the future.

Results by impact

Social Value of Improved Social Cohesion

Total social value of improved social cohesion is **BM\$ 59,000.**

Through participating in the Award, young people are likely to engage more in their community through making friends, participating in voluntary service (as well as other Award activities).

The social value attributed to improved physical health and fitness is therefore estimated through the following two measures, both of which are linked to the Adventurous Journey section:

- Wellbeing for Award Holders who participate in the Award = **BM\$ 59,000**

Social value after completing the Award

There were no future benefits estimated for these measures because there is currently a lack of quantitative evidence that participating in the Award would provide future social cohesion benefits.

Results by impact

Social Value of Improved Employability and Earning Potential

Total social value of improved employability and earning potential is **BM\$ 4,000.**

Adults involved in the Award may benefit from increased earnings through being employed for Award duties or through skills gained while a volunteer.

- Impact from earnings of Adults associated with delivering the Award* = **BM\$ 0**
- Increased earnings of volunteers, attributed to their involvement in delivering the Award = **BM\$ 4,000**

Social value after completing the Award

The young people who take part in the Award have opportunities to develop key life skills, these include leadership, creativity, entrepreneurship and determination, specific technical skills, as well as relationships and self-confidence. In the long term, this leads to improvements in their employability and earning potential.

Multiple sections potentially contribute to this impact, which means there was a risk of double-counting as earnings are more likely to be capped/limited by external factors. To avoid over-claiming, our focus was on the increase in earnings potential only on the influence of Physical Recreation. The evidence in the literature was strongest for the relationship between physical recreation and earnings than for the Award other sections.

We have estimated the future benefit of increased earnings for Award Holders who completed an Award in 2020 from physical activity at **BM\$ 37,000**

**From the Adult survey responses, 0% of Adults who are paid for the delivery of the Award would not be doing other work anyways, therefore the value able to be attributed to the Award is BM\$ 0.*

CASE STUDY

Shuntea Dove, Bronze Volunteer work for The Bermuda Rose Society

Shuntea Dove, Bronze participant of the Duke of Edinburgh's Award, Bermuda, has provided hours of valuable service in The Bermuda Rose Society's Repository Garden at Waterville. This unique garden, which is enjoyed by locals and visitors, contains a valuable collection of Bermuda Mystery Roses and other roses that grow well in Bermuda, has few volunteers. Not only has Shuntea's contribution been much needed, most helpful and beneficial to the volunteers and the garden, she has grown to appreciate the value of this special collection that needs protecting and care.

Shuntea has efficiently and diligently completed her SMART goals to care and maintain the roses and their companion plants in this garden. Her work activities included fertilizing, pruning, weeding, transplanting, sharpening tools, adding mulch, tying up the climbers and ramblers, checking the irrigation system and testing soil for pH level. Shuntea is punctual, well-focused and an asset to the job of looking after the Society's garden. She has a willing and pleasant manner and communicates well. She followed instructions at the same time as showing initiative and was always a pleasure to work with.

Through Shuntea's volunteerism, she not only gave service to the community, that they enjoy a well-kept, beautiful and tranquil public rose garden, but it is hoped that she also set down the roots of a satisfying lifelong activity.

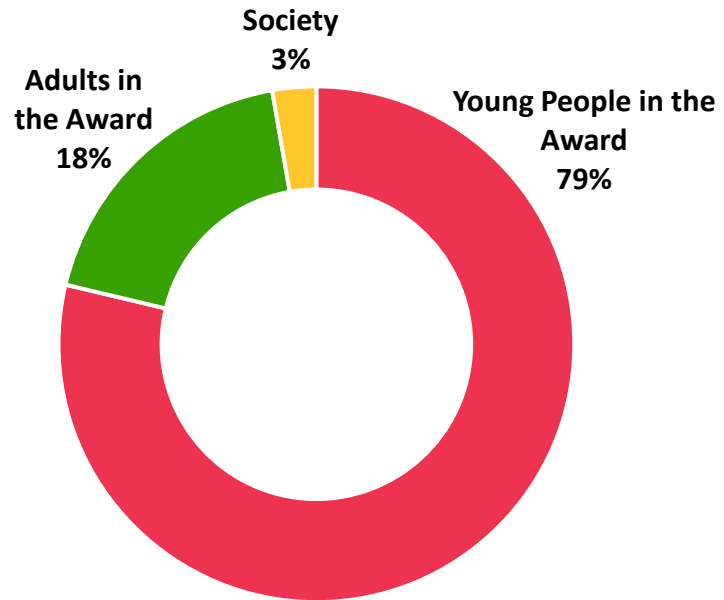
The Society is most grateful for her hard work, thank you so much, Shuntea!

The Bermuda Rose Society Waterville team members

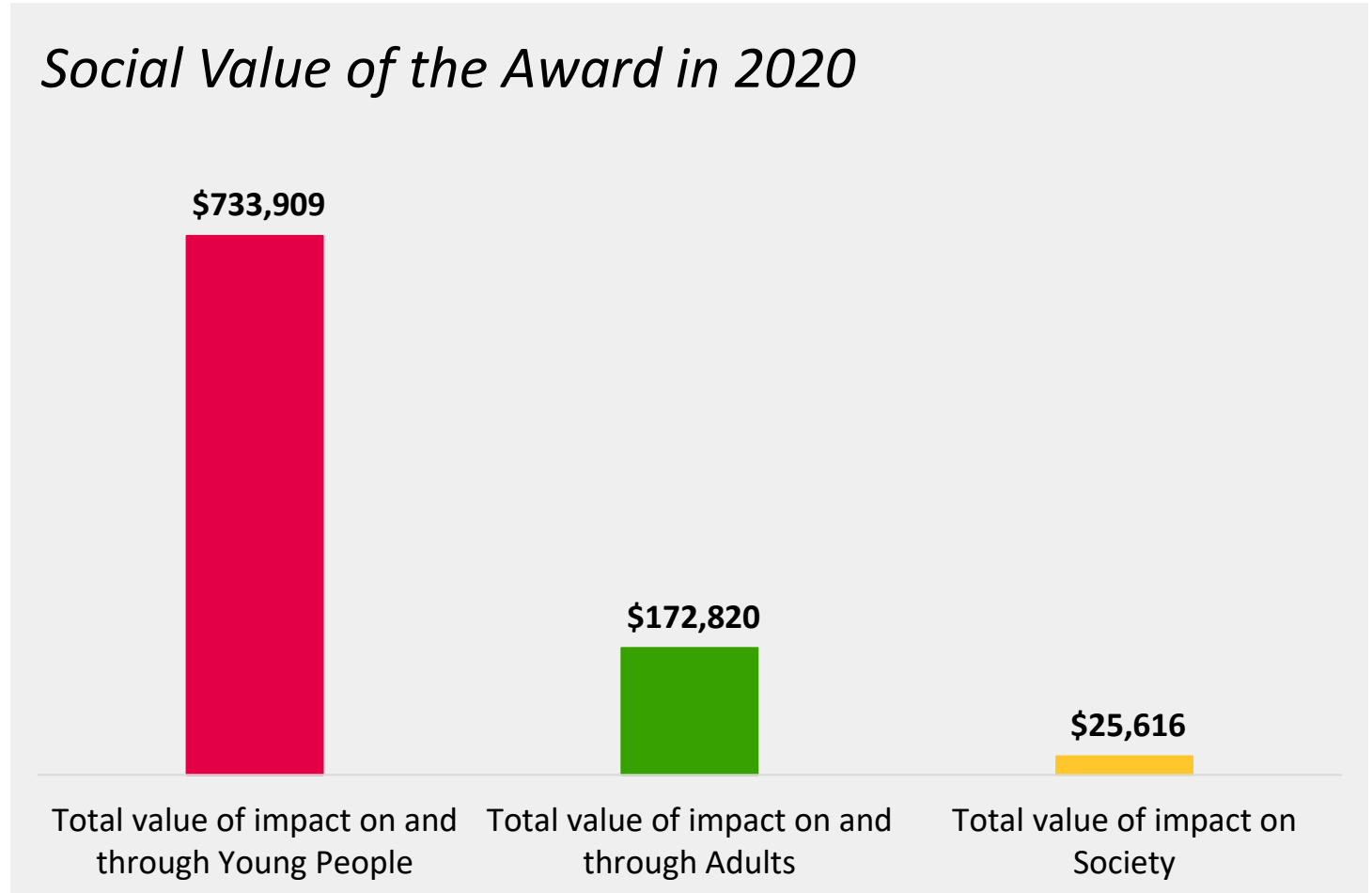


Results by key stakeholders - Overview

The distribution of total social value created during 2020 across three key stakeholder groups is as follows:



Social Value of the Award in 2020

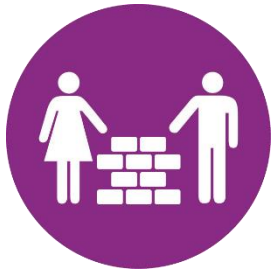
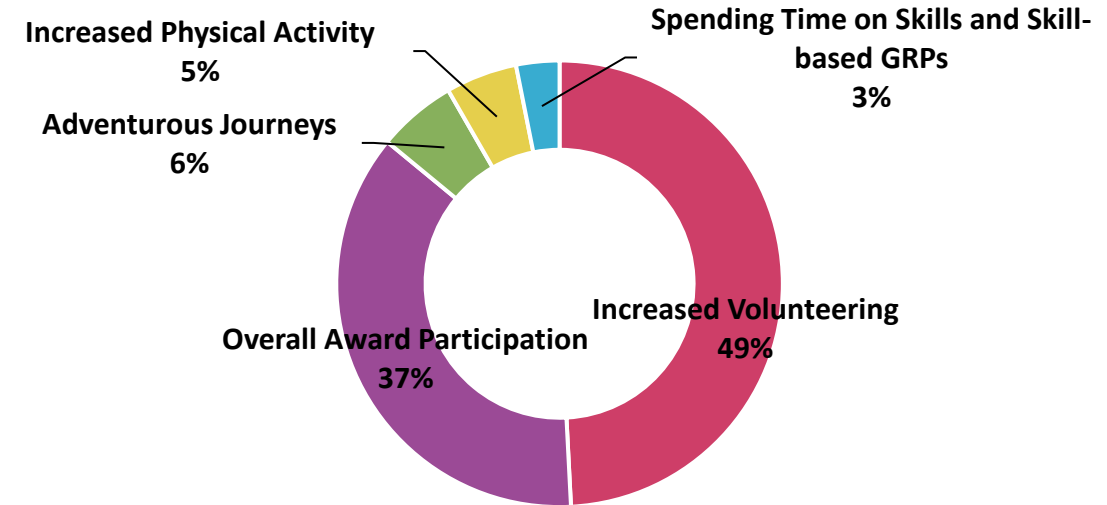


Results by key stakeholders – Young people overview

111 young people completed an Award in 2020

Through their participation in the Award a total of **BM\$ 734,000** social value for young people was generated.

37% of this social value is linked to increased confidence, social inclusion, and agency, and relief from depression/anxiety as a result of participating in the Award. The breakdown of this value with the elements of social value calculations for young people is as follows:



BM\$ 270,000
of wellbeing benefits from increased confidence, social inclusion, and agency, and relief from depression/anxiety



BM\$ 23,000
of wellbeing benefits from spending time on skills and Personal Development/Training Course Gold Residential Projects



BM\$ 361,000
of wellbeing benefits from increased volunteering



BM\$ 38,000
of wellbeing benefits from increased physical activity

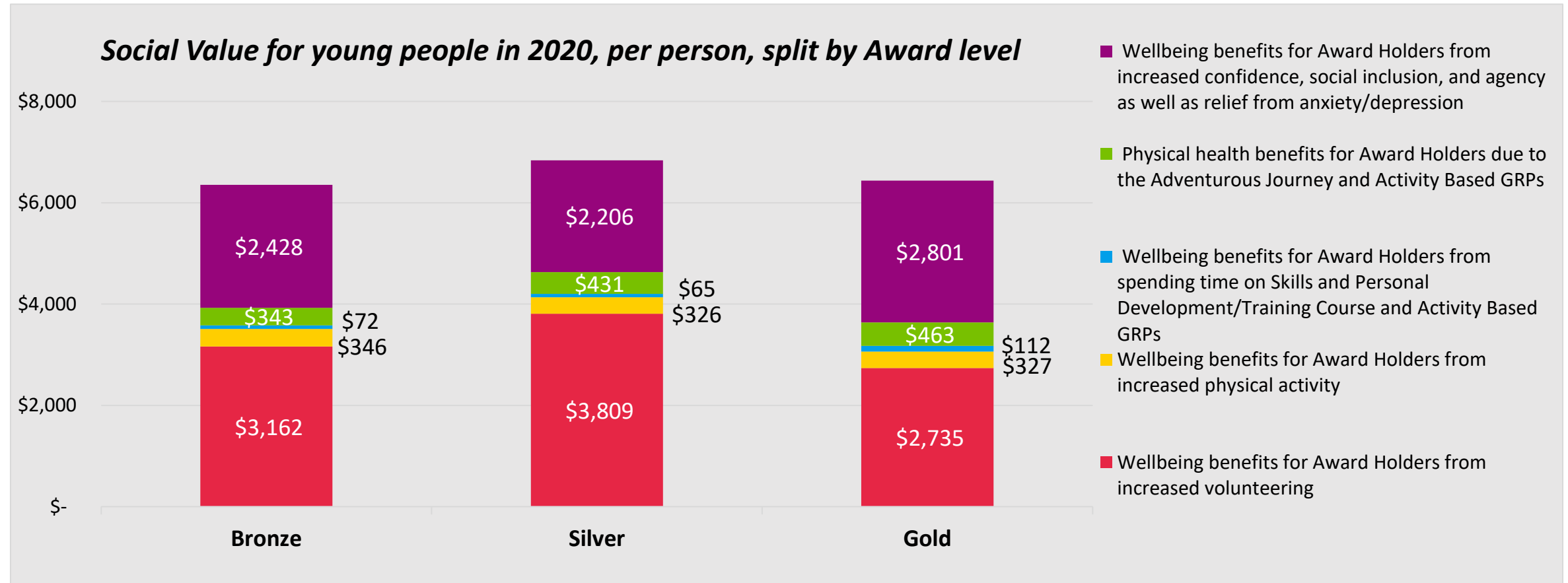


BM\$ 42,000
of physical health benefits due to the Adventurous Journey

Results by key stakeholders – Young People

Value to each young person while completing the Award

The results in this section reflect the value that will be experienced by a young person over a 12 month period; on average **BM\$ 6,840** per person. (Note: These values do not capture the total social value experienced by Gold Award Holders during the duration of their Awards, since the Gold level takes on average over a year to complete, and these calculations limit the social value calculations to the 12 month analysis period).



Results by key stakeholders

Young people – present versus future value



Value Per Young Person

During 2020, the average value experienced by a young person in Bermuda, while participating in the Award, is estimated at **BM\$ 6,518**, **BM\$ 7,109** and **BM\$ 7,810** for the Bronze, Silver, and Gold Awards, respectively.

However, when looking at the total time it takes to complete the Award, rather than the 12 month analysis period, there is added value for Gold Award Holders, since it takes them longer than 12 months to complete the Award. It takes on average 1 year 5 months, to complete the Gold level. So, when looking at total participation time, the value experienced by a young person is estimated at **BM\$ 11,090** for the Gold Award.

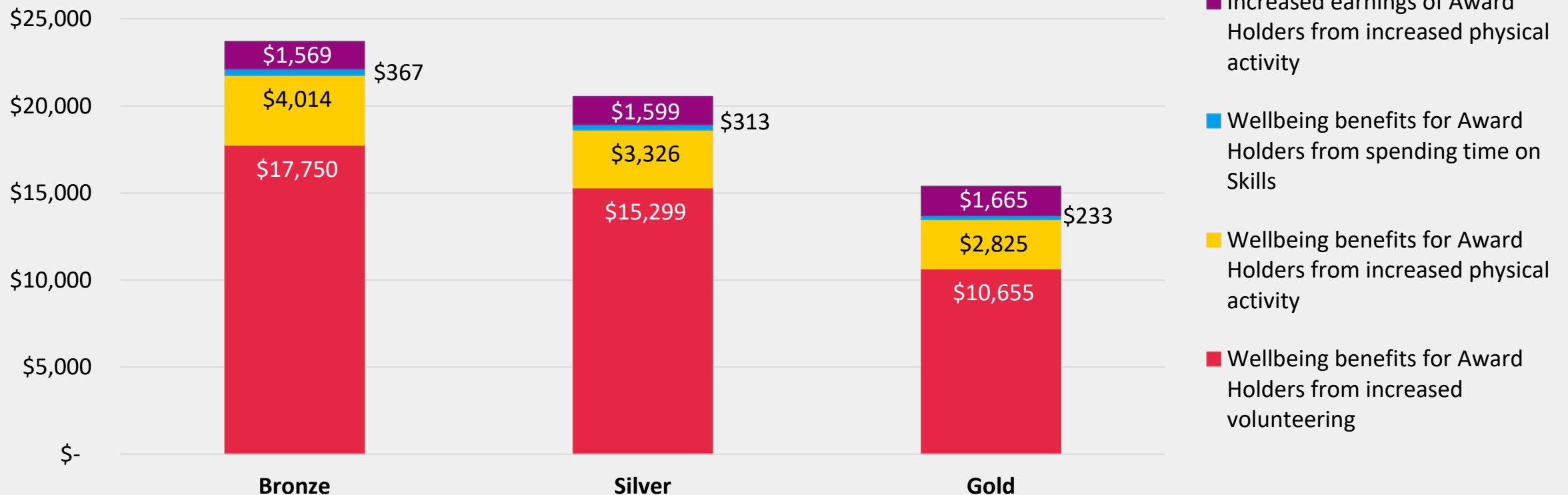
Taking into consideration social value after completing the Award as a result of continued volunteering, physical recreation and regular practice of a skill into the future, it is estimated that there are additional future benefits amounting to **BM\$ 22,497** per young person on average, generated for and through those who completed their Award in 2020.

Results by key stakeholders – Young people, future value

Value to young person after completing the Award

Taking into consideration future social value after completing the Award as a result of continued volunteering, physical recreation and regular practice of a skill into the future, it is estimated that there are additional future benefits for and through those who completed their Award in 2020, amounting to **BM\$ 21,760** per young person on average.

Future Social Value for young people, per person, split by Award level



CASE STUDY

Kumani Jackson – Bronze Volunteering for Age Concern Bermuda

Kumani commenced volunteering in her first year at the Berkeley Institute in 2019/20. Once a week she provided administrative support to our membership department.

Kumani's work activities varied from data input, data transfer and data clean-up to calling older adults and assisting them over the phone with signing up to Age Concern's benefit program. Kumani's technical skills were complimented by her personable skills, which were a perfect match for the role, as Age Concern seeks to actively supports its ageing members in an increasingly digital world. I recall Kumani assisting one senior to sign up over the phone and the senior inquiring of where she acquired such lovely manners.

Age Concern is pleased to support Kumani in reaching her Service Award goals within the Duke of Edinburgh's Award in Bermuda program. The program allows students the opportunity to understand the benefits and impact of service to their community in the hopes that a continued commitment to volunteering is fostered throughout a lifetime.

Dr. Claudette Fleming PhD
Executive Director
Age Concern Bermuda

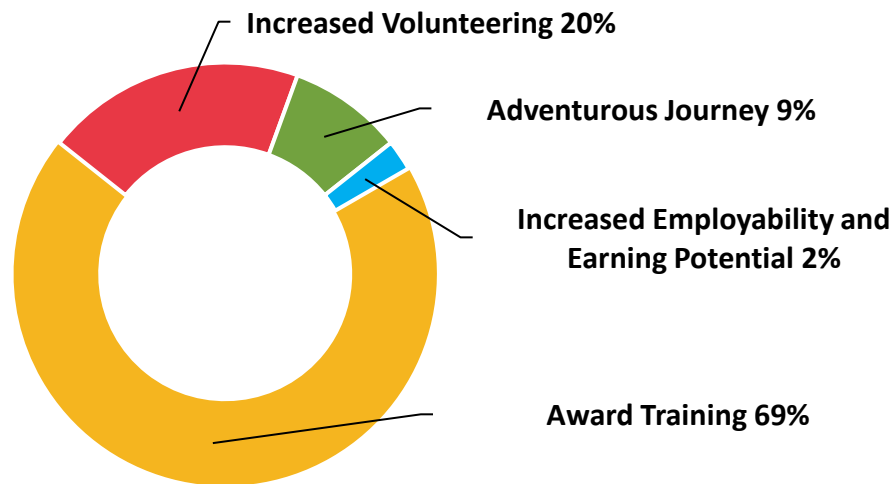


Results by key stakeholders – Adults in the Award

25 adults supported the delivery of the Award regularly* and **40 adults** received Award training in 2020.

Through their involvement in the Award a total of **BM\$ 173,000** social value was generated.

69% of this social value can be linked to the wellbeing benefits of increased volunteering. The breakdown of this value with the elements of social value calculations for Adults in the Award is as follows:



*Regular involvement is defined as at least once per month for at least 2 months during the analysis year.

BM\$ 34,000
of wellbeing benefits
from increased
volunteering



BM\$ 119,000
of wellbeing benefits
from receiving Award
training



BM\$ 15,000
of physical health
benefits due to the
Adventurous Journey



BM\$ 4,000
of increased
employability and
earning potential

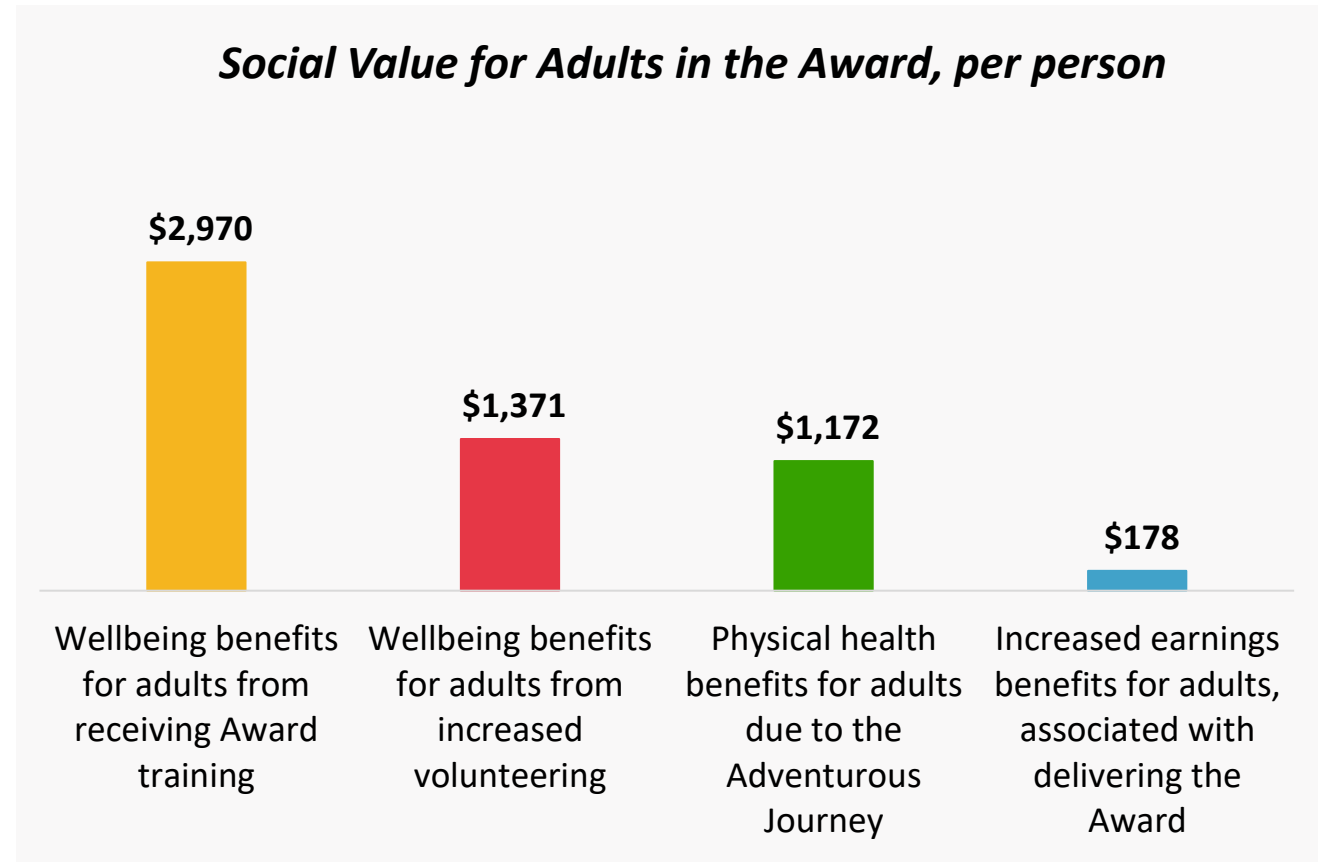


Results by key stakeholders – Adults in the Award, per adult

Social value generated per adult is up to BM\$ 5,690.

There is a significant amount of value created for Adults in Bermuda, who support the delivery of the Award in a variety of ways. In particular:

- All adults who support the delivery of the Award must complete online training modules, in which they learn and develop skills in mentoring young people, organising group activities and trips (such as the Adventurous Journey). The knowledge and skill they gain are often transferable for their work, from our research survey we found that **74%** of adults felt the Award training they completed, gave them additional skills for work.
- Adults who volunteer with the Award experience wellbeing as a result of their engagement.
- Those adults who attend Adventurous Journeys benefit from the physical health benefits.
- Some adults have also reported increased wages due to their involvement with the Award.



CASE STUDY

Tommy Marshall, Gold Physical – Triathlon Training

“I have been coaching Tommy Marshall in triathlon since 2019. Throughout that time he has shown marked improvement in his skills and race results. He qualified for and attended the USA Triathlon East National Select Camp (which I am the director) which hosts some of the top athletes from all over North America. The coaching staff was very impressed with his performance and his ability to take coaching. After camp he stayed in the US in order to compete at the Flatland Junior Elite Cup in West Des Moines, Iowa which was the final qualifier for US nationals. His top 25 finish was strong enough that he was later offered a slot at US Nationals. Since the race in Iowa, we have been preparing for the World Triathlon Age Group Sprint Distance Championship in Bermuda this October. Tommy's current training is geared toward that event.”

Matt Valyo - Coach

Bachelor of Science- Exercise Science, USA Triathlon Certified Level 2 and Youth/Junior Coach
Experience: Coaching teenage triathletes at the national and international level since 2006



Results by key stakeholders – Society

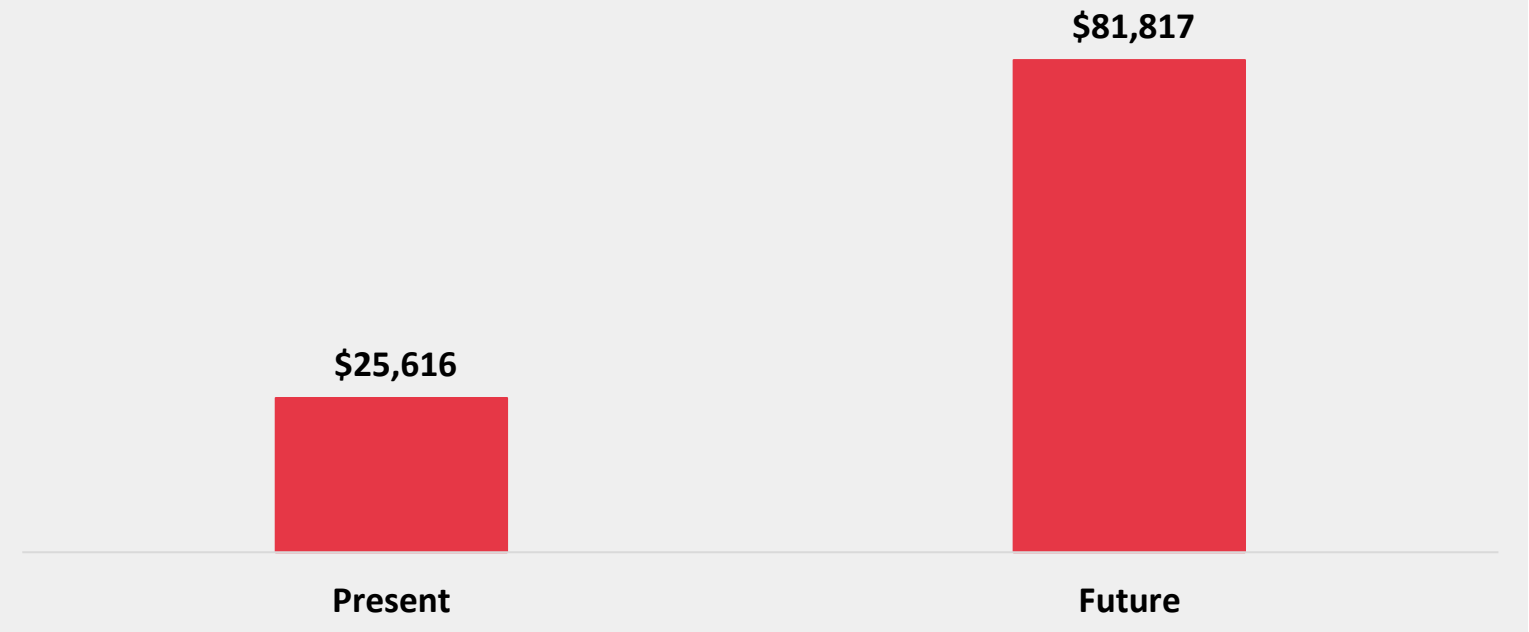
Through young people's volunteering for local charitable and community causes in 2020, **BM\$ 26,000** social value was generated for society.

BM\$ 26,000
of participant volunteer
hours



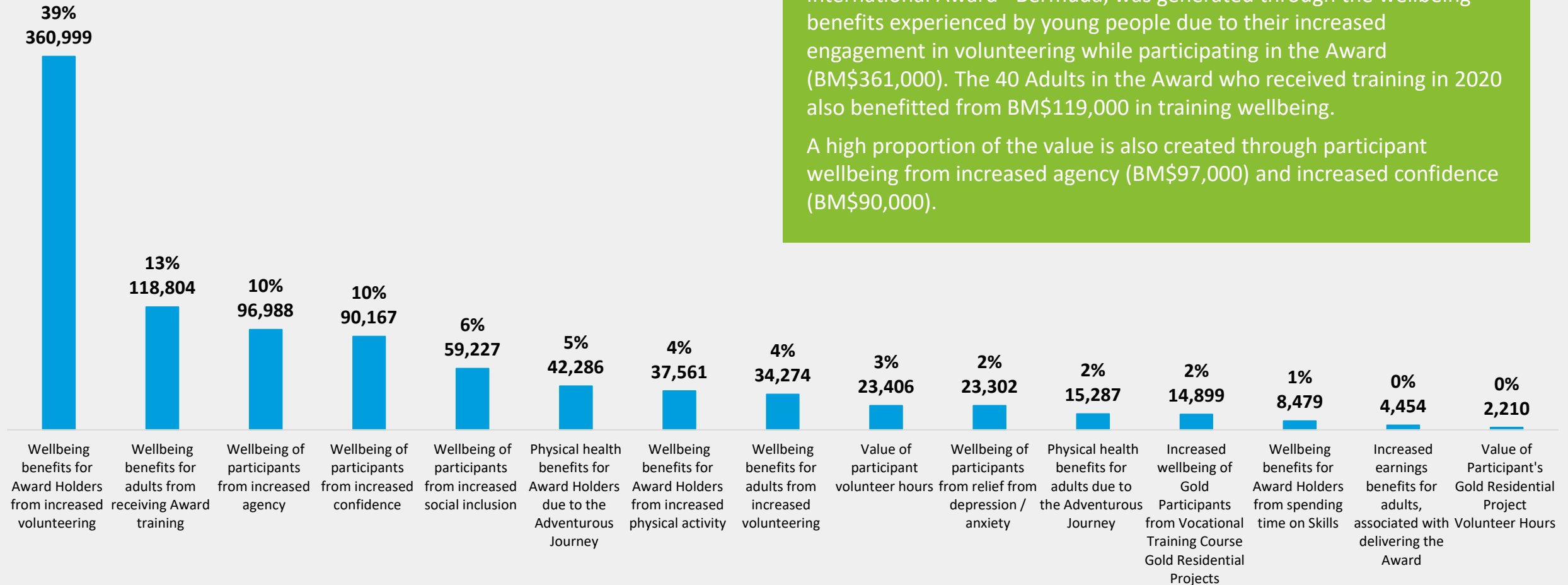
Present value created for local charitable and community causes through young people's volunteering in 2020, versus future value due to young people's ongoing engagement in volunteering throughout their lifetime, following the completion of their Award:

Value of young people's volunteer hours



Total Results Across Core Award Section Impact Pathways - Present

Social Value of the Award in 2020, by Impact

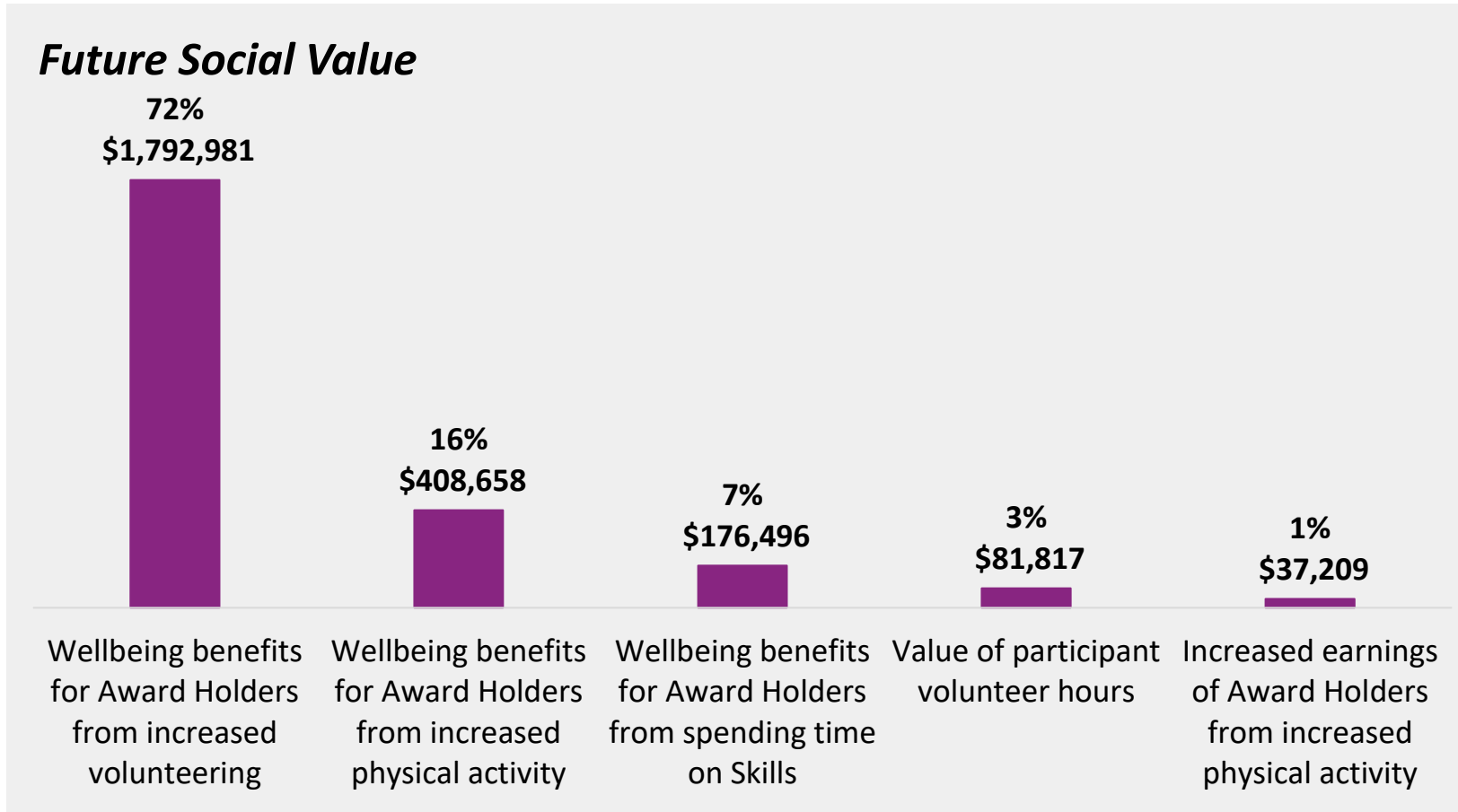


The majority of the social value created by The Duke of Edinburgh's International Award - Bermuda, was generated through the wellbeing benefits experienced by young people due to their increased engagement in volunteering while participating in the Award (BM\$361,000). The 40 Adults in the Award who received training in 2020 also benefitted from BM\$119,000 in training wellbeing.

A high proportion of the value is also created through participant wellbeing from increased agency (BM\$97,000) and increased confidence (BM\$90,000).

Total Results Across All Impact Pathways - Future

The following impacts constitute the total future social value of The Duke of Edinburgh's International Award - Bermuda:



Many adults will continue volunteering with the Award following their involvement in 2020, and many adults who stop volunteering with the Award will continue to volunteer for other charitable and community causes, due to their involvement in the Award in 2020. This means there will be some future social value created by Award's adult volunteers in 2020. However, we have not calculated this future value for Adults, due to a lack of data on adults continuation of volunteering activities in future years.

Social Return on Investment (SROI)

BM\$ 2.45 : BM\$ 1

**SROI of The Duke of Edinburgh's International
Award - Bermuda**

Total social value in 2020:

BM\$ 932,000

Total cost in 2020:

BM\$ 380,000

Based on the social value analysis of The Duke of Edinburgh's International Award - Bermuda in 2020 (January 1st 2020 – December 21st 2020), we estimate that for every **BM\$ 1** that was invested in the Award, **BM\$ 2.45** in social value was generated; this is the Social Return on Investment (SROI). The SROI calculation compares two types of value:

- 1. The social value of the impacts on those affected by the Award:** As calculated within this social value analysis and presented in the previous section.
- 2. The 'cash' amount to deliver the Award:** This includes costs incurred by the National Award Operator, the Award Centres, as well as costs incurred by the Award Holders themselves such as registration costs and costs incurred in undertaking Skills, Physical Recreation, Voluntary Service, Adventurous Journey and the Gold Residential Projects. We only took into account Award Holders' costs that were directly attributable to the Award (i.e. we didn't include costs that they would have incurred even if they were not doing the Award). We calculate the costs of taking part in an Award level for 12 months for Gold Award Holders and over the average Award length for Bronze and Silver Award Holders. See Appendix 2 for more information on the costs.

In the SROI calculation, we only include costs incurred and value created during one year (January 1st - December 31st 2020). The value created is based on participants who gained an Award in 2020 and the value created through their involvement in the analysis year only (i.e. it does not include the social value generated by young people's involvement in 2019). It does not capture value created for young people who participated in the Award for the entire year but did not complete an Award, so actual value created (and hence the corresponding SROI ratio) could be greater for Award Holders (who take on average 9 months, 1 year, and 1 year 5 months, to complete their Bronze, Silver or Gold Award respectively). In future, collecting information on average statistics on drop-out rates would help to refine this estimate.

We also note that, while we have estimated the value that participants would receive in future years, we have not included future values in the SROI as we do not have an estimate of future costs that would be incurred.

Conclusion



Limitations of the research

This research gives an estimation of the social value of The Duke of Edinburgh's International Award - Bermuda in 2020 and in the future, based on the data available at the time of writing, for making social value estimations. As with any research, there are some limitations to the methodology and generalisability of the research results. For good practice, these limitations are summarised here:

1. Representativeness of the social value survey samples:

Award Holders survey:

Award Holder data (59 survey responses), who completed their Award on average 14 years ago, was used to model the 'drop-off' of Award Holders' engagement in physical recreation, skills and volunteering activities over time, when calculating future social value based on Award Holders' continued engagement in these activities following their Award completion.

Collecting further data from Award Holders over a long period of time could help us remove an assumption within our current methodology; we assume that Award Holders attribution of their engagement in volunteering / skills / physical activities decreases by 5% per annum, as we don't currently have enough data on attribution over time to model attribution ratings over time.

Without further data on Award Holders in Bermuda and without a larger sample size, we have assumed this sample of Award Holders is representative of all Award Holders in Bermuda.

2. Secondary data resources:

Data points from secondary sources were used in some calculations, for example average wages in Bermuda, life expectancy, currency conversion rates. These sources vary in terms of their reliability and direct relevance. In future, monitoring and identifying more directly relevant studies (e.g., the value of a volunteer hour in Bermuda) could refine the calculations.

3. Sensitivity analysis

While our estimation of the social value of the Award is based on established economic valuation techniques and the best data available to us, there were a number of uncertainties in our calculations. As a result of our sensitivity analysis, the following data points were identified as those that variations in which may affect the overall model and results the most:

- **The ‘deadweight’ of young people’s engagement in skills / volunteering / physical activity:** what percentage of young people were already regularly engaging in Skills/Volunteering/Physical Recreation activities before the Award (data point from the research surveys)
- **The ‘attribution’ of young people’s engagement in skills / volunteering / physical activity:** the extent to which outcomes were attributable to the Award and additional to what might have happened in its absence (data point from the research surveys)

For the data points gathered from the research surveys, average or mid-point estimates, which include a level of uncertainty, have been used in the calculations.

There are a number of other data points which have a medium sensitivity, including:

- Our calculated Alumni ‘Drop off rate’ which models the ‘Stickiness’ of habits over time (i.e. percentage of young people who develop new habits while completing the Award and stick to these habits in the future) (data point from the research surveys)
- The Social Time Preferences Rate (STPR) discount factor used in this research (data point from secondary research)
- The value of a volunteer hour (data point from secondary research: Non-profit institution satellite account, 2018, [see here](#))
- HACT Wellbeing Values (data point from secondary research: HACT Social value calculator version 4.0, 2019, [see here](#))

Considerations for future research

Award participants survey:

Survey responses from the young people (n=122) were representative. However, due to the small Award population size in Bermuda, we were unable to break results down by gender. Future research could include longitudinal data collection to break results down by demographic groups.

Adults survey:

Our survey results from the Adults in the Award, (n=24) represents **96%** of all adults that were regularly supporting the Award during the analysis year, 25 in total and **60%** of all adults who received training in 2020. This sample size is a statistically representative sample size of the 25 adults regularly supporting the Award. Future research could include longitudinal data collection.

Conclusion

This research has provided an insight into some of the social value created by The Duke of Edinburgh's International Award - Bermuda. As a youth charity striving to give more young people each year, access to a high quality, non-formal education and learning experience, it's estimated that **BM\$ 932,000** in social value was generated in 2020 through the delivery of the Award framework. A further **BM\$ 2,497,000** is estimated in future value, due to the 2020 cohort of Award Holders' continuation of their personal development activities over their lifetime, following completion of their Award.

The Award's social value model and its methodology, which continues to develop, represents an important step in The Award's ambition to strengthen the measurement and reporting of the Award's impact. There are numerous opportunities to build on this work:

- **Expanding methodology to include more impacts:** This social value analysis has included an expanded set of impacts, but there are still more impact pathways to be explored in future phases of the model and methodology.
- **Improving data source and quality on benefits after completing the Award:** Within the Award Holder's survey data, there was no clear pattern as to how Award Holders attribute their participation in activities to the Award, over time. Assumptions were therefore made on how attribution to the Award decreases over time. This uncertainty can be addressed in future by collecting data from Award Holders systematically, to build up a large, primary evidence base.
- **The social value results from Bermuda could offer insight to other National Award Operators:** The results and lessons learnt from this analysis could apply to the Award in other countries in the Caribbean and beyond, where the Award is run in a similar way. Key differentiators would be young people's activity patterns, type of Award units where the Award Holders come from and participant to adult ratio in Award delivery.

Through measuring the social value of the Award, The Duke of Edinburgh's International Award - Bermuda can ultimately improve its understanding of the extent to which it meets its objectives, support its development of strategies to increase the social value it creates, and communicate its social impact in a compelling way to funders and benefactors in order to open doors to new partnerships.



For more information on these research results, please contact The Duke of Edinburgh's International Award – Bermuda:

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W: www.theaward.bm

Appendices



Appendices	Pages
Appendix 1: Research Survey Data Collection, Summary of Respondent Demographics, and Key Data Points	55 - 70
Appendix 2 : Costs of running The Duke of Edinburgh's International Award - Bermuda in 2020	71 - 72
Appendix 3 : Research Results with alternative Social Time Preference Rate (STPR)	73
Appendix 4 : Social Return on Investment (SROI), with estimated Award Centre Costs	74 - 75

APPENDIX 1

Research Survey Data Collection, Summary of Respondent Demographics, and Key Data Points

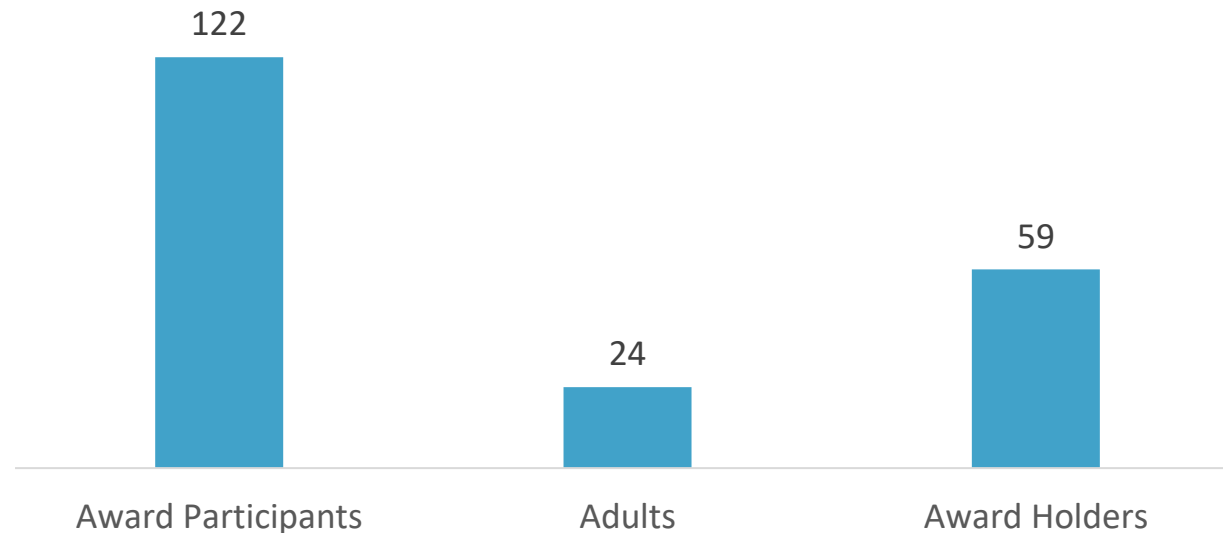
Research Survey Data Collection:

Survey data was collected and stored on an online survey platform, called Qualtrics. The data collection period was between March 15th and August 12th 2021 and sharing the survey link was tasked to The Duke of Edinburgh's International Award – Bermuda team.

Sample Size

205
survey responses
were analysed in
total

Survey Responses



APPENDIX 1

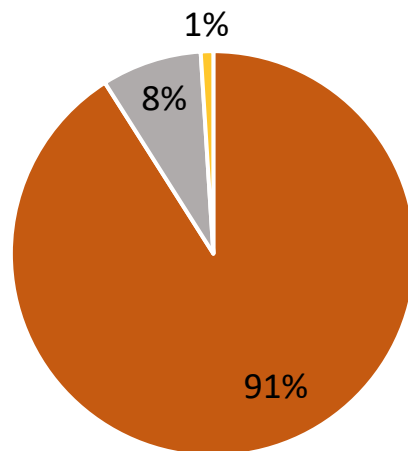
Research Survey Data Collection, Summary of Respondent Demographics, and Key Data Points

Award Participants' Survey: Respondent Demographics: Award level, Gender, Disability Status.

There were **122** useable survey responses from Award participants. This is a representative sample size for the total number of participants who completed an Award in 2020 (with a 95% confidence level and 5% margin of error).

This represents **110%** of participants who completed an Award in 2020 (111). The gender split of Awards gained in Bermuda in 2020 was 57% females, 42% males, and 1% non-binary or gender unknown. The Award levels split of completed Awards in 2020 was 62% Bronze, 23% Silver and 14% Gold. The below graphs show the demographic information of our Award participant research respondents:

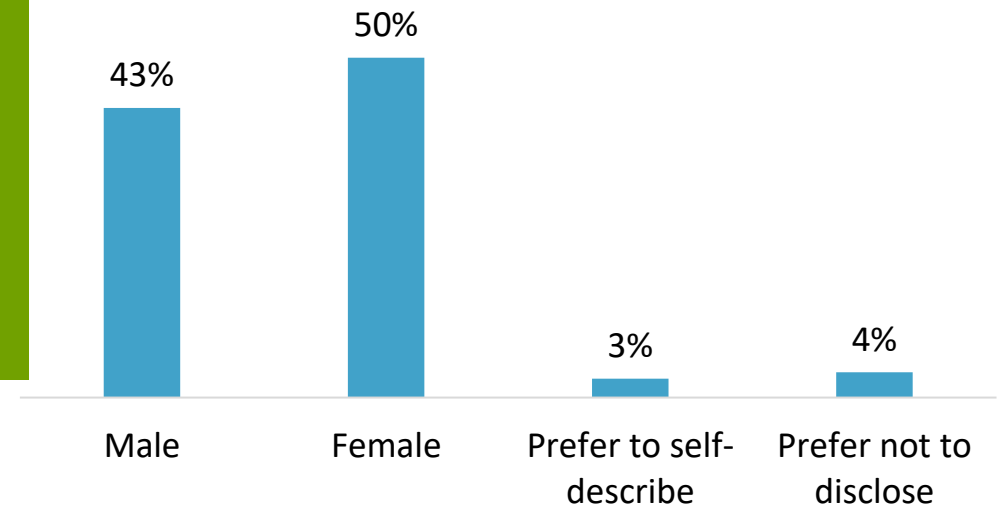
Award Level of Respondents



■ Bronze ■ Silver ■ Gold

61% of Award participant respondents identified themselves as having a disability, with 20% identifying as having a moderate or severe disability.

Award Participants' Gender



APPENDIX 1

Research Survey Data Collection, Summary of Respondent Demographics, and Key Data Points

Young People's Survey: Respondent Demographics: Self-identified disability

61% of Award participant respondents identified themselves as having a disability, with 20% identifying as having a moderate or severe disability.

	No, no difficulty	Yes, some difficulty	Yes, a lot of difficulty	Yes, I cannot do it at all
Do you have difficulty seeing, even when wearing glasses?	75%	20%	2%	3%
Do you have difficulty hearing, even if using a hearing aid?	96%	2%	1%	1%
Do you have difficulty walking or climbing steps?	88%	10%	1%	1%
Do you have difficulty remembering or concentrating?	59%	27%	11%	3%
Do you have difficulty (with self-care such as) washing all over or dressing?	91%	4%	4%	1%
Using your usual language, do you have difficulty communicating (for example, understanding, or being understood by others)?	84%	9%	5%	2%

APPENDIX 1

Research Survey Data Collection, Summary of Respondent Demographics, and Key Data Points

Adults in the Award Survey: Respondent Demographics: Age and Disability Status

There were **24** useable survey responses from Adults in the Award. 24 survey responses would be a representative sample size for the total number of adults who regularly supported the Award in 2020 (with a 95% confidence level and 5% margin of error), so our sample of adults was a statistically representative sample size. However, the number of adults survey responses represents **60%** of adults who received Award training during 2020, 40 in total. For those adults, this sample size is not representative.

Further research of this kind in the future, on the social value for adults in Bermuda, would strengthen the reliability of this research.

The adult respondents were aged 20 to 71
With a mean age of **45**

33% of adults surveyed considered themselves to have a disability, with 0% identifying as having a moderate or severe disability.

APPENDIX 1

Research Survey Data Collection, Summary of Respondent Demographics, and Key Data Points

Adults in the Award Survey: Respondent Demographics: Self-identified disability

33% of adults surveyed considered themselves to have a disability, with 0% identifying as having a moderate or severe disability.

	No, no difficulty	Yes, some difficulty	Yes, a lot of difficulty	Yes, I cannot do it at all
Do you have difficulty seeing, even when wearing glasses?	81%	19%	0%	0%
Do you have difficulty hearing, even if using a hearing aid?	90%	10%	0%	0%
Do you have difficulty walking or climbing steps?	90%	10%	0%	0%
Do you have difficulty remembering or concentrating?	100%	0%	0%	0%
Do you have difficulty (with self-care such as) washing all over or dressing?	100%	0%	0%	0%
Using your usual language, do you have difficulty communicating (for example, understanding, or being understood by others)?	100%	0%	0%	0%

*Percentage is based on 24 responses from Adults.

APPENDIX 1

Research Survey Data Collection, Summary of Respondent Demographics, and Key Data Points

Adults in the Award Survey: Respondent Demographics: Gender, Duration of involvement

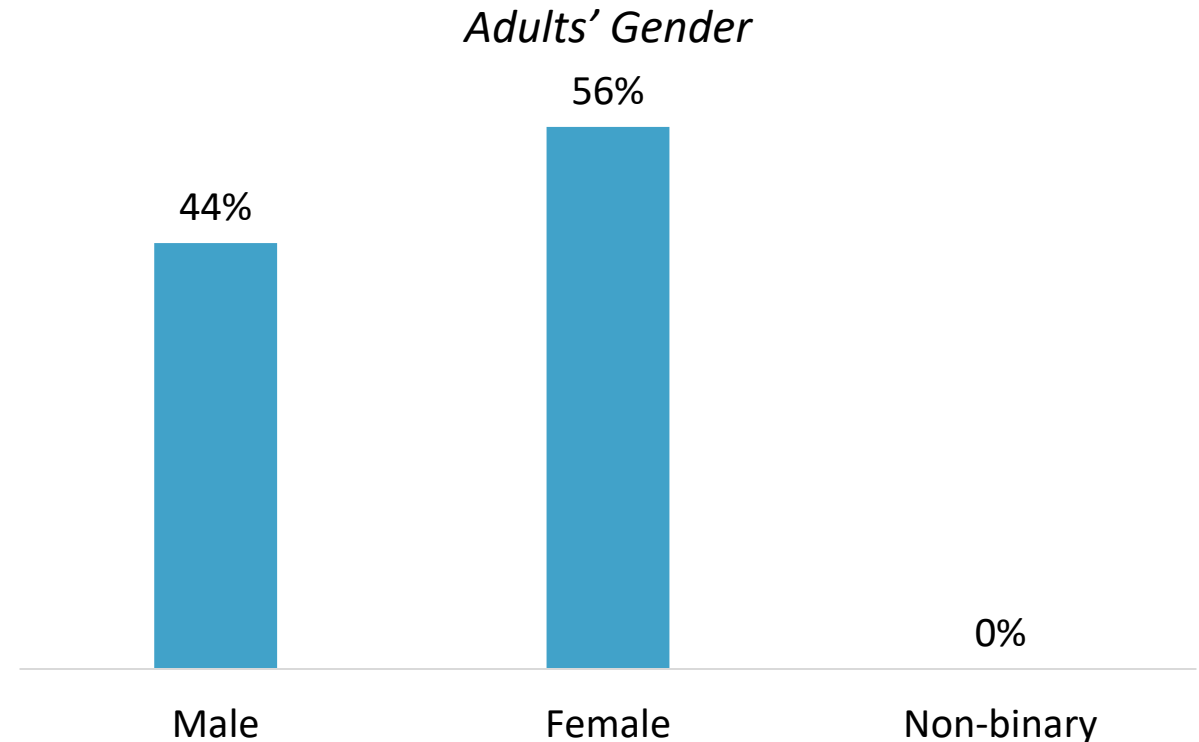
17% have been supporting the Award for less than a year.

57% for 1 - 5 years

17% for 6 -10 years

9% for 11-15 years

0% for 16+ years



APPENDIX 1

Research Survey Data Collection, Summary of Respondent Demographics, and Key Data Points

Award Holders' Survey: Respondent Demographics: Gender, Year Award completed, Language

There were **59** useable survey responses from Award Holders – young people and adults who completed an Award between 1967 and 2020. Award Holders who completed their Award in 2020 completed their Award at least 6 months before taking completing the research survey.

Award Holder respondents are:
74% female, 26% male

Award Holders completed their
Award on average, **14 years**
before completing the research
survey

31% identified themselves as
having a disability, with 5%
identifying as having a
moderate or severe disability.

Year most recent Award completed

In last two years (2019, 2020)

29%

3 - 5 years ago (2018-2016)

22%

6 - 10 years ago (2015-2011)

3%

10 + years ago (before 2011)

46%

APPENDIX 1

Research Survey Data Collection, Summary of Respondent Demographics, and Key Data Points

Award Holders' Survey: Respondent Demographics: Self-identified disability

31% identified themselves as having a disability, with 5% identifying as having a moderate or severe disability.*

	No, no difficulty	Yes, some difficulty	Yes, a lot of difficulty	Yes, I cannot do it at all
Do you have difficulty seeing, even when wearing glasses?	83%	15%	2%	0%
Do you have difficulty hearing, even if using a hearing aid?	90%	8%	2%	0%
Do you have difficulty walking or climbing steps?	96%	4%	0%	0%
Do you have difficulty remembering or concentrating?	80%	16%	4%	0%
Do you have difficulty (with self-care such as) washing all over or dressing?	98%	2%	0%	0%
Using your usual language, do you have difficulty communicating (for example, understanding, or being understood by others)?	96%	2%	2%	0%

*Percentage is based on 59 responses from Award Holders.

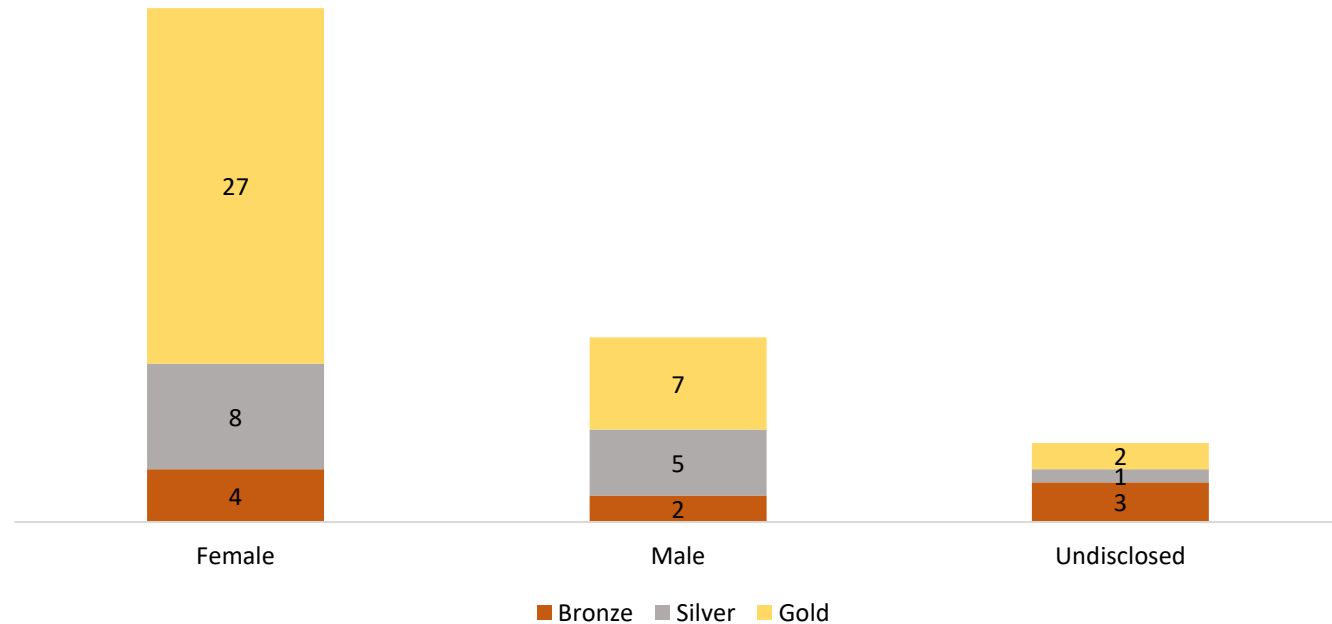
APPENDIX 1

Research Survey Data Collection, Summary of Respondent Demographics, and Key Data Points

Award Holders' Survey: Respondent Demographics: Highest completed Award level.

Award Holder Gender and Highest Completed Award Level

64% of Award Holders surveyed have completed a Gold level Award. The average Award Holder surveyed has completed 2 Award levels.



APPENDIX 1

Research Survey Data Collection, Summary of Respondent Demographics, and Key Data Points

Key Data Points used from the Award Participant Survey: Award Section Activities

In the research survey, young people were asked to detail their levels of engagement in volunteering, skills practice, and physical activity, before the Award, during the Award, and to indicate how much they plan to engage in these activities after the Award.

% of Participants Regularly* Participating in...	Before the Award	During the Award	After the Award	Attribution** of any increase in activity levels from before the Award, to during.
Physical Recreation	90%	96%	94%	48%
Voluntary Service	54%	94%	77%	83%
Skills	67%	90%	71%	83%

*Note: Regular engagement is classed *at least once per week* for Skills and Physical Recreation activities, and as *at least once per month* for voluntary service activities. This is because to calculate the wellbeing benefits for Award Holders of their increased time spent on volunteering, skills and physical activity, we use wellbeing values found in secondary literature, specifically from within the HACT Social Value Bank, which base their wellbeing estimations on engagement in skills and physical activities as *at least once per week*, and volunteering activities as *at least once per month*.

Reference: HACT and Daniel Fujiwara (2018). Community investment values from the Social Value Bank. Available at www.socialvaluebank.org

**% attribution is based on less than 100 responses for physical recreation (24), voluntary service (51), and skills (6).

APPENDIX 1

Research Survey Data Collection, Summary of Respondent Demographics, and Key Data Points

Key Data Points used from the Award Participant Survey: Award Section Activities

Here is the same survey data from young people, about how regularly they engage in these activities, but displayed as number of hours spent per month on these activities.

Hours spent per month, participating in...	Before the Award	During the Award	After the Award	Attribution* of any increase in activity levels from before the Award, to during.
Physical Recreation	23	23	25	48%
Voluntary Service	4	7	5	83%
Skills	9	10	9	83%

*% attribution is based on less than 100 responses for physical recreation (24), voluntary service (51), and skills (6).

APPENDIX 1

Research Survey Data Collection, Summary of Respondent Demographics, and Key Data Points

Key Data Points used from the Award Participant Survey: New Wellbeing and Social Cohesion Pathways

In the research survey, young people were asked about their feelings now and to think back to how they felt before the Award.

young people were asked if they agreed with the following statements	Negative Feelings Before the Award	% Total Participants that have seen improvements since starting the Award	Attribution of any positive change in my feelings.*
Confidence: I never feel useless	40%	11%	44%
Anxiety/Depression: I have nights where I lose sleep worrying or days where I feel unhappy	59%	3%	33%
Agency: I feel that what happens to me is out of my control	61%	5%	60%
Social Cohesion: I feel like I belong to my community	54%	11%	56%

*% attribution is based on less than 100 responses for confidence (13), anxiety/depression (3), agency (5), and social cohesion (17).

APPENDIX 1

Research Survey Data Collection, Summary of Respondent Demographics, and Key Data Points

Key Data Points used from the Award Holders Survey

Data from the Award Holders' Survey was used to make estimations about how much the 2020 cohort of Award Holders in Bermuda, will continue with their engagement in physical recreation, volunteering, and skills activities, following their completion of the Award. For future value calculations, we use participants' survey responses to find how many participants aim to continue with regular activity in each Award activity, following the Award. We then use the drop-off rates of Holder's activity levels from during the Award to after the Award, to create a drop off activity level rate which decreases year on year following completion of the Award (over the lifetime of the Award Holders), to match the decreasing activity levels of Award Holders within our research survey.

	Physical Recreation	Skills	Voluntary Service
% of Award Holders that regularly* engage in this activity during the Award	93%	92%	98%
% of Award Holders that regularly* engage in this activity after the Award (on average, these Holder are 4 years after their Award completion)	95%	52%	64%

*Note: As previously stated, regular engagement is classed *at least once per week* for Skills and Physical Recreation activities, and as *at least once per month* for voluntary service activities.

APPENDIX 1

Research Survey Data Collection, Summary of Respondent Demographics, and Key Data Points



Key Data Points used from the Adults in the Award Survey*

- **88%** of adults already volunteered before the Award
- **52%** of adults undertook an Adventurous Journey
- **92%** of adults support the Award voluntarily
- **74%** of adults felt the Award training they completed, gave them additional skills for work
- **31%** 'Deadweight' Training (what % of adults felt they would have attended similar training elsewhere, if they hadn't been involved with the Award)
- **45 hours per year (~4 hours per month)** Average time spent per adult journeying during Adventurous Journeys during 1 year
- **58%** of time adults spent 'journeying' on Adventurous Journeys, that would otherwise be spent exercising

*These percentages are based on total responses of less than 100, only 24 adult responses are represented in the above values.

APPENDIX 1

Research Survey Data Collection, Summary of Respondent Demographics, and Key Data Points

Impact of the Adventurous Journey

From the 2020 Participant Satisfaction Survey*, young people were asked to describe the impact that participating in the Adventurous Journey has had on them (if any). Here are some of their responses:

“it helped me get out of my comfort zone, by sleeping in the nature, and doing new things like cooking on a portable stove for 6 other people for setting up a tent.”

“I have a lot of patience and persistence now because of the different challenges I had to face and overcome.”

“It was a new experience for me and I feel like I was able to develop my teamwork skills as I was in a group with people I didn't really know before training had started.”

“The main thing was relationships with others. Communication and Teamwork.”

*These quotes are from a satisfaction survey answered by 22 young people who completed their Award in Bermuda in 2020.



APPENDIX 1

Research Survey Data Collection, Summary of Respondent Demographics, and Key Data Points



Impact of the Gold Residential Project

From the 2020 Participant Satisfaction Survey*, young people were asked to describe the impact that participating in the Gold Residential project has had on them (if any). Here are some of their responses:

“My life was changed from this experience so many lives were touched and we all received an experience like no other. “

“I learnt about another culture and it really interested me to get to learn more about different cultures and communities.”

“It was very humbling to see how happy the school was to receive the new desks. This taught me to be more humble and thankful.”

“It opened my eyes and allowed me to see how fortunate I am to have an education with particular facilities that I would normally take for granted.”

*These quotes are from a satisfaction survey answered by 22 young people who completed their Award in Bermuda in 2020.

APPENDIX 2

Costs of running The Duke of Edinburgh's International Award - Bermuda in 2020

The cost of running The Duke of Edinburgh's International Award - Bermuda in 2020

In order to create a Social Return on Investment (SROI) calculation, we needed to estimate the 'cash' amount it took to deliver The The Duke of Edinburgh's International Award - Bermuda in 2020. This value is estimated at BM\$ 380,000 and includes costs incurred by the National Award Operator as well as costs incurred by the Award Holders themselves. You can see the distribution of these costs in the accompanying table.

Award Holders' costs	BM\$ 74,000
The Duke of Edinburgh's International Award – Bermuda costs	BM\$ 306,000
Total cost	BM\$ 380,000

APPENDIX 2

Costs of running The Duke of Edinburgh's International Award - Bermuda in 2020

The cost of running The Duke of Edinburgh's International Award - Bermuda in 2020, continued

- **The Duke of Edinburgh's International Award - Bermuda (NAO) costs** (BM\$ 306,000) - includes all NAO expenditure over the year, as recorded within yearly financial accounts.
- **Award Holders costs** (BM\$ 74,000) – Award Holders costs are based on NAO's records, as well as estimations from the participant research surveys. The costs for a participant to complete the Award includes registration fees and costs incurred in undertaking Skills, Physical Recreation and Voluntary Service activities, as well as the Adventurous Journey and Gold Residential Project (only asked of Gold Award participants who had completed their Gold Residential Project).

We took into account only participants' costs that were directly attributable to the Award by asking participants to not include costs that they would have incurred even if they were not doing the Award. Total costs are estimated to be BM\$ 786 for each participant completing the Bronze level, BM\$ 1,065 for Silver, and BM\$ 4,679 for Gold. However, this research only counts for the social value created over a 12-month period, we also only count the costs for participants for a 12-month period. The research also discounts social value by deadweight and attribution, we also therefore discount participants costs for deadweight and attribution – making the total cost for young people in 2020 as follows: BM\$ 214 per Bronze participant, BM\$ 496 per Silver participant, and BM\$ 2,900 per Gold Participant.

For the costs of the Adventurous Journeys, the total amount spent on Gold AJs was provided by the NAO. The NAO also provided figures for the amount charges for AJs at schools/organisations who charge a fee for AJs (e.g., to cover equipment).

Costs of running and participating in the Award vary due to the flexibility of the Award framework; if a participant is willing to and able to pay for activities that require a lot of money (for example, a private tutor for their skill activity, an Adventurous Journey that requires travel to a far away location, or which requires expert assessors and supervisors such as an Adventurous Journey on water). Conversely, if a participant keeps their activities local and self-led, costs of participation can be kept to a minimum.

APPENDIX 3

Research Results with alternative Social Time Preference Rate (STPR)

Research Results with alternative Social Time Preference Rate (STPR)

When measuring future social value, it is best practice to discount future value by Social Time Preference Rate (STPR). Within this research we have used an STPR rate of 3.5%, this is the same rate as the UK use, as outlined in [The Green Book](#), and is suggested as a suitable rate in secondary literature, for example see [here](#). However, higher rates have also been cited so we have run a scenario with a higher STPR. Using a higher social discount rate insinuates that the value of a BMD in the future is worth less, therefore it places less emphasis on future value created and more emphasis on the short-term benefits.

Using the STPR rate of 6.0 %, the future social value of the Award results are as follows:

STPR Rate	Present Social Value – Total value created in 2020 (<i>unaffected</i>)	Present Social Value – Value per Award Holder (<i>unaffected</i>)	SROI (<i>unaffected</i>)	Future Social Value – Total Value created in Bermuda	Future Social Value – Value per Award Holder
3.5 (current research)	BM\$ 932,000	BM\$ 6,843	1 : 2.45	BM\$ 2,497,000	BM\$ 22,500
6.0 (alternate)	BM\$ 932,000	BM\$ 6,843	1 : 2.45	BM\$ 1,996,000	BM\$ 18,000

APPENDIX 4

Social Return on Investment (SROI), with estimated Award Centre Costs

Social Return on Investment (SROI), with estimated Award Centre Costs

When conducting a Social Return on Investment (SROI) analysis, organisations must consider all the costs involved within their organisation, for the Award this is NAO costs (the expenditure involved in running the national office, in order to provide young people with access to a high quality Award experience), costs to the young people themselves in participating in their Award activities, and also costs for Award Centres delivering the Award (any expenditure involved for the schools / youth clubs / other licensed organisations that deliver the Award to their young people, for example hiring a minibus to take participants on Adventurous Journey trips, providing space and resources for young people, remunerating staff for their time spent delivering the Award, so so on).

It is assumed that in Bermuda, Award Centre costs are negligible. Within this research report, we therefore report on the SROI of The Duke of Edinburgh's International Award - Bermuda, with an assumed Award Centres cost of BM\$ 0 per Award Centre.

On the next page we present two different scenarios; one zero Award Centre costs, and one with an Award Centre cost based on costs in a North American Country.

It should be noted that these costs (and therefore these scenarios) do not change the social value results of this research, since the value created by the Award is unrelated to the costs associated with delivering the Award. Any change in costs only affects the SROI; the ratio between the total social value created in 2020 and related with delivering the Award to young people in 2020.

APPENDIX 4

Social Return on Investment (SROI), with estimated Award Centre Costs

Social Return on Investment (SROI), with estimated Award Centre Costs (continued)

Scenario 1 is the current research methodology – The added cost of running the Award at Award Centres is assumed to be BM\$ 0.

Scenario 2 uses a set rate per Award Centre from research on the average cost per Award Centre in 2020 in a North American country (BM\$ 100.41, converted with purchasing power), to estimate how much Award Centres might spent during the analysis year; multiplying the cost per Award centre, by the 8 Award Centres operating in Bermuda in 2020.

Scenario	Award Centre Costs	Participant Costs (Unaffected)	NAO Costs (Unaffected)	Total Costs	Total Social Value in 2020 (Unaffected)	SROI
1	BM\$ 0	BM\$ 74,000	BM\$ 306,000	BM\$ 380,000	BM\$ 932,000	1 : 2.453
2	BM\$ 803	BM\$ 74,000	BM\$ 306,000	BM\$ 381,000	BM\$ 932,000	1 : 2.447

