



President's Guide Award 2024

Overview

The PGA Team has adjusted some of the pre-requisites for Guides who wish to apply for the President's Guide Award in 2024.

Last revised in 2019 with small changes along the years.

Objective

The PGA is the highest level of achievement for a Girl Guide to work towards. It recognises the strong leadership qualities of the Guide and one who has demonstrated the following:

- strength of character and moral integrity;
- civic consciousness and service oriented;
- commitment to the Guide Promise, the Guide Motto and the Guide Laws;
- proficiency in Guiding skills and the 5-Point Programme

It is a Level 5 Achievement under the Ministry of Education's Co-curricular LEAPS system. LEAPS represent the Leadership, Enrichment, Achievement, Participation, Service.

A PGA Guide is envisioned to:

- be proactive in what she thinks, says and does
- take the lead and inspire to be changemakers of society
- have a strong Guiding passion and works towards contributing to the Guiding community and the society
- uphold the Guide Promise and the Law

The major revamp of PGA in 2020 is to align itself to the WAGGGS Leadership Mindset as well as to encourage our Guides to be advocates and creative leaders.

Target Group

The Guide, at the point of application, must fulfil the following requirements. She

- is not more than 18 years of age by the 31st December of the year of test;
- is a member of a Guide unit;
- must be approved by the Captain

The candidate must also have satisfied the following pre-requisites:

1. Attained the Baden Powell Award and Guides Gold Award
2. Obtained the following Proficiency Badges:

	Name of Proficiency Badge	Tester
(a)	Emergency Helper Proficiency Badge or First Aid Certificate	If Guide has not obtained the Emergency Helper proficiency badge, she can be tested by an adult with a valid First-Aid Certificate. For clause 5, the Guide can articulate it to their Tester if a demonstration is not possible.
(b)	Homemaker Proficiency Badge	Qualified Guider/Volunteer
(c)	Friends to the World Proficiency Badge	Qualified Guider/Volunteer
(d)	National Heritage Badge	Qualified Guider/Volunteer
(e)	2 other Proficiency badges	Qualified Guider/Volunteer
(f)	Pioneer Proficiency Badge	HQ Tester

The applicant will need to submit a portfolio of Badges (b) to (e). Should the portfolio be insufficient, the applicant will be called in for an interview to ascertain the validity of the work. Please refer to **Annex 1** for the requirements of the Proficiency Badges.

3. Completed either of the projects listed below:

- plan and execute a self-initiated Values-In-Action project with a non-profit organisation
- social action project
- advocate for a cause that the girl is passionate about where the Guide is expected to plan and execute activities

The project should span at least 10 hours of execution over a period of 6 months. The project can be completed individually or in a group of maximum 4 people. The Guide will need to submit a portfolio regarding the project. The portfolio will describe what they have done and learnt through their journey. The project should be completed before Guides apply for PGA.

4. Attended a 3D2N overnight Guides camp. Due to constraints from certain schools, sleeping under the canvas tent is optional but strongly recommended.

Implementation

6 January 2024	Registration Deadline for PGA
9 January 2024 onwards	Checking the Qualification of PGA Applicants
27 January 2024	PGA briefing (for Candidates)
8 - 10 March 2024	Round 1 – Planning & Organisation Test (3D2N at Camp Christine)
2-19 April 2024	Round 2 - Be Prepared Test
11 May 2024	Round 3 - Dialogue Session
December 2024	PGA Ceremony (at Istana)

The Combined PGA and PSA Awards Ceremony will be held in December at the Istana.

Guiders who send their girls for PGA will need to participate in the journey either as resource personnel / tester, etc in the ratio of 1 Guider to 3 candidates.

Clauses for Proficiency Badges required for President's Guide Award

Emergency Helper Proficiency Badge

1. Pack up a first aid case suitable for hiking
2. Demonstrate how to deal with the following injuries:
 - 2.1. bleeding from an external wound
 - 2.2. burns and scalds
 - 2.3. blisters
 - 2.4. insect Bites
 - 2.5. sunburn/Dehydration
 - 2.6. fractures
3. Know how to
 - 3.1. take temperature and pulse;
 - 3.2. clean and dress a wound;
 - 3.3. deal with fire and electrical accidents;
 - 3.4. deal with a person in shock;
 - 3.5. treat a patient unconscious from fit; and
 - 3.6. improvise a stretcher to carry a patient and demonstrate it to untrained helps
4. Understand the danger of moving and handling an unconscious person whose extent of injury is not known and know the steps taken to prevent further injury.
5. Use a manikin/mask, demonstrate the procedure for artificial respiration

Homemaker Proficiency Badge

1. Bring a statement signed by her parent/guardian showing that she has been thorough and helpful at home and she has carried out the following household chores for 7 consecutive days or 4 consecutive weekends. Examples of household chores include:
 - 1.1. tidy and make bed satisfactorily,
 - 1.2. carry out weekly cleaning and sweeping/vacuuming and mopping of a room as well as to know how to empty dust from the vacuum cleaner
 - 1.3. clean a cooker (gas or electric), microwave oven, stand fan or fridge
 - 1.4. know how to use and clean a dustbin
 - 1.5. know how to dispose kitchen waste
2. Be able to explain or demonstrate how to :
 - 2.1. do household shopping, choose fresh food and how to store it at home;
 - 2.2. prepare a balanced meal for the family; and
 - 2.3. lay a table for a meal for a family, clear away and wash up afterwards.
3. Know the precautions to take to prevent accidents in the home
4. Demonstrate at least one method of simple repair eg. fixing the button/the hook of the skirt, shortening the skirt, etc.
5. Know how to do at least 3 of the following:
 - 5.1. Replace an electric bulb
 - 5.2. Sharpen a knife
 - 5.3. Unblock a sink waste pipe
 - 5.4. Use a vacuum cleaner (including the disposal of collected rubbish)
 - 5.5. Clean the toilet

A Guide who has obtained the Cook Badge can be exempted from Clause 2.

A Guide who has obtained the Accident Prevention Badge can be exempted from Clause 3.

Friends to the World Proficiency Badge

1. Know the basic facts of WAGGGS³ and share to your company a current event/program of WAGGGS and how it has inspired them
2. Talk in an interesting way about her own country's Guiding, to a visitor from abroad. (The tester may impersonate the visitor, if necessary).
3. Complete one of the following activity:
 - 3.1. Organise a two hour World Thinking Day activity that focuses on the current theme
 - 3.2. Prepare and organise a two-hour activity to stimulate Company/Patrol's interest in Guiding in other countries
 - 3.3. Participate in an overseas International Camp/local WAGGGS conference and interact with overseas Guides

³ As that covered in the online handbook

National Heritage Badge

The following clauses are national guidelines.

The implementation of the Badge is suggested to follow that of a three-part series –

Part 1: Introduction to Heritage and National Heritage Badge,

Part 2: Execution of Project and

Part 3: Post- Project Sharing Session and Reflection.

A Guide will then choose from a list of projects to embark on. They may choose to embark on either individual, pair-work, group or level-wide project as listed on the National Heritage booklet. A PGA candidate must have shown to play a large role in the project. The project must be completed within six months, or earlier. UGs are strongly encouraged to organise a mini exhibition/sharing session afterwards to showcase students' work.

The Guider-in-charge will verify completion of the project using the Project Verification Checklist which is based on the following components: Research, Learning, Creativity, Pride in National Identity and Teamwork. Each Guide must complete the Reflection Form and submit it at the end of her project. A PGA candidate must submit a copy of this Reflection Form with her PGA application.

Part 2: Execution of Project

A Guide must complete one of the following tasks:

Task 1	<p style="text-align: center;"><u>Heritage Guide</u></p> <p>Be a Heritage Superstar Guide and pit your public speaking skills against your teacher's as well as bring your peers on a guided tour! Attempt this challenge and help your peers learn more about heritage.</p>	<p style="text-align: center;"><u>Individual</u></p> <p>To begin, choose your tour. This can be based on either on your school's Heritage Corner or Heritage Trail. Next, identify five interesting points to share with your audience. After which, write a script and rehearse. Finally set a date and invite your peers or members of the public on a guided tour.</p>
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Task 2	<p style="text-align: center;"><u>Editorial Champions</u></p> <p>Have a topic on heritage that is close to your heart or know of hidden treasures in your community? Be an Editorial Champion and share them through art or design, on a blog or even a video.</p>	<p style="text-align: center;"><u>Individual/Pair</u></p> <p>Using NHB's Heritage Portal, roots.sg, choose one of the topics below or research on a heritage topic of your choice:</p> <ol style="list-style-type: none"> 1. Heritage sites, trails or monuments 2. Playgrounds in Singapore. Then and Now. 3. Vanishing trades 4. Hidden treasures in your community (e.g. place of heritage) 5. Museums in Singapore 6. Artefacts from the National Collection
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Task 3	<p style="text-align: center;"><u>Trail Warriors</u></p> <p>How well do you know your own neighbourhood? Be a Trail Warrior. Stretch your creativity and choose one of the following themes or create a theme of your choice. Next, create a walking trail to raise awareness of the community/national heritage. (Themes include: architecture, war, towns, nature, community, food)</p>	<p style="text-align: center;"><u>Group (3 to 5 people)</u></p> <p>Based on the chosen theme, identify at least four sites of interest and create a trail using a free mobile app or a video. Set a date and invite your peers or members of the public on a guided group tour.</p>
Task 4	<p style="text-align: center;"><u>Games Experts</u></p> <p>Be a Game Expert and explore your fun-o-meter by creating a Heritage Game to promote and raise awareness of community/national heritage. You may choose one of the following themes or select a theme of your choice:</p> <ul style="list-style-type: none"> ● Heritage Sites ● Famous Historical Personalities ● Founding Fathers of Singapore ● Singapore's History 	<p style="text-align: center;"><u>Group (3 to 5 people)</u></p> <p>Combining the fun elements and nuggets of information you wish to share in the game. Create your own version of the Heritage Game and get our friends to play it.</p>

Task 5	<p style="text-align: center;"><u>HeritageCares</u></p> <p>Ever wanted to experience what it's like to work in a heritage environment, and at the same time, give back to society? Be a HeritageCares Superstar volunteer and grab this exciting opportunity to score some working experience within this vibrant industry. You will get the opportunity to learn alongside and interact with Voluntary Welfare Organisations through the heritage programmes.</p> <p>For more information, please visit: www.nhb.gov.sg/what-we-do/our-work/community-engagement/public-programmes/heritageCares</p>	<p style="text-align: center;"><u>Group</u></p> <p>If you are interested to volunteer, please email the completed Volunteer Information table below to NHB_HeritageTrails@nhb.gov.sg. As most HeritageCares programmes run on an ad-hoc basis, with programme dates and times determined by the participating Voluntary Welfare Organisations, all interested volunteers will be included in the volunteer mailing list to be informed of upcoming volunteering opportunities. Once selected, you will need to commit at least 6 hours of volunteering.</p>
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Task 6	<p style="text-align: center;"><u>Amazing Heritage Race</u></p> <p>Be a Project Superstar in this highly challenging team effort of creating an amazing heritage race. In this project, you and your team will take game-play to the next level as you research, ideate, plan and execute the race for your junior cadets.</p> <p>Trail choice:</p> <ul style="list-style-type: none"> ● Any of the NHB trails ● Significant sites of heritage relevance in your community 	<p style="text-align: center;"><u>Level-Wide Project (maximum of ten people)</u></p> <p>As a cohort, identify at least four sites that best represent your community and design activities/games to be conducted at each site. Do consider the traffic, space, environment and also the possible challenges you may face while playing the games. You would need to consider the equipment you may need for both the games and possible first-aid scenarios.</p>
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Do refer to the National Heritage Badge Guide for the project requirements and format of the task.

Pioneer Badge

1. Show that she can use an axe safely; know how to look after them.
2. Be prepared to make and use two of the following:
 - a. Emergency Shelter;
 - b. A ladder;
 - c. A means of crossing a stream.
3. Follow a map⁴ through an area unknown to her and make three discoveries to be indicated by the tester.
4. Light a fire outdoors and boil 250 ml of water in twenty minutes.

⁴ Map can be of a non-topo in nature.

A Guide who has obtained the Map Reader Badge can be exempted from Clause 3.

