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# SKILLS DEVELOPMENT PROGRAMME GUIDE

# Introduction

This booklet will support you in learning creative skills applicable to the Duke of Edinburgh's Award and Scouting Top Awards. It will provide a basic framework to help you make a plan, work towards your goals, and reflect on your progress.



My Name:

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Award Goal:

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Time Frame:

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My Assessor:

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## For Guardians, Teachers, and Mentors

This booklet will aid learners who are participating in the Duke of Edinburgh's Award Scheme, and Scouting Top Awards.

If you'd like to learn more, head to the website for those programmes, or visit your local Warhammer store for more information.



[DofE.org](https://www.dofe.org)



[Scouts.org.uk](https://www.scouts.org.uk)



[Stores.Warhammer.com](https://www.stores.warhammer.com)



# Assessor Guide

Finding the right Assessor is vital to success in the programme. While the intention is that you work towards your goals independently, your Assessor can offer feedback, make suggestions, offer advice, and ensure that you're on the right track. Ultimately, they're responsible for vouching for your completed work, so it's important to keep them in the loop.

Looking for a qualified Assessor? Warhammer store managers have access to special training to aid you. Get to know them, let them know you're working on the award, and ask them for help. They can introduce you to the Battle Honours programme, which is a fantastic way to earn exclusive rewards while working towards your goals.

If you are in a school that has a Warhammer Alliance club, the club organiser may be able to act as your Assessor, or help you to find someone else who can.

Any responsible adult with knowledge of the Warhammer hobby can apply to become your Assessor. Bear in mind they don't need to mentor or guide you, but rather verify that your goals are appropriate and make sure you're doing the work. Choose someone you have a rapport with, or whose work you admire, and make sure they have the time and desire to work with you.

## For the Assessor

Your role is to verify the credibility and legitimacy of the work. You may assist the learner in any way you see fit, but remember this award is granted for them pushing their own limits and taking on a challenge. Once you've verified the goal, use the planning framework to monitor their progress, and give them a chance to reflect on how it went. Once the goal is completed, you'll have a chance to complete a report to make sure they get credit for their hard work.

Information about submitting your report to the Duke of Edinburgh's Award organisation can be found here:



# Warhammer Skills Development Programme

Speak with an Assessor about your skill level, time frame, and starting point. If you have limited experience, you could commit to a 3- or 6-month programme of building and painting your first 20 miniatures or more.

If you've had some experience, it might be better to spend a few months refining your process with more advanced tools and techniques, such as cleaning mould lines, applying transfers, and creating textured bases.

Advanced Warhammer hobbyists might spend their time working towards a more ambitious project, such as a gaming board with scenery, a diorama, or painting high-end display pieces on scenic bases. Work with your Assessor to determine the most appropriate goals.

Use this planner to list the broad steps of your project and set a target goal for completion.

Stage	Target Date	Completed?

Prepare for your project by gathering everything you need right at the beginning. Start with the miniatures you'll be using – you might consider Spearhead and Combat Patrol boxes, work through something you've already got in your collection, or just select something you like. You'll also want to spend a little time coming up with a paint scheme and getting all the paints, brushes, and tools you'll need to finish your project. Your assessor can help you with this.

# Working on Your Project

Now that you've chosen your goal and have an Assessor lined up, it's time to challenge yourself. Ultimately, the award is an opportunity to show your dedication to personal growth. While there are many resources available to aid you, success is about putting that knowledge to work.

You could do some research online to help with each step of your journey. Video tutorials and articles will give you new ideas to try. If you're just getting started, take a look at the Warhammer Alliance YouTube playlist for loads of hobby videos broken down into several sections:



[Warhammer.me/46wRHCR](https://warhammer.me/46wRHCR)

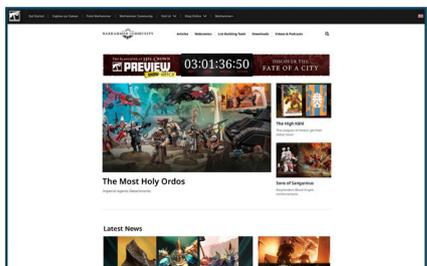


While the journey is yours to tread, there's no reason you can't discuss it with your friends, Assessor, and Warhammer store staff for a little friendly advice.

## Warhammer Alliance

The Warhammer Alliance is a great place to start for beginners, with a host of activities to help you learn how to build and paint miniatures, and much more! Ask your Assessor or local Warhammer store manager for more details.

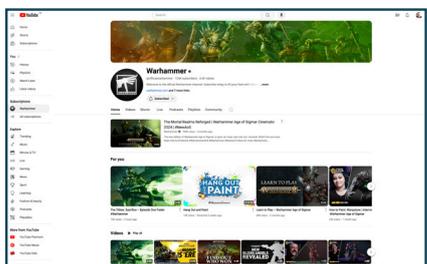
Take advantage of the wealth of resources available on our various websites.



[Warhammer-Community.com](https://warhammer-community.com)



[CitadelColour.com](https://citadelcolour.com)



[Youtube.com/  
@OfficialWarhammer](https://youtube.com/@OfficialWarhammer)



# Reflection and Assessment

At the end of your project, it's important to take a step back and think about what you've learned. Make some notes about your progress, and discuss it with your Assessor when you've finished.

**What new skills did you develop?** \_\_\_\_\_

**What was the most challenging part of the project?** \_\_\_\_\_

**What obstacles did you overcome, and how?** \_\_\_\_\_

**What was the most rewarding moment?** \_\_\_\_\_

**What are you most proud of learning?** \_\_\_\_\_

**What surprised you the most?** \_\_\_\_\_

**What's next?** \_\_\_\_\_

Plan a meeting with your Assessor to go over the project, verify completion, and submit your work. We hope you've enjoyed deepening your connection to the Warhammer hobby, building confidence, and putting new knowledge to good use. Whatever your next steps are, there's always plenty more to do in the worlds of Warhammer. Enjoy the journey!