

Demonstration overview



Creating a new participant

In this section the Leader logs on and their homepage is displayed. They are going to create a new participant, so they navigate into the participant management section. Participant places in the system are available to be allocated to young people by the Leader, as shown in the available licences area.

All the Leader has to do to create the participant is enter a few simple details and the participants place is created in the system. The username and password can then be passed on to the participant.



Sharing news

eDofE has a news system built in, which gives leaders and higher organisational levels the ability to quickly share exciting news with the rest of the people they are responsible for. In this section we are seeing a Leader create a news story to be displayed to all of their groups. They give it a title, synopsis and then enter the story.

Once it is saved they can choose to upload a photo or just publish the story. When it is published they can choose who gets to see it. If all recipients are selected the story will get bumped up so the OA can see the story as well and decide if they want to publish it to a wider audience.

Having created the news story, the Leader returns to the home page to see how the system makes itself more accessible, by changing the size of fonts.



Updating personal information

We are now seeing the participant logging into the system. Having seen their homepage they are going to complete their personal information, first by setting their ethnicity and then by setting their address. When adding an address to the system they can use the postcode lookup to ensure that it is correct.

Having set up their details, the participant is going to personalise their eDofE by changing the background wallpaper, from a selection provided.

Having done this they return to the homepage.



Starting a Section

The participant is now ready to setup one of their sections. When they click on the 'Silver' section they are asked to enter the timescales for each section. Having already discussed this with their Leader, it's a quick and simple task.

Having done that, the participant is going to set up their skill section, they choose the category and their specific activity. Using the Programme Planner they complete the rest of the sectional information and save it. This provides the first bit of mandatory evidence that the system requires.

Having set up the Skills section, the participant is keen to get on and upload a piece of evidence, which happens to be a picture of them playing their instrument. Having submitted the evidence, they message their Leader.



Evidence approval

We now see the Leader logging back into eDofE and noticing that they have new messages. Opening the message section they see the message from their participant and decide to view the evidence that has been uploaded.

The Leader opens the attached evidence picture and seeing that it is acceptable, clicks the approve button on the evidence, so confirming acceptance to the system and to the participant.

The Leader then messages the participant.



Resources available

The participant logs back into the system and looks at the message that has been sent to them from the Leader.

Having done this they then look at some of the resources available and decide to investigate one of the suggested web pages.