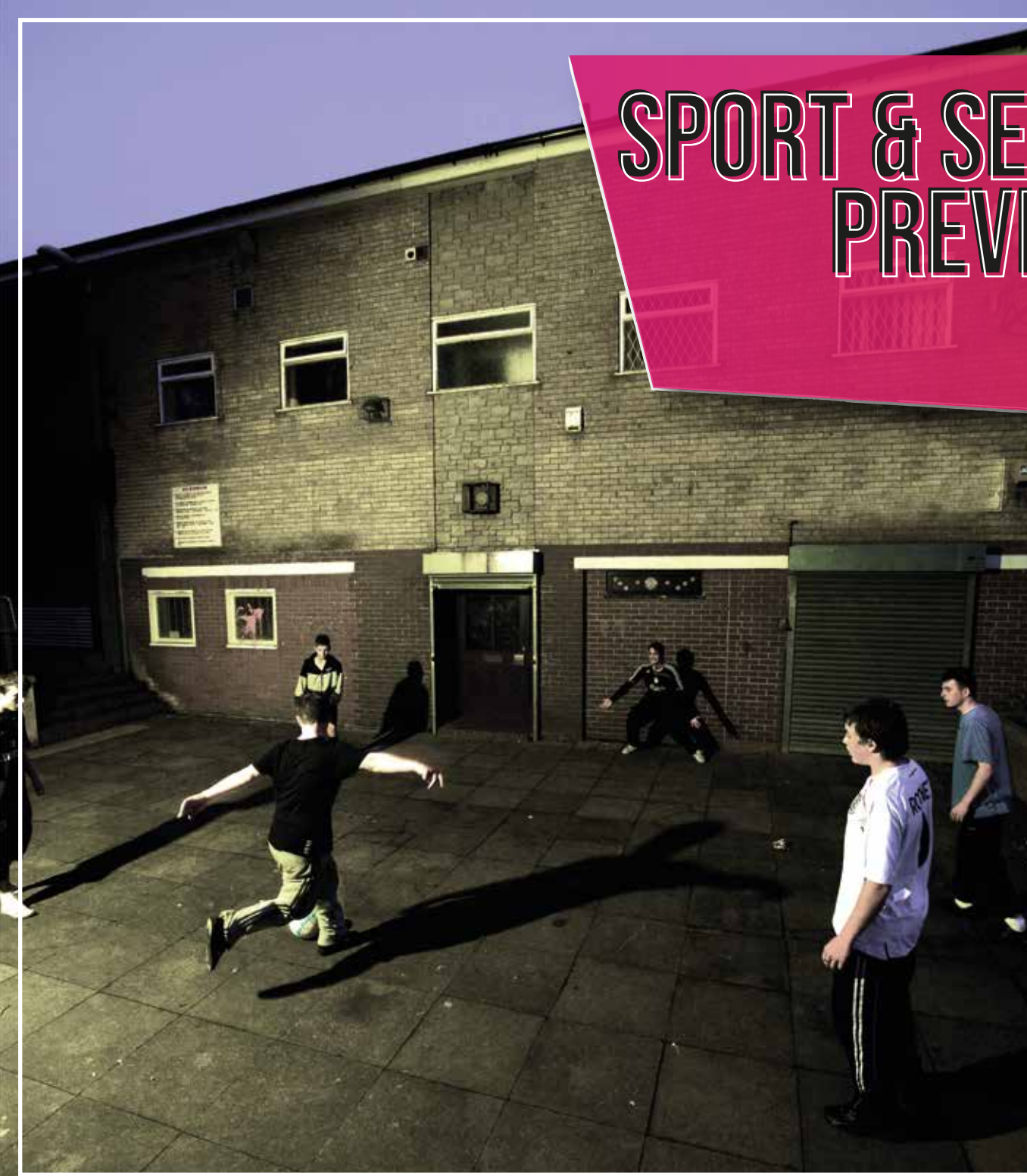


SPORT & SERIOUS VIOLENCE PREVENTION PROJECT

PARTICIPANT SURVEY DATA SUMMARY



Funded by the Home Office, The Sport and Serious Violence Prevention Project set out to utilise the StreetGames expertise of youth sports volunteering, combined with a strong evidence base that proves the value of sport, youth volunteering and peer leadership in helping to develop critical protective factors for young people at risk of crime.

In partnership with Police and Crime Commissioners, a collective of Locally Trusted Organisations (LTOs) and key stakeholders, aimed to develop protective factors for 165 young people in 'crime hotspots'.

The project engaged young people aged 10-17 years, in targeted locations. Through the support of LTOs - the young people took part in doorstep sport activities and youth leadership.

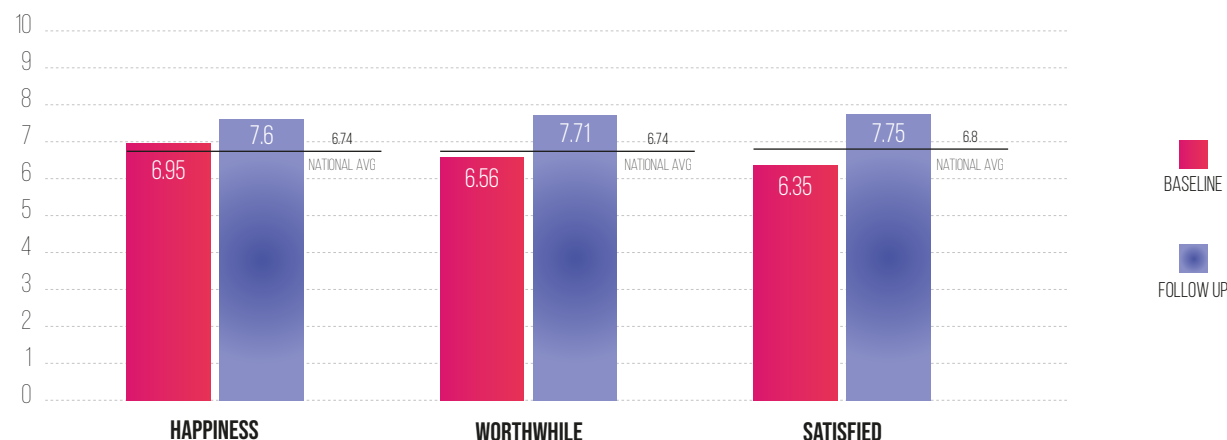
SURVEYS

Referred participants to the sessions were asked to complete a baseline survey when they first attend, then a follow up survey approximately six months later. The questionnaires were designed to capture feedback, in terms of impact and 'distance travelled' and included a number of 'validated' questions relating to key outcomes such as well-being, self efficacy and trust. In total, 154 baseline surveys were collected and 63 follow ups, 60 of which could be matched to their baseline response to track change.

This report provides a summary of the key findings from these surveys. This data together with qualitative research and case studies will be used in wider external evaluation of the project being undertaken by Loughborough University.

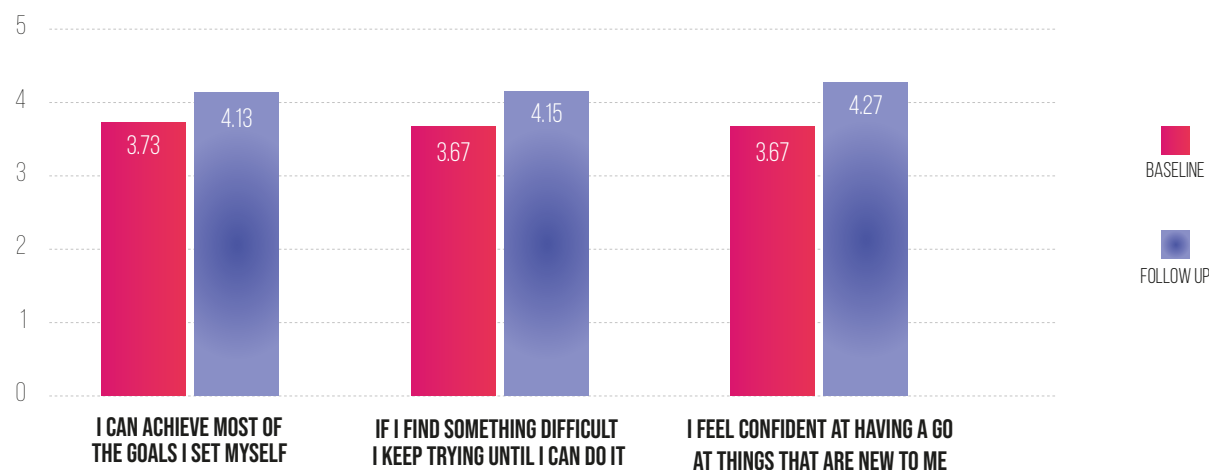
WELLBEING

Using validated wellbeing questions from the Office of National Statistics, we can compare three aspects of wellbeing through a 0 - 10 scale. When asked how happy they feel, how worthwhile they feel their life is and how satisfied they are with their life nowadays, the majority of participants gave a more positive answer at the follow up stage, with the average score also now being higher than the national average.



SELF-EFFICACY

Self-efficacy questions were asked on a 'Strongly Agree' - 'Strongly Disagree' basis which are converted into scores from 1 (strongly disagree) to 5 (strongly agree). When represented as a mean score, all self-efficacy questions asked at the follow up stage showed at a score of over 4 (Agree) on average, as opposed to around 3.7 (Can't say/Agree) at baseline.



154
BASELINE



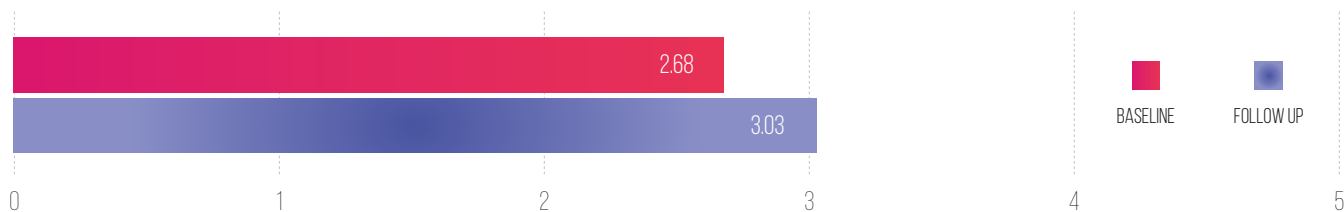
63
BASELINE

60
MATCHED

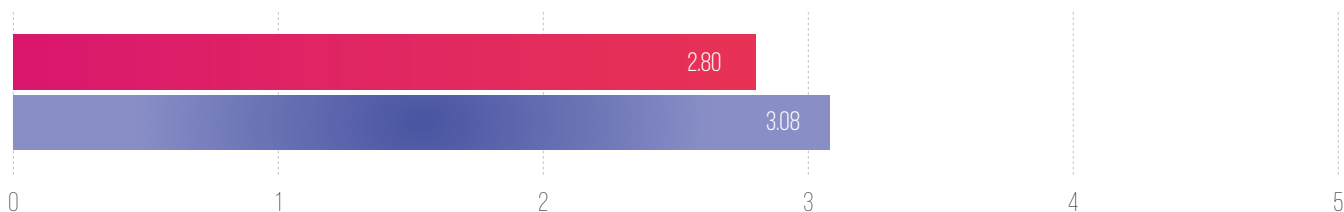
SOCIAL TRUST & BELONGING

Similarly, questions on social trust and sense of belonging were asked on a 0-5 scale with 'Not at all' being 0 and 'A Lot' being 5. Analysis of the data shows that the mean score for both aspects increased from baseline to follow up.

HOW MUCH DO YOU FEEL YOU CAN TRUST PEOPLE WHO ARE A SIMILAR AGE TO YOU?

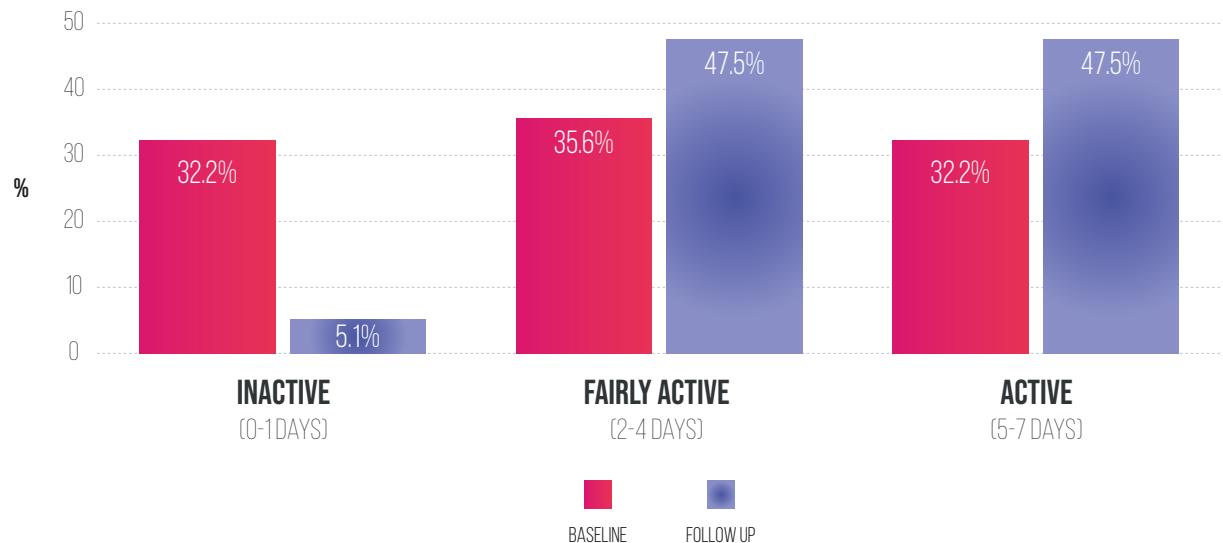


HOW STRONGLY DO YOU FEEL YOU BELONG TO YOUR IMMEDIATE NEIGHBOURHOOD?



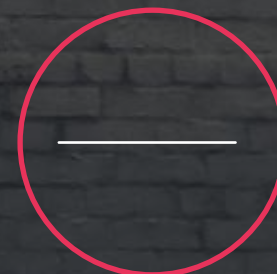
ACTIVITY LEVELS

Activity levels were significantly increased by the follow up stage, with 95% of participants taking part in sport/physical activity regularly (between 2-7 days a week), as opposed to 68% at baseline. 65% of participants increased their activity levels.



65%

PARTICIPANTS WHO INCREASED THEIR PHYSICAL ACTIVITY LEVELS



16%

STAYED THE SAME



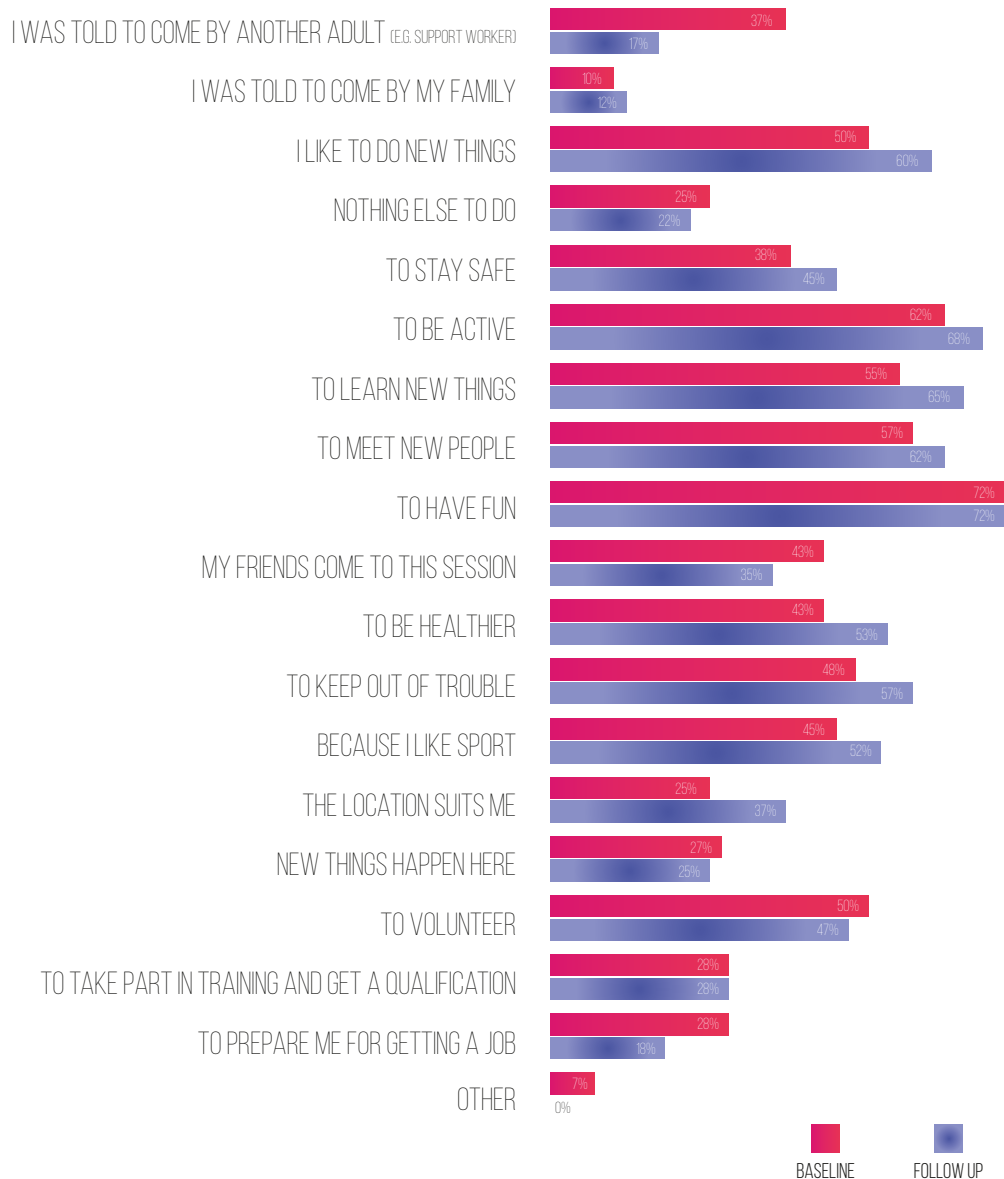
19%

PARTICIPANTS WHO DECREASED THEIR PHYSICAL ACTIVITY LEVELS

WHY DO THEY TAKE PART?

In both surveys, participants were asked a multiple choice question on why they are taking part in the sessions. At the follow up stage, most answers show a positive rise in participants seeing more benefit in the sessions, such as doing new things, meeting new people and staying safe.

WHY DID YOU DECIDE TO TAKE PART IN THIS SPORTS SESSION?



SOME YOUNG PEOPLE

Finally, participants were asked to identify how much the following statements are like them, on a scale of 'Not like me at all' - 'Just like me'. Most answers showed a positive increase in how participants feel the statements are 'quite like them' or 'just like them', in particular loving sport and having lots of things to do in their spare time.

SOME YOUNG PEOPLE ...

