



# BALANCED SCORECARD

22/23

As part of the StreetGames 10 year strategy, four key 'End Game' objectives have been identified. These are:

- 1 All young people from low-income, underserved communities can engage in life-enhancing Doorstep Sport.
- 2 There is a year-round, multisport offer available in every low-income, underserved community.
- 3 All young people from low-income underserved communities can access a pathway to become volunteers and future community leaders.
- 4 All mainstream sports providers change their practice to meet the needs of young people from lowincome, underserved communities.

The End Game represents a long term ambition. To help measure our progress and contribution, we have developed this scorecard that includes a set of key performance indicators which act as 'proxies' towards these long term goals and the medium term outcomes identified within our Business Planning process and represent a 'step on the way' to delivering the vision encompassed within the 10 Year Strategy. The scorecard also includes a number of internal KPIs related to our internal resources and processes.

# ENDGAME 1

All young people from low-income, underserved communities can engage in life-enhancing Doorstep Sport.

## STAKEHOLDER PERSPECTIVE

Stakeholders for StreetGames are organisations or individuals with a vested interest in our work. These include the network of LTOs, staff, funders, partners and most importantly the young people who are our ultimate beneficiaries.



# 122,127

Young people engaged by LTOs in the network as participants & volunteers

We don't ask for full monitoring data from all of our network. However, we do capture data from doorstep sport interventions where we have provided direct funding to LTOs for delivery and also where we have undertaken a Strategic 'Network Weaver' role e.g. such as HAF delivery.

The data above is from these sources.



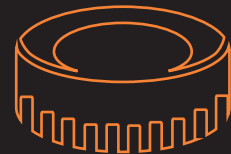
# 7.2

On average, doorstep sport participants scored 7.2 / 10 in terms of their subjective happiness



# 7.4

On average, doorstep sport participants scored 7.4 / 10 in terms of their subjective life satisfaction



# 11,624

Opportunities provided to young people in the network to spectate at live elite sporting events



# 78

Partnerships



# £12.322m

Value of partnerships



# £15.58m

Investment to LTOs for Doorstep Sport Interventions

## LEARNING & GROWTH PERSPECTIVE

Greater workforce knowledge and understanding through CPD and Training

EXTERNAL



# 5,229

Attended StreetGames training courses

EXTERNAL



# 92%

Of learners said they had learnt something new

EXTERNAL



# 92%

Of learners said they had learnt new skills

# ENDGAME 2

There is a year-round, multisport offer available in every low-income, underserved community.

## STAKEHOLDER PERSPECTIVE

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**281**

New Locally Trusted Organisations  
in the network



**£4.27m**

Fundraising Target for LTOs



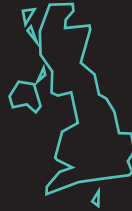
**823**

LTOs receiving investment for  
Doorstep Sport interventions



**56%**

of LTOs who have been provided  
with funding/sustainability support  
from StreetGames



**308**

Geographic Reach of Network  
(no. of Local Authorities)



**4**

New evidence based  
research pieces



**96%**

Of LTOs report satisfaction  
with StreetGames  
services & support



**72**

StreetGames has a Net  
Promoter Score of 72,  
as scored by respondents  
to the 2022 network survey



**93%**

Of LTOs feel aligned  
with StreetGames

# ENDGAME 3

*All young people from low-income underserved communities can access a pathway to become volunteers and future community leaders.*

## LEARNING & GROWTH PERSPECTIVE

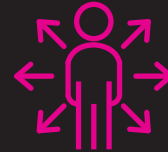
*Growth in the involvement of young people in all areas of development and delivery*



**32**

**Youth empowerment opportunities provided directly by SG**

(e.g. young advisors, peer research, youth leadership, co-creation)



**1,126**

**Young people have taken part in youth empowerment opportunities**

# ENDGAME 4

*All mainstream sports providers change their practice to meet the needs of young people from low income, underserved communities.*

## STAKEHOLDER PERSPECTIVE

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**7**

**'Formal' Sports Sector Partnership Projects**



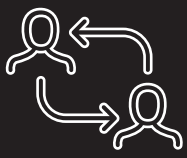
**£226k**

**Value of sports sector partnerships**

# INTERNAL INDICATORS

## LEARNING & GROWTH PERSPECTIVE

Internal Resources– StreetGames has adequate staffing resources to deliver its contractual commitments. Staff demonstrate strong levels of engagement and productivity.



**11.6%**

Staff turnover



**90%**

% of staff strongly agree / agree...  
'Overall, I am happy with my role'



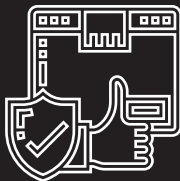
**74%**

% of staff strongly agree / agree...  
'My current workload is manageable'



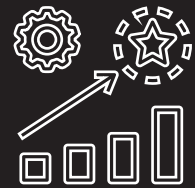
**3%**

Absence Rate



**72%**

% staff who strongly agree/ agree:  
'Learning and development activities I have completed while working for StreetGames are helping me to develop my career'



**68%**

% staff who strongly agree/ agree:  
'I am satisfied with CPD/ training opportunities I am offered'

## INTERNAL PROCESSES PERSPECTIVE

Governance arrangements in place that meet best practice and appropriate processes in place to prevent major safeguarding or data disclosure incidents.



**2**

Data protection incident reported



**55%**

Staff training up to date



**COMPLIANT**

Compliance with Sport Wales / Sport England Governance Codes



**TBC**

Governance staff training up to date



**N/A**

Compliance with Sport England EDI Governance Code



**67%**

Staff EDI training up to date



**50**

Safeguarding incidents reported



**96%**

Staff Safeguarding training up to date

## FINANCIAL PERSPECTIVE

That StreetGames has sufficient financial resources to deliver its commitments.



**£130k SURPLUS**

Unrestricted reserves target



**£3.358m**

Minimum cash balance level



**NO MAJOR CONTROL ISSUES RAISED**

In External Auditors annual Audit Findings Report