

Changing young people's lives through sport

**STREET  
GAMES**



**2025**

# **NETWORK SURVEY**

**SUMMARY FINDINGS**

# INTRODUCTION

From September to November 2025, StreetGames conducted consultations with Community Partners within the network to gather feedback on a range of topics. The areas of focus included:

- The key issues and external factors currently impacting Community Partners
- Community Partners satisfaction & relationship with StreetGames
- Community Partners current delivery, financial situation and funding sources.
- Assessing the impact of StreetGames services and support on Community Partners and the young people they serve
- Future support requirements
- Community Partner alignment with StreetGames

To collect this feedback, StreetGames created an online survey that was sent directly to Community Partners in the StreetGames network via email. To encourage response, a follow-up reminder email was sent after one week, and regional staff also provided informal encouragement to Community Partners for their participation at network/cluster meetings and 1-2-1 catch ups. Additionally, reminders were posted on social media platforms.

Throughout the survey period, a total of 234 completed responses were received. 31 organisations completed the survey during a StreetGames meeting or network event. These Community Partners were initially invited to complete a shorter version but were given the option to complete the full survey. Therefore, the charts in this document show the number of responses for each question to provide clarity on the coverage.

Figure 1 shows the responses by region, illustrating a spread of responses across all regions, but with the highest number of responses coming from community partners based in the Midlands (27%), North West (21%) and North East (21%).

Below presents a summary of the key findings obtained from the survey.

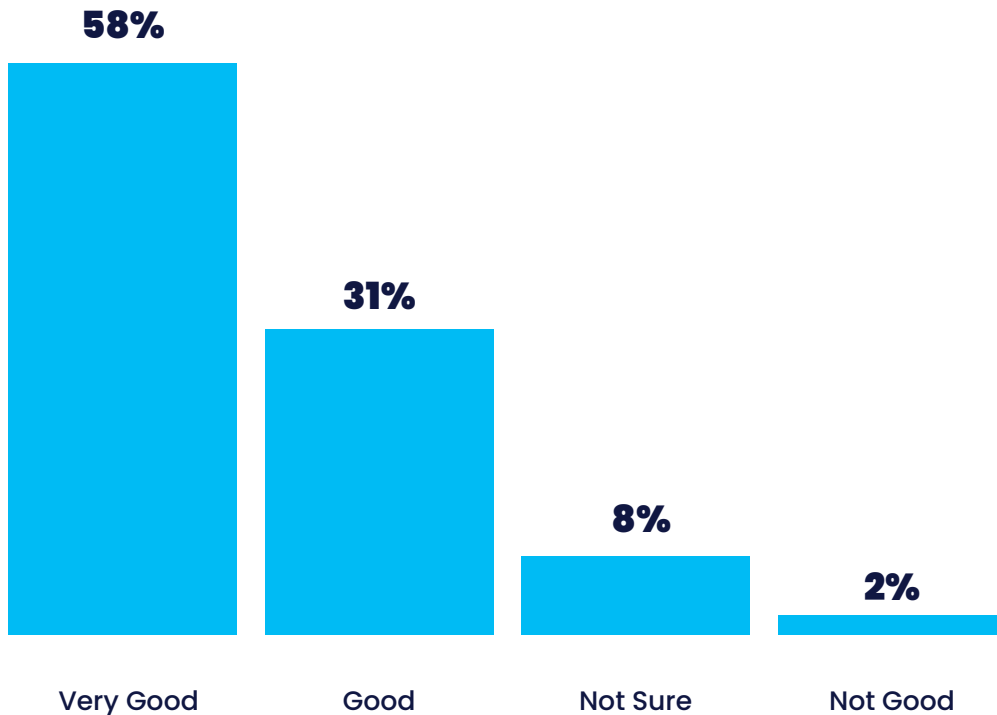
Figure 1: Respondents by Region



# SATISFACTION & RELATIONSHIP WITH STREETGAMES

Levels of satisfaction with StreetGames remain high - 89% of respondents rated their experience of working with StreetGames as either "very good" or "good". This is slightly lower than in 2024 (96%).

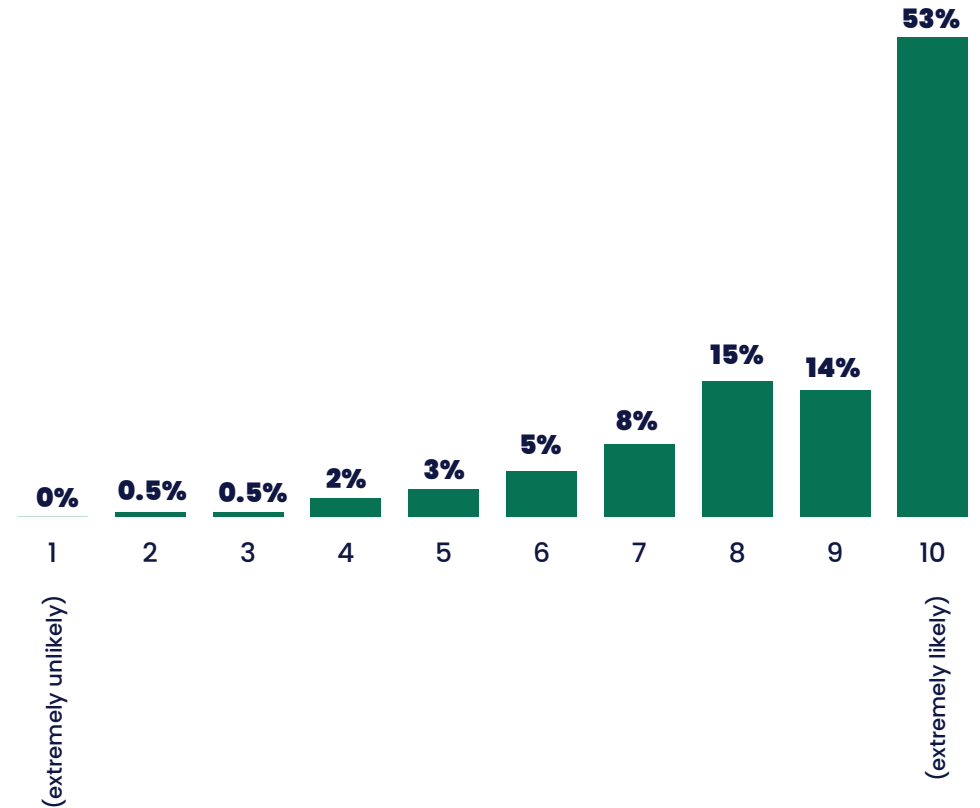
**Figure 2: Experience of working with StreetGames (n = 211)**



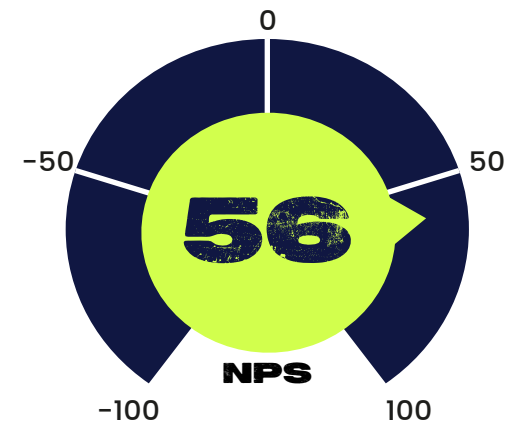
In addition, most organisations said that they would be likely to recommend StreetGames to other organisations or projects – see figure 3.

This type of question helps calculate the Net Promoter Score (NPS) by subtracting 'detractors' (scores 1-6) from 'promoters' (scores 9-10). The current StreetGames NPS is 56.4.

**Figure 3: Likelihood of recommending StreetGames to other organisations (n = 211)**



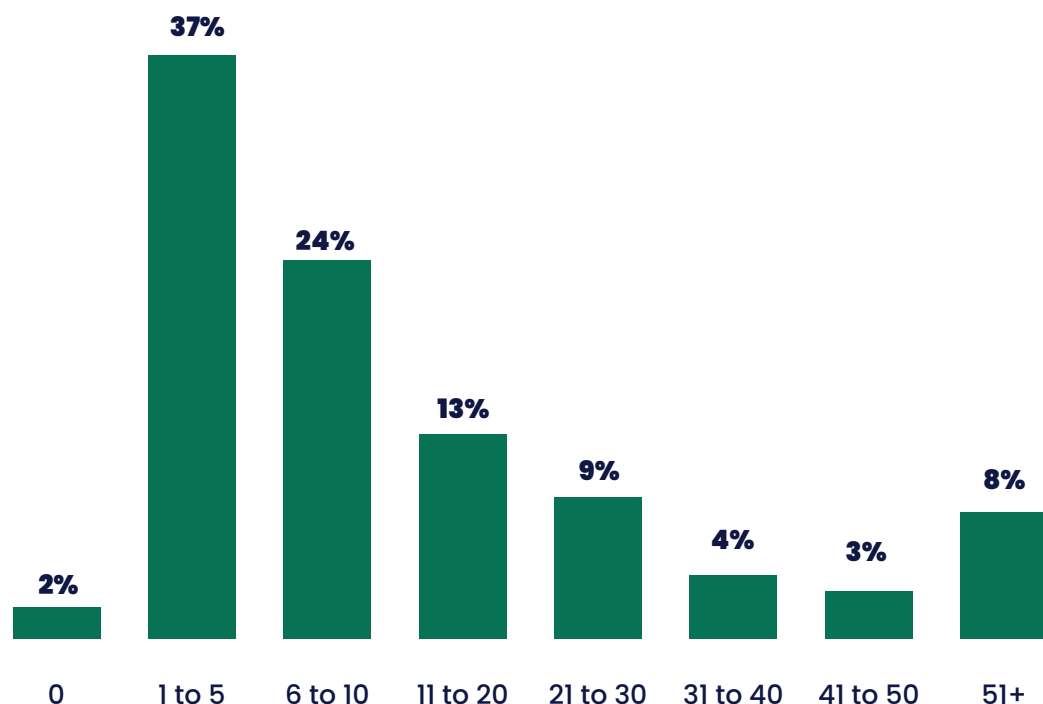
NPS scores over 50 are generally considered to be 'excellent', however, our score this year is slightly lower than the score from the 2024 (60.3).



# CURRENT DELIVERY

Community Partners were asked to provide details regarding their current delivery to help demonstrate their reach. Figure 4 shows the average number of sessions organisations are delivering each week.

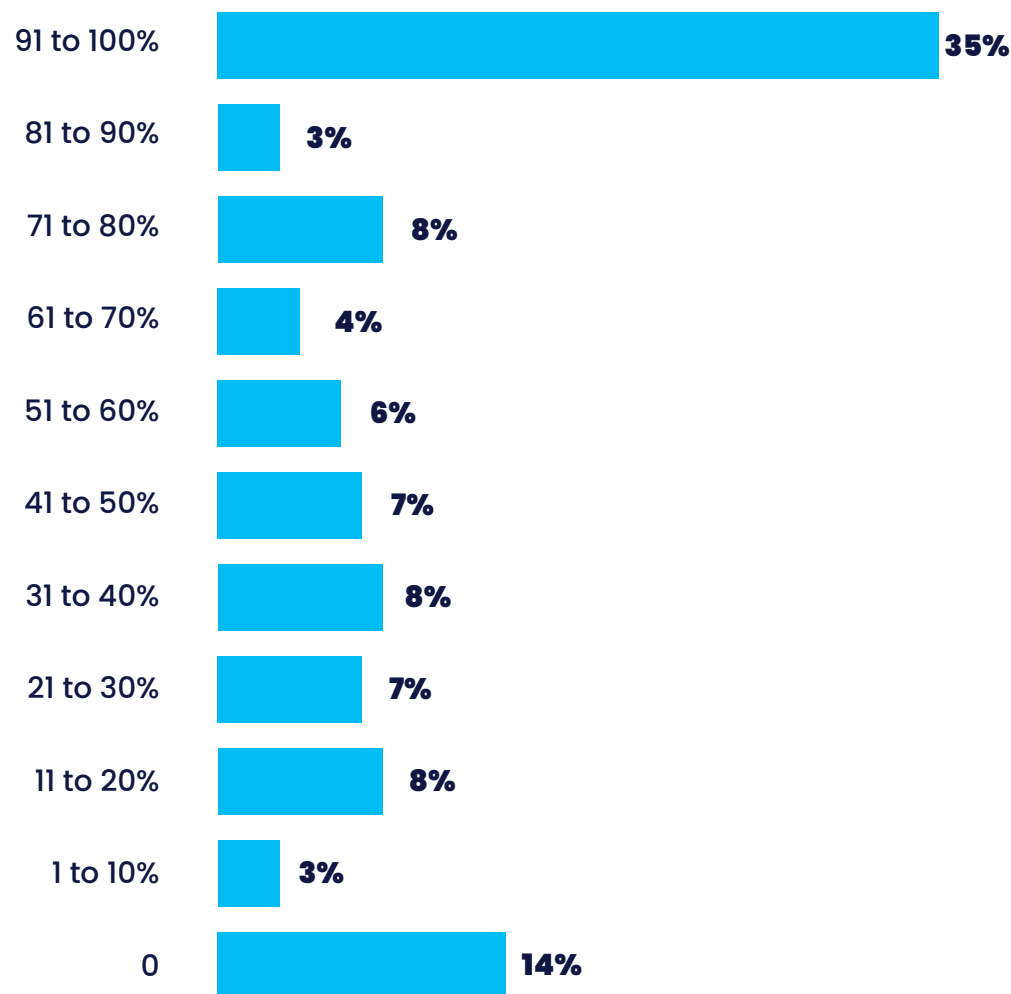
**Figure 4: The average total number of sessions typically delivered by community partners on a weekly basis for young people in the community (n = 211)**



The median number of sessions delivered weekly by Community Partners is 8; however, there is significant variation with some organisations delivering over 100 sessions per week. As Figure 4 highlights, most Community Partners are delivering between 1-20 sessions per week, with 37% delivering between 1-5 sessions, 24% delivering 6-10 sessions weekly and 13% delivering 11-20 sessions weekly.

In terms of the nature of these sessions, 35% of respondents stated that the majority (91% to 100%) of their delivery was for doorstep sport style sessions. The median number of doorstep sport sessions provided by Community Partners is 4 per week. However, for some Community Partners, doorstep sport sessions make up a smaller proportion of their overall delivery – which typically may include general youth, music/arts, educational and community-based activities. It is also worth noting that for 14% of the respondents, doorstep sport style sessions accounted for 0% of their weekly delivery, indicating that sport may play a smaller role in a wider approach of engaging young people for some organisations in the network or that they don't 'term' their activities as doorstep sport.

**Figure 5: The percentage of weekly sessions delivered that are doorstep sport style sessions (n = 211)**



34% of respondents reported that they are now delivering more sessions compared to last year, whilst 46% said they are delivering the same amount and 20% are delivering less.

**Figure 6: Sport delivery compared to last year (n = 211)**

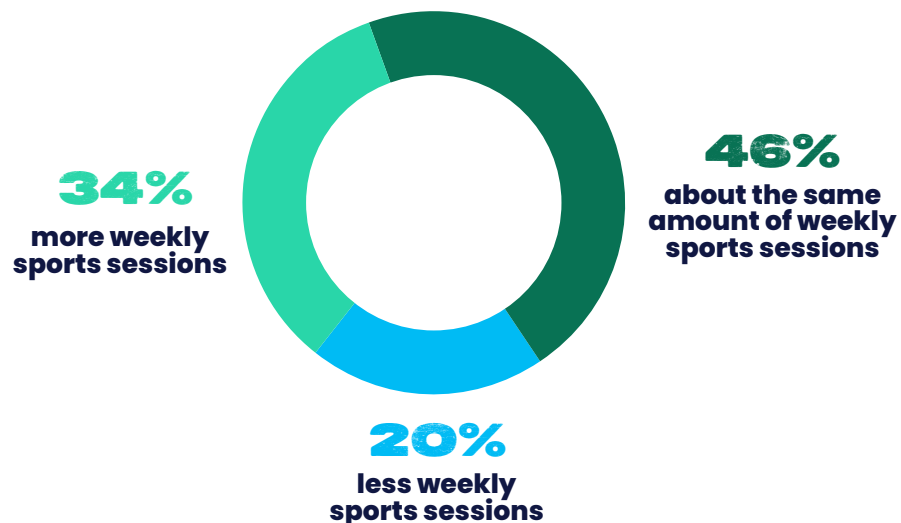


Figure 7 shows that the majority of respondents (87%) deliver year-round, with a small number delivering only during school holidays (8%) or only during term times (5%).

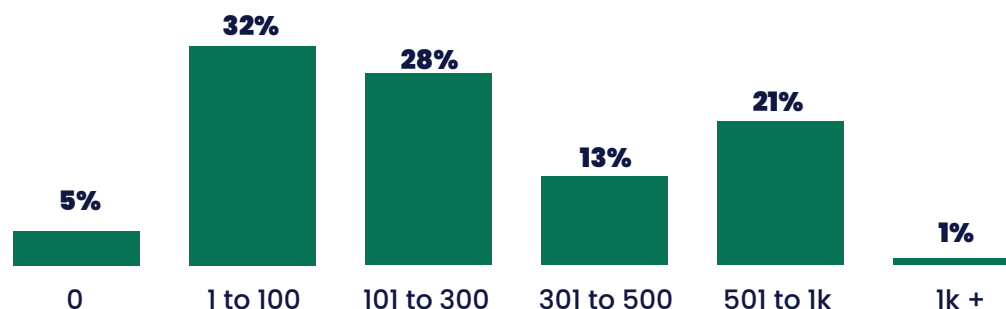
**Figure 7: Periods of delivery (n = 211)**



The total number of young people that Community Partners engage per annum varies significantly (see Figure 8 below). However, analysis of the data indicates that the median number engaged is 230 young people per annum. Figure 8 highlights that half the Community Partners (50%) typically engage between 1 and 300 young people in the past year, however there was a broad range of responses with 22% of organisations reporting to have engaged over 500 young people.

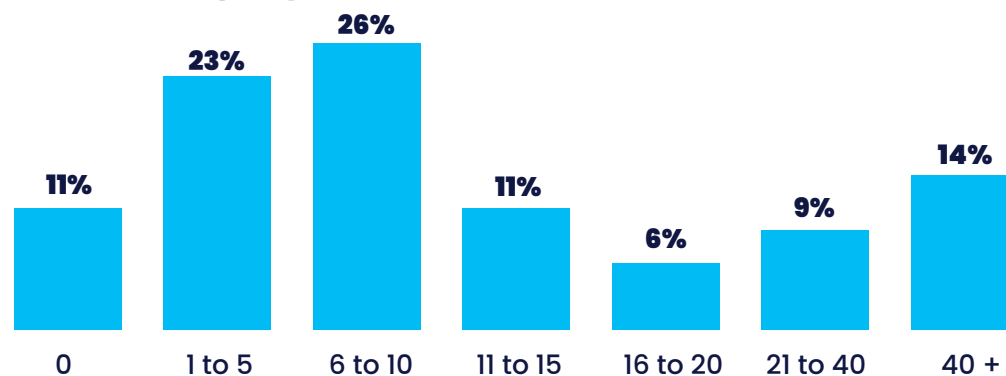
Our analysis showed that organisations engaging significantly higher numbers tended to be professional club foundations, leisure providers, colleges and some larger Community Partners.

**Figure 8: Approximate number of young people engaged in doorstep sport style sessions in the past year. (n = 211)**



Respondents were also asked how many individual young volunteers supported their sessions per year. The median number of young volunteers Community Partners engage is 10 per annum – with figure 9 highlighting that 77% of Community Partners had 1 to 20 volunteers that had supported their sessions in the past year, whilst a small number of organisations reported much higher volunteer numbers.

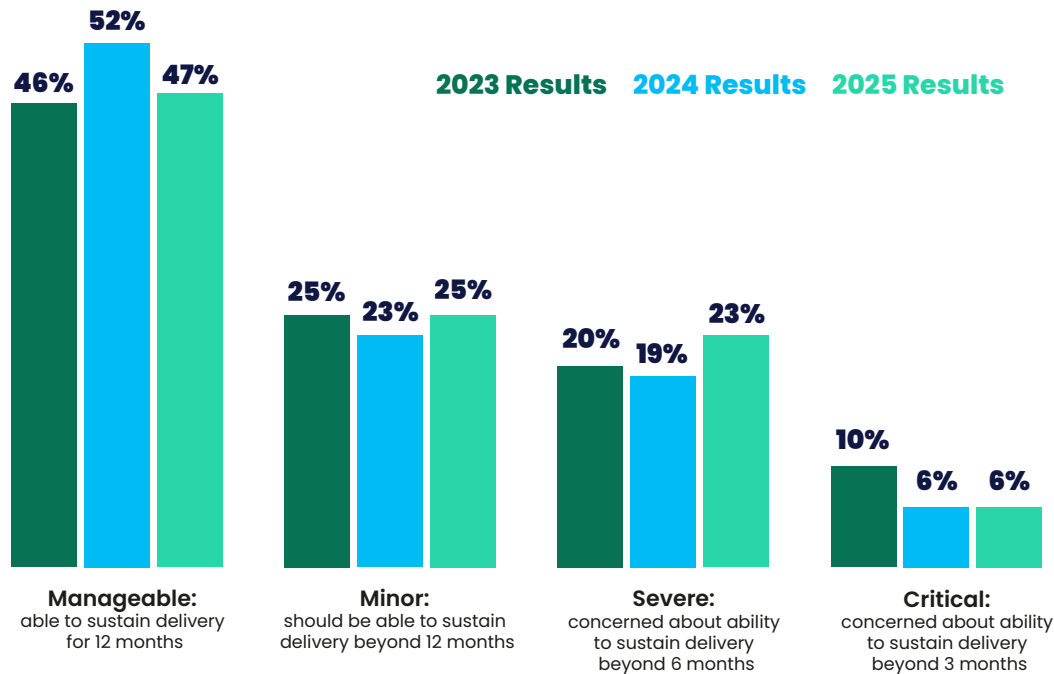
**Figure 9: Approximate number of volunteers supporting organisation sessions in the past year (n = 211)**



# ORGANISATIONAL SUSTAINABILITY / FINANCIAL SITUATION AND FUNDING

The survey asked Community Partners to describe their current financial situation, results shown below in figure 10.

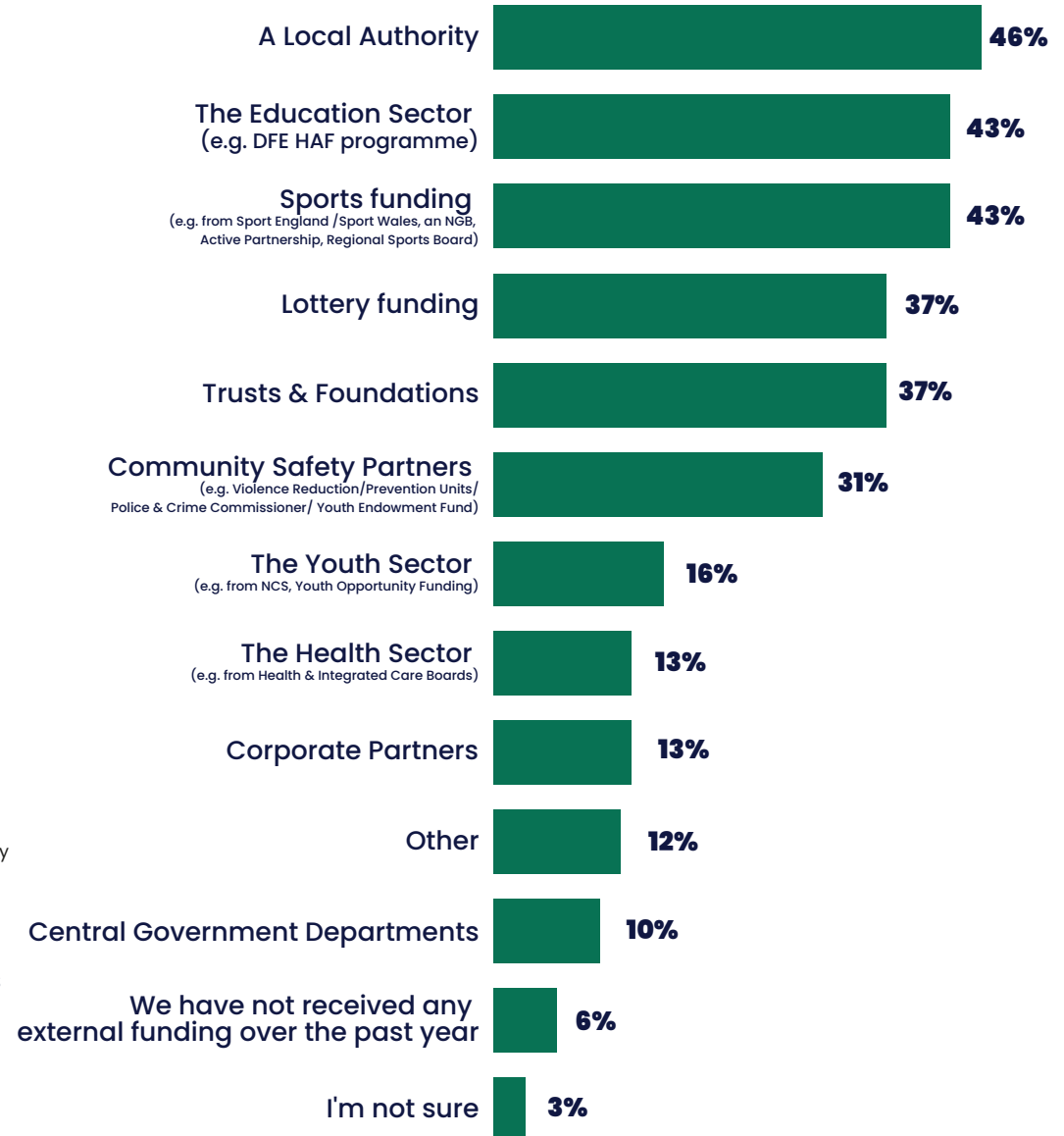
**Figure 10: Organisational Sustainability & Current financial situation (n = 211)**



The results show that nearly half of respondents (47%) report their position as manageable, able to sustain delivery for 12 months, which is broadly consistent with previous years. Around 28% of Community Partners say their financial position is severe or critical, representing over a quarter of respondents. This proportion has remained largely unchanged over the past three years, which highlights ongoing financial challenges for a significant number of organisations in the network.

Organisations were asked to identify the sectors or sources which they received external funding from over the past year. Figure 11 shows that the most common source was Local Authorities (46%), followed closely by the Education Sector and Sports Funding (both at 43%). Most organisations (71%) received funding from multiple sources, with an average of 3 different sources per organisation.

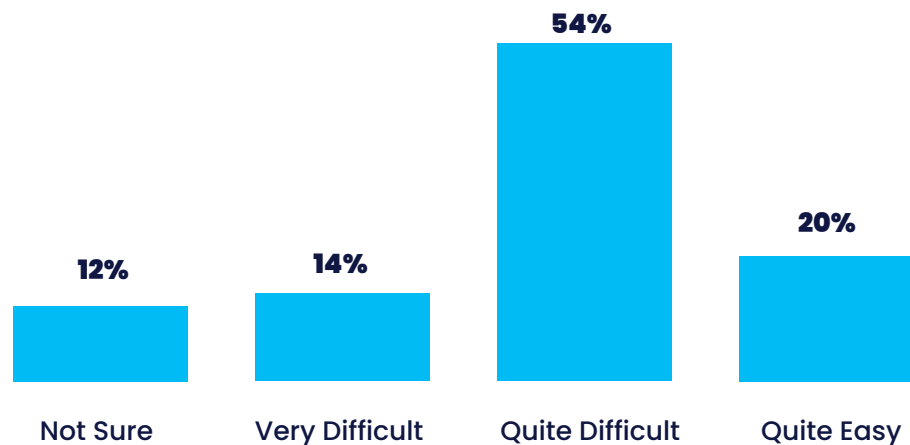
**Figure 11: Current funding sources (n = 234)**



*N.B. Some of the responses included within the sports funding category are likely to have come from Community Partners who received direct funding from StreetGames, where the original funding sources were non-sports sector organisations e.g. including DfE HAF & VRUs*

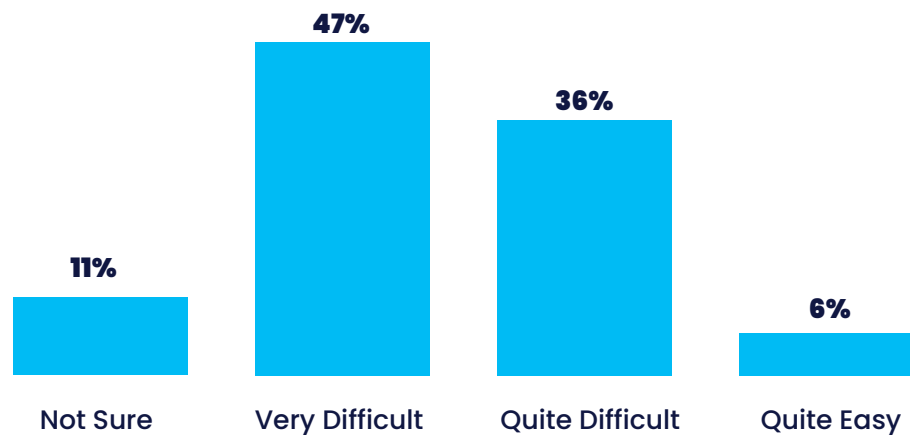
Community partners were asked how easy it has been to source funding to support the delivery of their activities & sessions in the past year. Figure 12 highlights that the majority of Community Partners had found this very or quite difficult (68%).

**Figure 12: Funding delivery of activities and sessions (n = 234)**



Community Partners were also asked how easy it had been to source funding to support core costs related to their organisation (e.g. overheads) in the past year. Figure 13 highlights that almost half of the respondents found it very difficult (47%), with a further 36% finding it quite difficult, further illustrating the current challenges many organisations are facing with regards to funding and is further emphasised below.

**Figure 13: Funding for core costs (n = 234)**



# THE KEY ISSUES AND EXTERNAL FACTORS IMPACTING COMMUNITY PARTNERS

Community Partners were asked to share the key issues and external factors currently impacting their work, which they would like StreetGames to advocate for, on their behalf with policy makers, funders, and stakeholders. As can be seen in table 1 below, key issues raised included related to aspects including: a lack of long-term funding / availability of funding to support core costs, the need for improved /simplified funding processes and access to facilities.

**Table 1: Key issues & external factors impacting Community Partners**

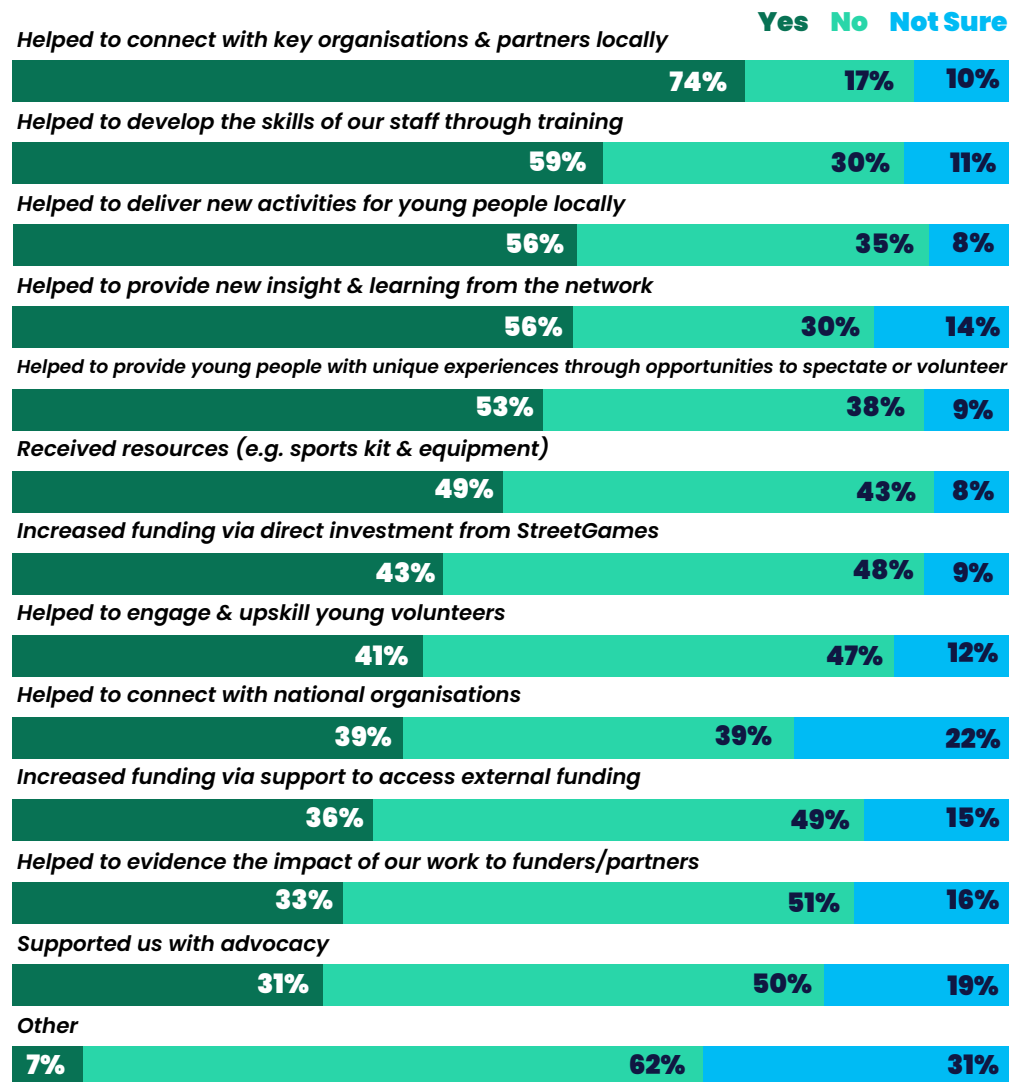
THEME	QUOTES
<b>FLEXIBILITY AND CORE COST COVERAGE</b>	<p>"Allow funding for core costs or unrestricted funding to spend how we see fit."</p> <p>"Funding for core organisational costs. Without funding to run our organisation, we can't deliver."</p> <p>"Recognise the need for core funding. The boring stuff, but without it, the other things don't happen."</p>
<b>IMPROVING FUNDING PROCESSES</b>	<p>"Need to make funding 'jargon' a lot simpler/easier to understand for small/voluntary organisations."</p> <p>"Feedback is everything on an application... Feedback rarely comes back, normally it is just a yes/no."</p>
<b>RECOGNITION OF EXISTING WORK</b>	<p>"Stop asking the same organisations for 'New and Innovative' projects to fund. Fund organisations that have a proven track record."</p> <p>"Funding something which has been around for years, and is working, is just as essential."</p>
<b>GEOGRAPHIC AND SECTOR INEQUALITIES</b>	<p>"A lot of funding avenues in England are not available here in Wales."</p> <p>"Needs to be more funding that supports martial arts... there isn't enough funding opportunities that directly support these organisations."</p>

THEME	QUOTES
<b>ACCESS TO FACILITIES AND INCLUSION</b>	<p>"Push for affordable and prioritised access to community and school sports facilities, particularly in deprived neighbourhoods where spaces are limited."</p>
<b>YOUTH VOICE</b>	<p>"Ensure young people's voices are included in local and national decision-making."</p>
<b>SUSTAINABLE AND LONG-TERM FUNDING</b>	<p>"Advocate for long-term, secure funding streams for grassroots organisations so we can plan and focus on delivery rather than constantly chasing short-term grants."</p> <p>"Too often, short term funding means we're constantly firefighting, focusing on survival instead of development. Longer term investment would give us the security to plan ahead, retain good staff, and deliver high quality programmes that truly change lives."</p>
<b>COLLABORATION AND JOINED-UP APPROACHES</b>	<p>"A joined-up approach would maximise impact and ensure that investment in sport is recognised across multiple outcomes."</p> <p>"More funding opportunity monies or in-kind and opportunity for 3rd Sector, corporate, public and education to connect and work out how we can collaborate better together."</p>

# STREETGAMES SERVICES AND SUPPORT

Community Partners were asked to indicate what difference (if any) being involved with StreetGames has made to their organisation over the past 12 months across a range of aspects.

**Figure 14: Difference made by StreetGames services (n = 211)**



Results in figure 14 highlight that the most commonly mentioned aspects, are that StreetGames has 'Helped to connect with key partners & organisations locally' (74%), 'helped to develop the skills of staff through training' (59%) and 'Helped to deliver new activities for young people in your local community' (56%).

Further comments provided by respondents emphasises the difference being involved with StreetGames has made to their organisation over the past 12 months:

- *"Being in the StreetGames network is very useful to help us to stay connected. Some of the things aren't always relevant to a LA but we use the information to keep others in our local area informed and connected."*
- *"StreetGames are a key partner of ours in Hartlepool. They are a member of our YP social prescribing steering group, bringing a national lens to the work, in addition to supporting our Urban Sport & Urban Play programme"*
- *"1000 Young Voices helped provide insight to local place work"*
- *"We are at the beginning of our journey with StreetGames, and the sharing of a range of opportunities and skills for our organisation partnership. We are looking forward to many more of next year's responses being yes"*
- *"The staff at StreetGames have been incredibly supportive, always willing to guide, advise, and connect us to new opportunities. Our volunteers have also had access to valuable training, mentoring, and development opportunities that have improved the quality and safety of our session"*
- *"StreetGames understand the real issues that young people face daily"*

Respondents were asked to think ahead to the upcoming year and consider what types of support would be useful for their organisation. Results are shown in figure 15.

**Figure 15: Usefulness of StreetGames Support (n = 211)**

**Very useful** **Quite useful** **Not very useful** **Not useful at all** **Not sure**

*Sustainability & fundraising support*



*Opportunities to access resources (e.g. sports kit & equipment)*



*Opportunities to access unique experiences for young people*



*Opportunities to develop connections & partnerships*



*Support to help evidence the impact of your work*



*Opportunities which support you to develop new ideas & innovate*



*Workforce & Volunteer Training*



*Opportunities to access new research, insight & learning*



*Support with advocacy*



The results in figure 15 show that the areas of support that would be the most useful to Community Partners over the next year is:

- Sustainability & fundraising support – 66%
- Opportunities to access resources (e.g. sports kit & equipment) – 65%
- Opportunities to access unique experiences for young people – 64%

Demonstrating the importance of ‘today’ style resources such as support with funding, resources and unique experiences, as well as opportunities to build connections and support the workforce through training and support to evidence impact, access research, new ideas and innovate.

To measure how aligned Community Partners feel to StreetGames, the survey asked to what extent they agreed with the statement ‘StreetGames wants the same things for young people as I do’. Results are shown in Figure 16.

**Figure 16: ‘StreetGames wants the same things for young people as I do’ (n = 211)**

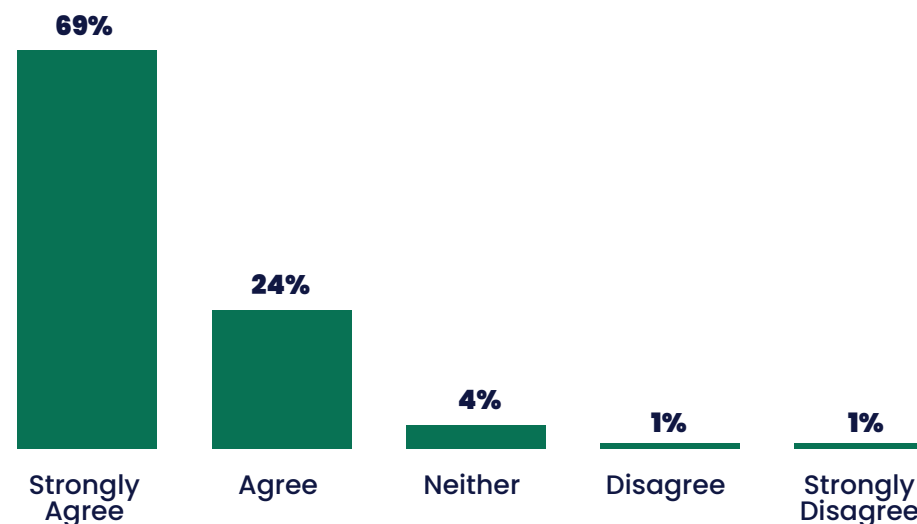


Figure 16 show that the majority of respondents strongly agreed/agreed with the statement posed (93%) – showing high levels of alignment.



## FINAL COMMENTS & FEEDBACK

The survey invited respondents to share additional comments. A small number of responses highlighted opportunities for improvement, including suggestions around streamlining application processes, increasing on-the-ground support, providing more opportunities to connect and expanding training opportunities. These insights will be reviewed by both central and place-based teams to identify ways StreetGames can better meet the needs of Community Partners. However, the majority of feedback was positive, with many praising StreetGames for its impact and support across a range of areas. Below is a selection of quotes reflecting the positive feedback received:

“

**StreetGames does fantastic work in supporting young people and communities through sport. The opportunities you create make a real difference, not just by improving physical health, but also by building confidence, resilience and a sense of belonging. Your commitment to making sport accessible to all is hugely valued and has a lasting impact on the lives of so many young people. On a personal level, StreetGames has supported me in accessing funding and with the monitoring and evaluation aspects that link to your Theory of Change, helping us to embed this practice within our organisation. This guidance has been invaluable in strengthening the way we deliver and evidence our work.**

”

“

**Without the HAF programme through StreetGames, our organisation would not be able to deliver the camps that we have and made a impact on the young people who attend. Thank You.**

”

“

**StreetGames has been incredibly valuable to us. The staff's ongoing support, guidance, and being on hand whenever needed has been extremely helpful. We're truly grateful for the opportunities they provide to grassroots organisations like us. It really does make a real difference to the communities we serve.**

”

“

**StreetGames Wales has been a massive support to us. Given our young people volunteer opportunities which have developed into work force. Also kit for the young people to help them fit in with sports clothes.**

”

“

**The support we've had from StreetGames has been invaluable. We could not have ascertained our most recent grant without the support and grant writing training.**

”