



2021 Survey of Social
Skateboarding Projects Worldwide

Introduction

This fourth annual Survey of Social Skateboarding Projects Worldwide was conducted in September and October 2021. Its purpose is to document the big picture aims, impact, and activities of projects using skateboarding for social change. The 27-question survey was conducted online and received a total of 103 responses from 98 organizations.

With COVID-19 continuing to disrupt the world, 2021 has been about problem-solving in order to overcome challenges. This report shows how social skateboarding projects have adapted their programs in order to respond to the uncertain global changes. The number of projects who stated they were negatively affected in some way by the pandemic remains very high, with a slight decrease to 94% compared to 97% in 2020. However, this survey highlights the various ways in which projects have positively moved forwards; with 42% implementing a greater focus on mental health and wellbeing for staff and participants, and 40% being more open to collaboration.

These annual survey results also help to shape how the Goodpush Alliance serves and supports the social skateboarding community worldwide.

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Who filled out the survey?

- **98 social skateboarding projects**
- **85% of the respondents are founders, managers or full-time members of staff** and the other 15% are volunteers, researchers, academics, board members, or part-time members of the projects.
- **44%** of the projects that took part in the survey are **registered non-profits**, 13% are in the process of registering, 9% have “Other” legal status or affiliation with existing non-profits, and **34% are not registered.**
- Educational and professional background of the respondents:
 - **73%** of the respondents have a higher educational degree.
 - **34%** of the respondents have previous work experience in education, humanitarian, non-profit or related sectors.
 - **33%** have worked in the media or marketing field.
 - **25%** of respondents have worked in the skate industry.
 - **22%** have worked in the health or social work field.
 - **21%** have worked in the sports field (e.g. coaching).
 - **20%** have worked in admin/finance/management.
 - **15%** have worked in skatepark construction/advocacy.
 - Other responses given include: tradesperson, fashion and graphic designers, and logistics.

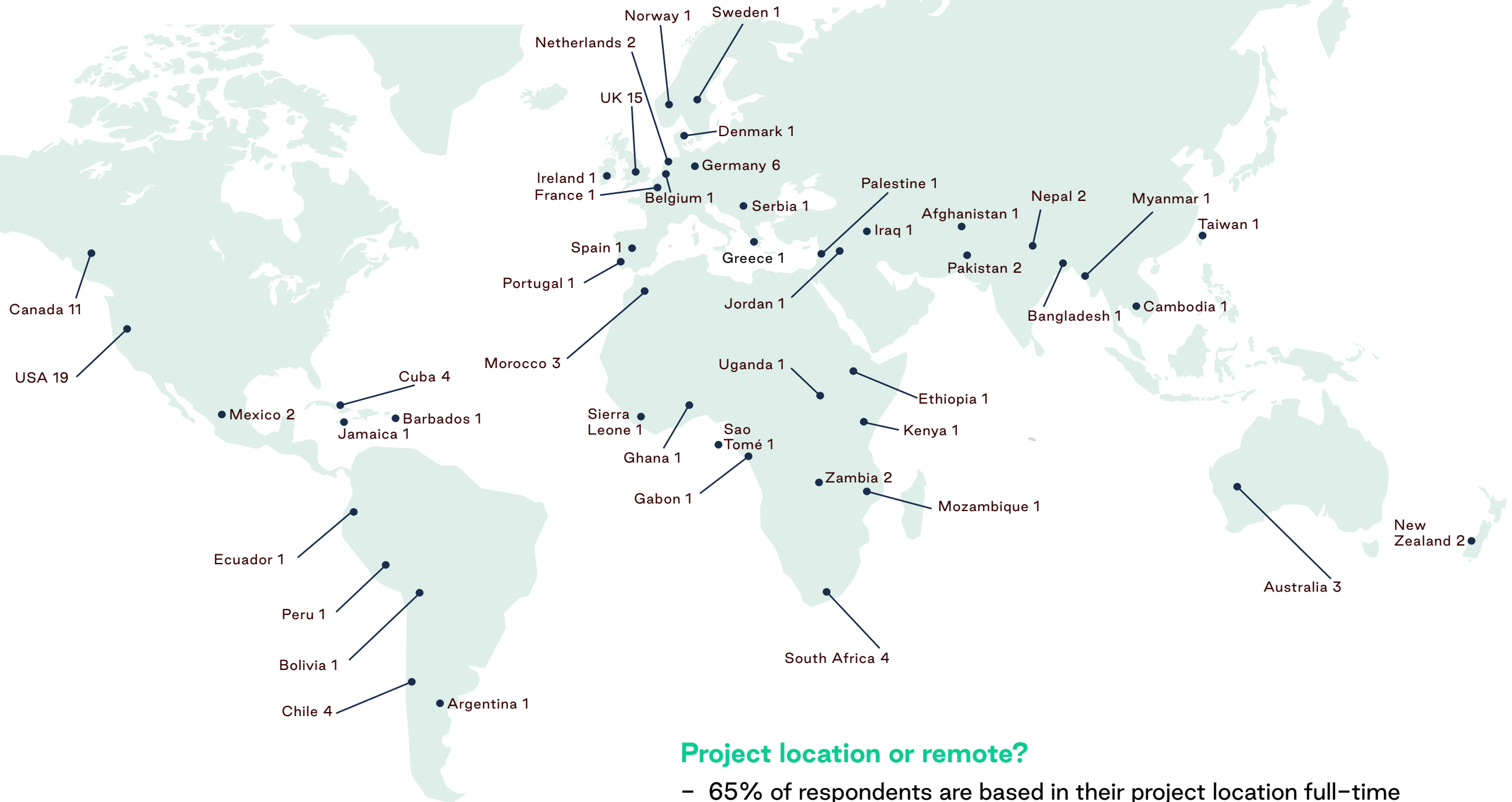


DIY cardboard skatepark made by students of Maputo Skate in Mozambique.

Where are the projects based?

The 98 projects that took part in the survey are working across 39 countries worldwide (19 in the USA, 15 in the UK, 11 in Canada, 7 in different countries across Africa, 5 in South America).

4% of projects work in more than one country.



See an interactive map of all projects at:
goodpush.org/project-map

Project location or remote?

- 65% of respondents are based in their project location full-time
- 13% are based half-time at project location, half in a remote location
- 10% are primarily remote with occasional visits
- 3% are fully remote

Budgets and funding

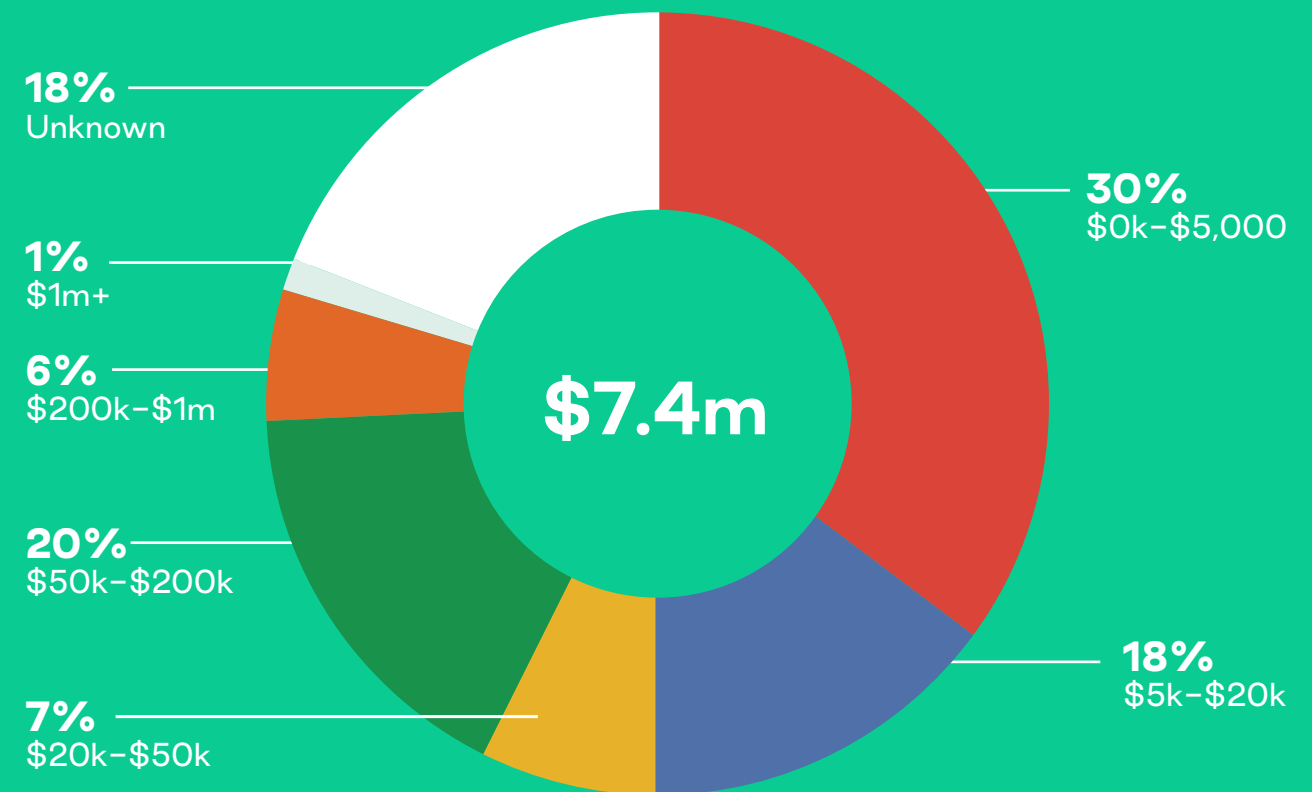
• Annual budgets of projects:

- **30%** have an annual budget of USD 5000 or less.
- **18%** have an annual budget of USD 5000 – 20,000.
- **7%** have an annual budget of USD 20,000 – 50,000.
- **20%** have an annual budget of USD 50,000 – 200,000.
- **6%** have an annual budget of USD 200,000 – 1 million.
- Only one has a budget of over 1 million USD (Skateistan).
- **18%** of the projects stated they 'do not know' the value of their annual budget or did not give an answer.

The total budget of all **98** projects combined is **7,417,500 USD** (compared to **6,650,500 USD** for **117** projects in **2020** and **9,900,000 USD** for **124** projects in **2019**).

This suggests that after the drop in 2020 due to closures of programs etc., the total budget is almost back to what it was in 2019 and this is while many projects are still experiencing negative effects and restrictions due to COVID-19. This highlights great resilience of the projects to sustain themselves through this challenging period.

Annual budget of skate projects worldwide



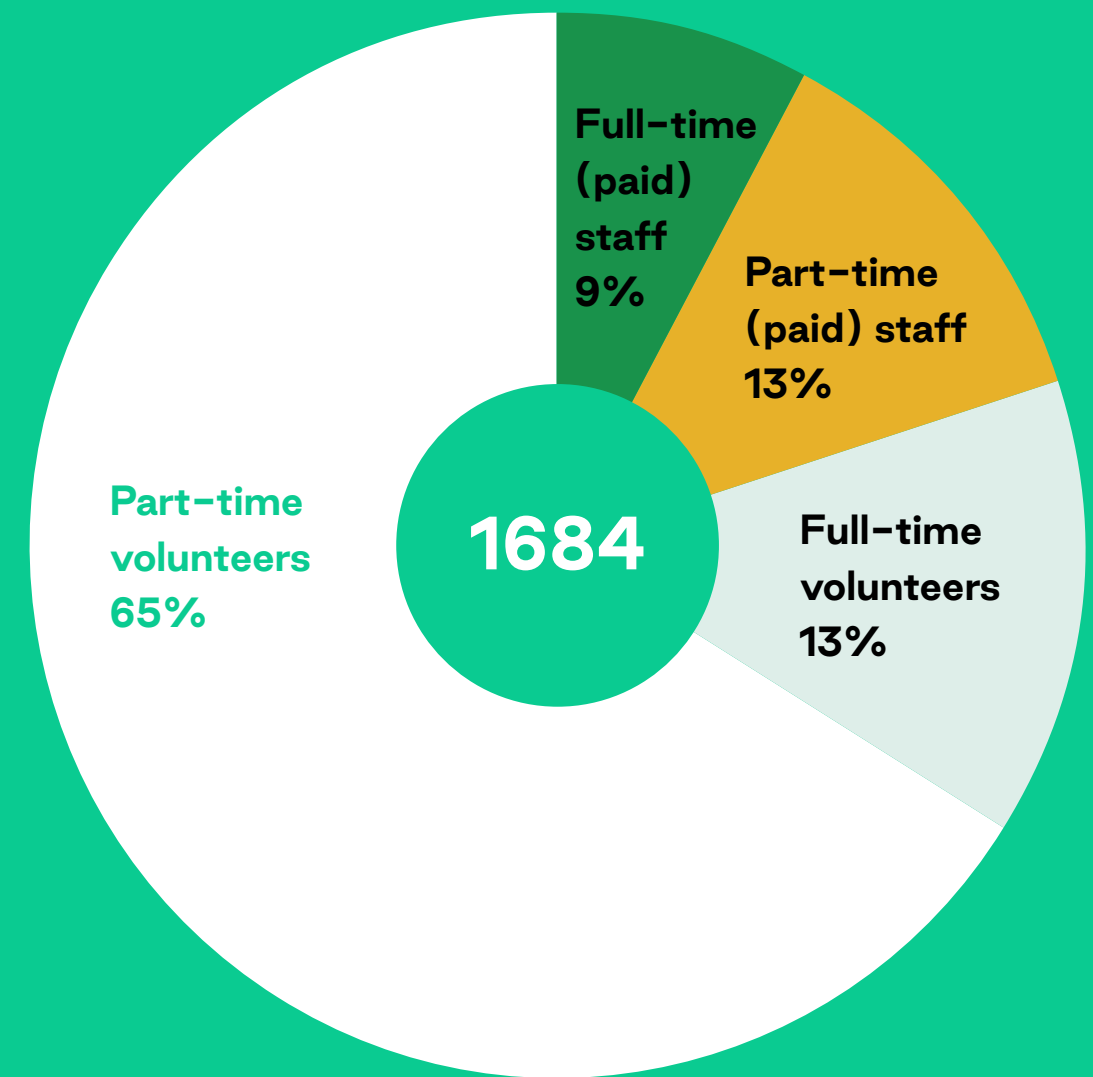
• What percentage of projects have the following sources of funding?

- | | | |
|---|-------------------------------|---|
| – In-kind donations (ie. skateboards, helmets) → 54% | – Events → 45% | – Corporate/business donations → 38% |
| – Self-funding → 48% | – Private donors → 44% | – Social enterprise → 35% |
| – Online campaigns and fundraising → 45% | – Foundations → 42% | – Government funding → 29% |

Compared to 2020, there was an increase in projects securing funding from all sources – particularly from events and foundations (which rose by 10% and 13% respectively). This could be due to public spaces opening up to host in-person events, as well as an increase in COVID-response grants or more time to dedicate to fundraising while programs were on hiatus.

How are the projects staffed?

- **41%** have full-time paid staff
- **19%** have part-time paid staff
- **36%** have full-time volunteers
- **62%** have part-time volunteers
- **78%** of projects have at least one womxn as staff, which is an 11% increase from 2020, and 28% have 5 or more womxn team members.
- **55%** of projects have at least one person of color as staff (13% increase from 2020)
- **40%** of projects have LGBTQI+ staff members (if known) (9% increase from 2020)
- **21%** of projects have people with disabilities as staff (9% increase from 2020)
- Interestingly, the percentage of projects that have full-time paid staff has risen by 8%, while the percentage of projects that have part-time paid staff has dropped by 18%. These figures could suggest part-time staff either progressing to full-time employment or being let go due to programs being on hiatus or funding difficulties.
- We see significant progress across the board for the inclusion of marginalized communities within the staffing teams of projects worldwide.

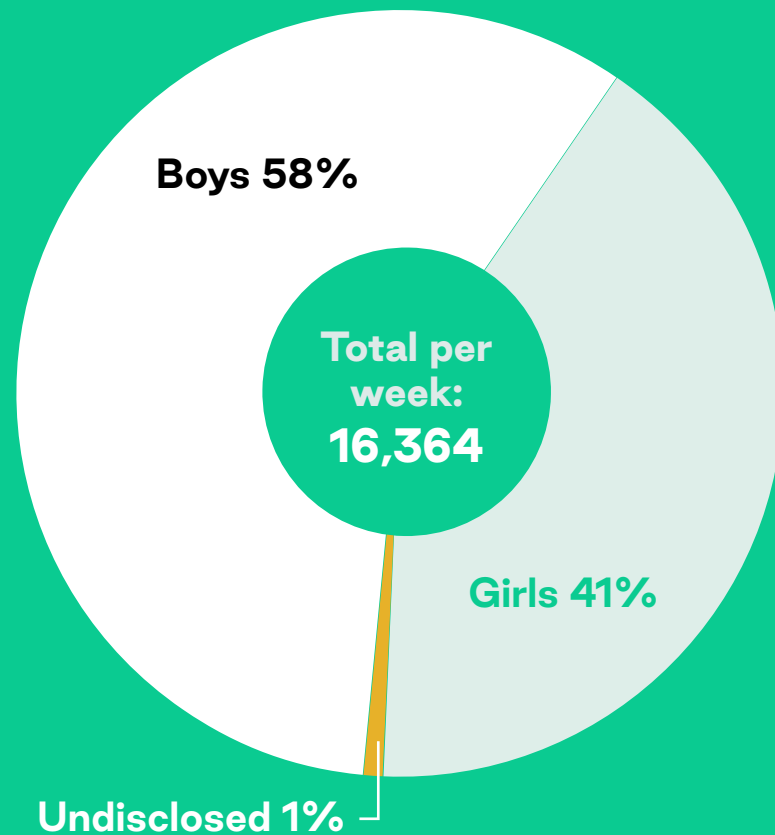


Staffing breakdown for social skate projects

Total number of staff and volunteers: 1684

- 35% identity as women
- 29% are people of color
- 12% identify as LGBTQI+ (although this data is not always known)
- 4% are people with disabilities

Who are the project participants?



- Up to **16,364 participants** are reached by the combined projects per week, including 58% boys, 41% girls, 38% people of color, 3% people with disabilities, and 2% members of the LGBTQI+ community.
- Participants who are part of the LGBTQI+ community have decreased vastly from the 2020 survey. However, only a select group of projects provided data for this question, with most stating they either don't track these statistics or that it would be inappropriate/dangerous to do so.

What percentage of projects work with the following participant groups?

Children and youth (under 25) 90%

Girls and women 80%

Existing skateboarding community 68%

People of color 60%

LGBTQI community 52%

Adults (over 25) 48%

People with disabilities 39%

Migrants and refugees 30%



The 2021 Goodpush Alliance event for the social skateboarding community in Berlin.

Percentage of projects working with youth who have experienced the following:

Social marginalization / discrimination 73%

Poverty 72%

Exclusion, underachievement or barriers to participating in education 71%

Living in particularly vulnerable areas 66%

Violence / abuse 63%

Substance abuse 46%

Displacement (i.e. refugees) 30%

Prison / detainment 23%

War 19%

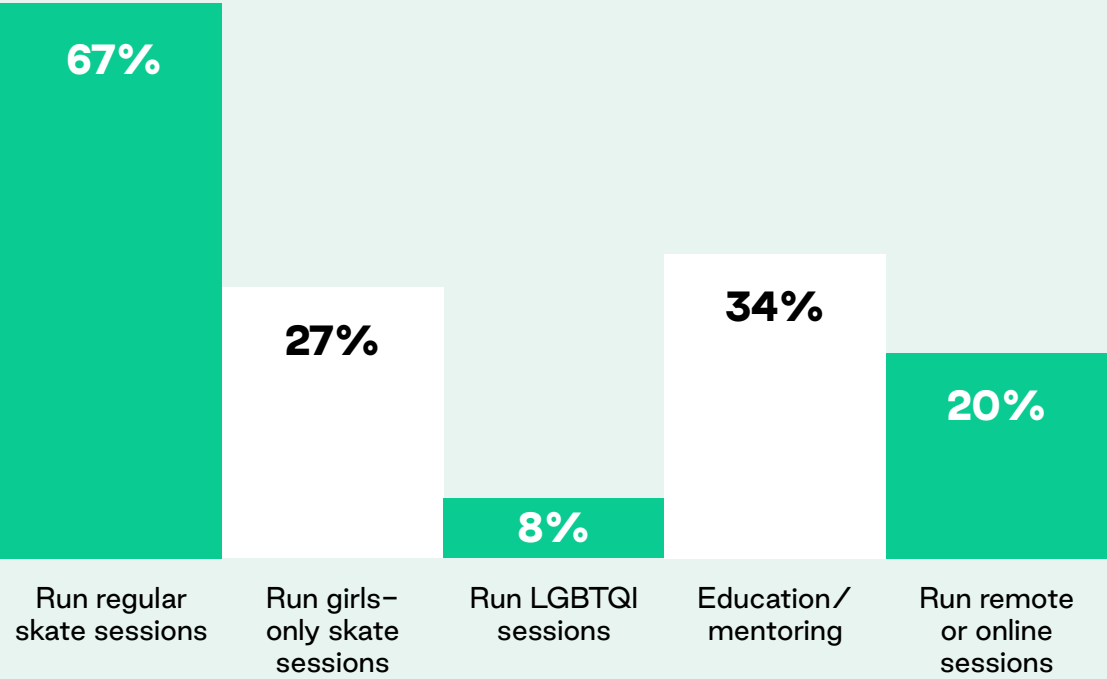
These figures are largely consistent with our 2020 survey, except for youth who've experienced 'exclusion, underachievement or barriers to education' which rose by 31% in 2021 after a dip to just 40% of projects in 2020 (down from 60% of projects in 2019). These changes may be related to COVID-19 restrictions.



Free Movement Skateboarding in Athens, Greece.

What programs do the social skate projects offer each week?

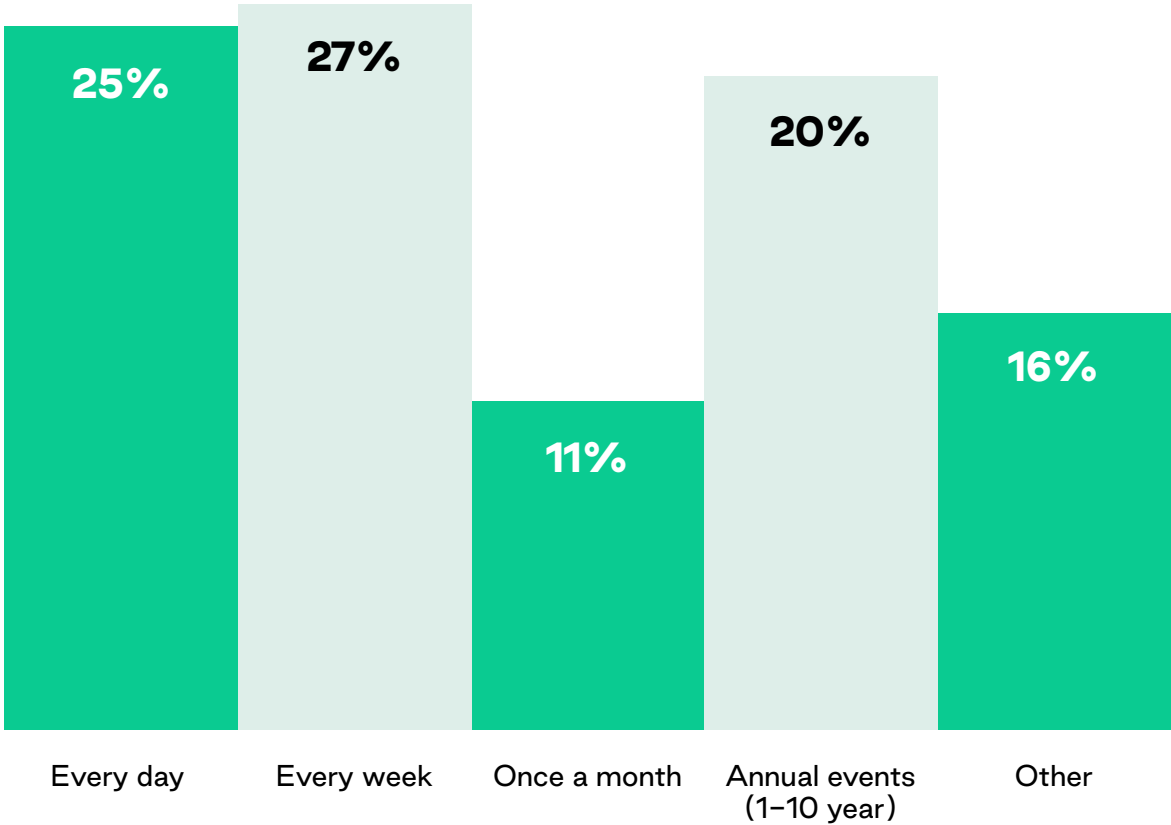
Programs breakdown of social skate projects



Compared to our 2020 survey results, there has been a 14% rise in the percentage of projects running regular skate sessions (likely related to COVID-19 restrictions easing). In addition to this, we also see a 14% rise in remote or online sessions compared to 2020. The percentage of projects running education/mentoring sessions has remained consistent, however the percentage of projects running girls-only skate sessions has dropped by 7% since 2020.

How frequently do the projects run programs?

- **25%** run every day (up by 11% from 2020)
- **27%** run every week or weekend
- **11%** run 1-2 times per month
- **20%** run annual events (1 to 10 per year)
- **16%** of the projects responded as 'Other' where their responses ranged from "ad hoc community events" to "7-week summer programs"



A total of 844 skateboarding or educational sessions are hosted every week around the world.

The average number of participants per session is 22, with an average of 4 members of staff or volunteers.

Student / teacher ratio = 5-6 participants per teacher

What are the main aims of the projects?

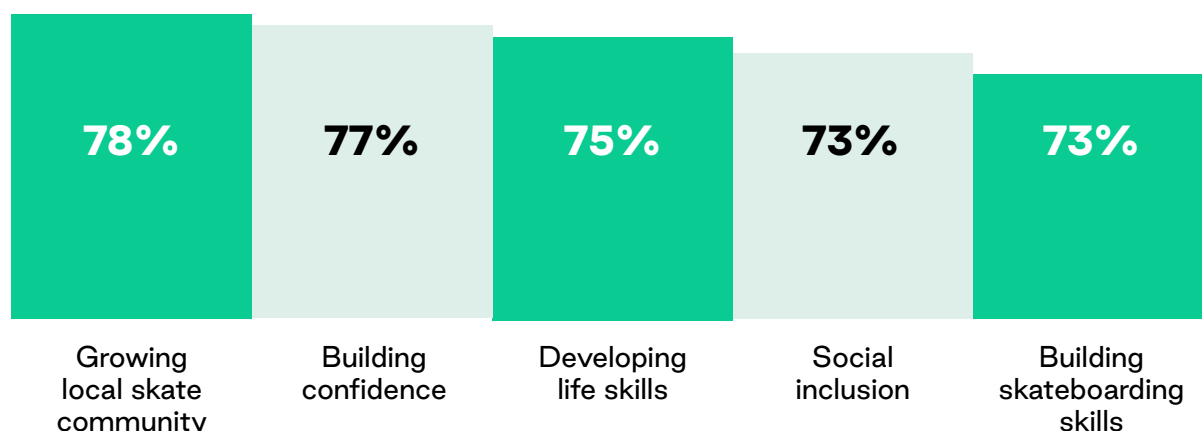
- **The top 10 aims are:**

- Growing the local skate community → **78%** of projects
- Building confidence → **77%**
- Developing life skills → **75%**
- Social inclusion → **73%**
- Building skateboarding skills → **73%**
- Mental health → **63%**
- Physical health → **58%**
- Informal education → **56%**
- Gender equality → **62%**
- Leadership Development → **46%**

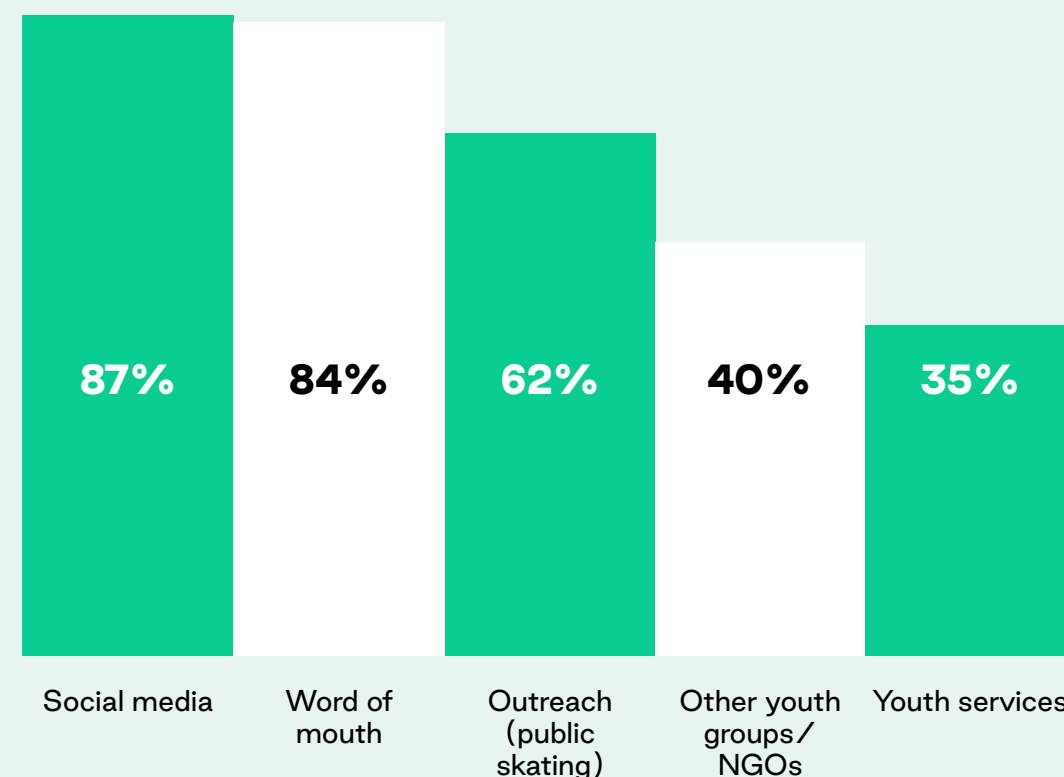
All of the top 10 aims remain the same as our 2020 survey, except for 'informal education' which was added as a new option in 2021, and replaced 'anti-racism' (45%) in the top 10 aims selected. The percentages and ordering have only slight changes otherwise, apart from 'queer and trans inclusion' which increased from 27% in 2020 to 41% in 2021, and an 8% increase for both 'building confidence' and 'developing life skills'.

Other aims in 2021 included: building skateparks (32%); conflict resolution (32%); employment/enterprise skills (23%); providing opportunities for youth with disabilities (23%); and formal education (16%).

Top 5 aims of social skate projects



Top 5 methods and referrals used to reach participants



Methods and referrals to reach participants

- Social media → **87%** of projects (up 9% from 2020)
- Word of mouth → **84%**
- Outreach (public skating) → **62%**
- Other youth groups/NGOs → **40%**
- Youth services → **35%**
- Community leaders → **33%** (down 14% from 2020)
- Targeting programs in high-risk areas → **33%**
- Schools → **28%**
- Counselling services → **14%**
- Refugee camps → **9%**
- Shelters → **4%**
- Police → **3%**

Youth and women in leadership

The 2021 figures show a slight increase in youth leadership from 2020 and a slight decrease in the involvement of women and girls as team members.

- In **55%** of the projects, youth participants regularly volunteered to help run activities (*compared to 52% in 2020*).
- **41%** of the projects offer leadership opportunities, such as training, to their youth participants.
- In **29%** of projects youth participants were also employed as staff members.

In around **44%** of projects, women and girls are regularly involved in volunteering, completing leadership training and/or working as staff members (*compared to 46% in 2020*).



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What policies, documentation and systems do the projects have?

The percentage of social skate projects with documented policies and systems continues to grow each year in all areas (except a small decrease in 'training for volunteers and staff'). Across the board, social skate projects continue to build their organizational capacities year-on-year.

- **62%** of projects have interactions with parents and guardians (up from 53% in 2019)
- **48%** have a documented code of conduct (6% increase from 2020)
- **47%** have a documented child protection policy (up from just 25% in 2018)
- **47%** have a program model/curriculum in place (10% increase from 2020)
- **33%** have an induction or refresher training for volunteers and staff (1% decrease from 2020)
- **26%** have a referral system for participants with needs exceeding their scope (8% increase from 2020)



Young participants in a Free Movement Skateboarding workshop help to create the rules of the space.



Skateistan Johannesburg

How do projects collect impact data?

- **67%** do participant headcounts
- **46%** have an attendance database with registered participants
- **39%** run participant interviews
- **36%** do staff/volunteer feedback surveys
- **31%** do pre and post surveys
- **27%** do qualitative assessments
- **17%** do caregiver/parent interviews
- **13%** run focus groups
- **12%** have a mobile app for attendance
- **11%** have third party evaluation
- **8%** use school reports
- **22%** do not collect impact data

How do projects rate their capacities in the following areas?

- **Curriculum for skateboarding classes:**
 - 19% of projects rate their curriculum as 'excellent', 27% as 'good', 32% as 'okay' or 'basic', with the remaining 22% selecting 'none', 'not applicable', or no answer.
- **Curriculum for education/ arts classes:**
 - 7% of projects rate their curriculum as 'excellent', 16% as 'good', 38% as 'okay' or 'basic', with the remaining 39% selecting 'none', 'not applicable', or no answer.



- **Child protection policy and training:**
 - 17% of projects rate this as 'excellent', 16% as 'good', 38% as 'okay' or 'basic', with the remaining 29% selecting 'none', 'not applicable', or no answer.
- **Monitoring and evaluation system:**
 - 9% of projects rate their system as 'excellent', 16% as 'good', 49% as 'okay' or 'basic', with the remaining 26% selecting 'none', 'not applicable', or no answer.

A student at Skateistan South Africa.

- **Formalized mission, vision, organizational structure:**
 - 24% of projects rate their structure as 'excellent', 35% as 'good', 33% as 'okay' or 'basic', with the remaining 8% selecting 'none', 'not applicable', or no answer.
- **Fundraising and administration:**
 - 13% of projects rate their fundraising/ admin as 'excellent', 27% as 'good', 50% as 'okay' or 'basic', with the remaining 10% selecting 'none', 'not applicable', or no answer.
- **Mental health training for staff and volunteers:**
 - 8% of projects rate this training as 'excellent', 13% as 'good', 38% as 'okay' or 'basic', with 41% selecting 'none' or 'not applicable', or no answer.

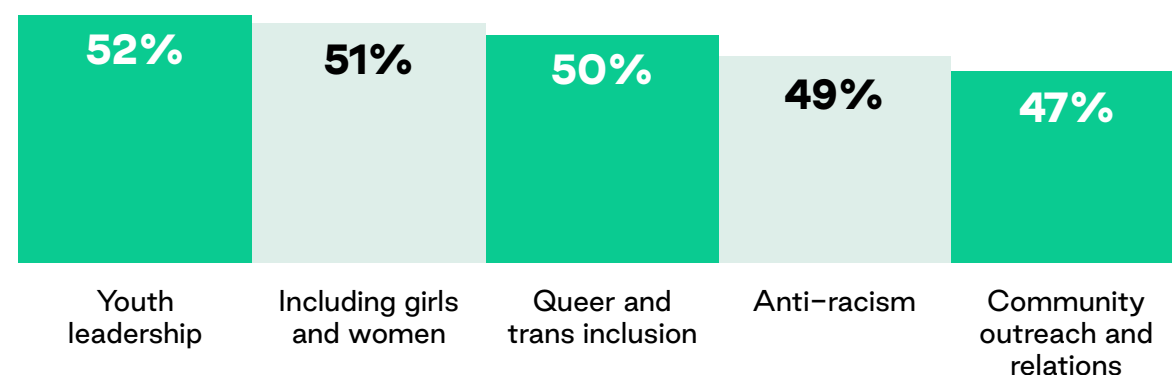
% of projects that rated themselves as "excellent" or "good" in these areas

Formalized mission, vision, structure	59%
Skateboarding curriculum	46%
Fundraising and administration	40%
Child protection policy and training	33%
Monitoring and evaluation system	25%
Education/ arts curriculum	23%
Mental health training for staff	21%

What are the top 5 skills and areas for growth?

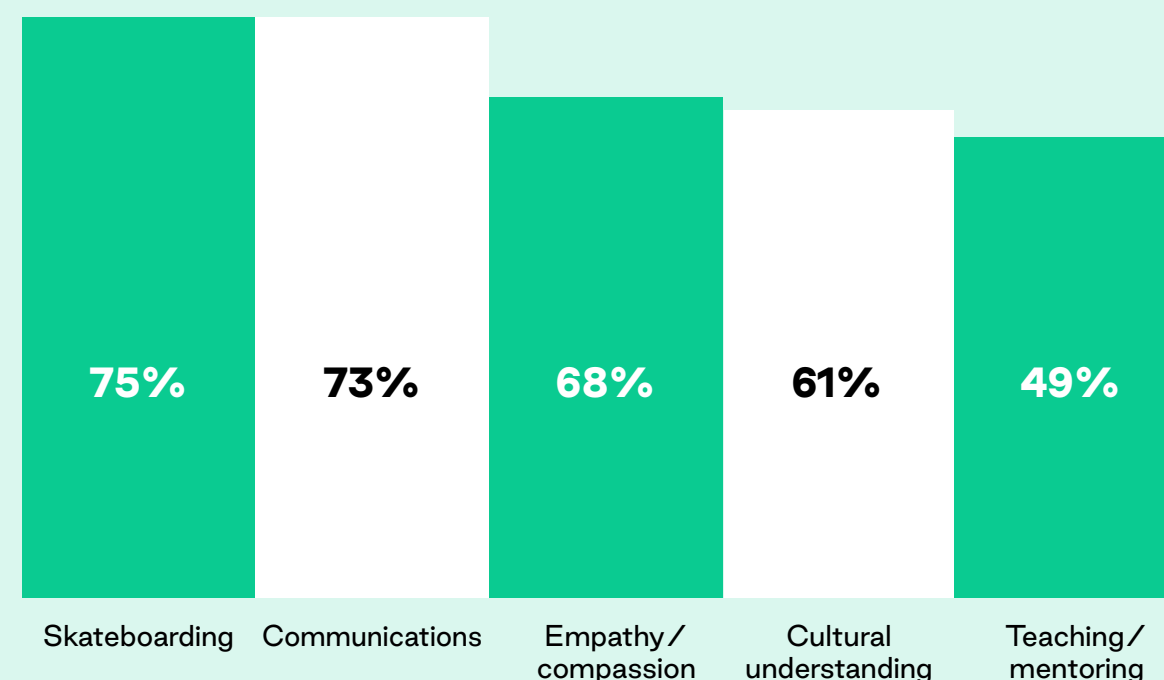
- **The top areas social skate projects want to develop further are:**

- Youth leadership/volunteer program → **52%** of projects
- Including girls and women → **51%**
- Queer and trans inclusion → **50%** (up 20% from 2020)
- Anti-racism → **49%** (up 13% from 2020)
- Community outreach and relations → **47%**
- Including people with disabilities → **46%**
- Program design for skateboarding classes → **46%**
- Program design for arts/educational classes → **45%**
- Skatepark construction and maintenance → **45%**
- Organizational leadership/management → **44%**
- Organizational structure and governance → **43%**
- Staff training and development → **42%**
- Financial management → **41%**
- Communications → **40%**
- Monitoring, evaluation and learning → **39%**
- Fundraising and reporting to donors → **38%**
- Child protection → **37%**
- Promoting active and inclusive public spaces → **36%**
- Managing trauma/abuse/mental health concerns → **35%**



- **The top five most important skills for the projects are:**

- Skateboarding → **75%** of projects
- Communications → **73%** (16% increase from 2020)
- Empathy/compassion → **68%**
- Cultural understanding → **61%**
- Teaching/mentoring → **49%** (19% decrease from 2020)
- Leadership/management → **45%**
- Marketing/fundraising → **34%**
- Monitoring, evaluation and learning → **23%**
- Logistics → **19%**
- Finance → **16%**
- Reporting → **11%**



The top five skills remain consistent with the 2019 and 2020 surveys and show a heavy focus on programs and community building. The key differences to note are the significant increase in projects selecting 'communications' and decrease in projects selecting 'teaching/mentoring'. This could be due to the increased necessity of online communications during the COVID-19 pandemic.

What support and resources do social skate projects find useful?

- **When asked about how often projects connect with other social skate projects worldwide:**
 - **40%** connect 'very frequently' or 'frequently'
 - **37%** connect 'sometimes'
 - **19%** 'rarely' connect and 4% 'never' do
 - Projects that were frequently connected with were: Skateistan, Concrete Jungle Foundation, Free Movement Skateboarding, Skate Nottingham, SkatePal, Skate Nation, Melanin Skate Gals & Pals, Impact Skate Club, Furia Peru, Consent Is Rad, Skate After School, Bangladesh Street Kids Aid, Womxn Skate the World and Skate Like A Girl.
- **How frequently did projects access Goodpush Alliance resources (including webinars)?**
 - **28%** 'very frequently' or 'frequently'
 - **36%** 'sometimes'
 - **17%** 'rarely'
 - **18%** 'never'

87% of projects who completed the 2021 survey said they would be interested in running official Skateistan programs/curriculum at their locations.





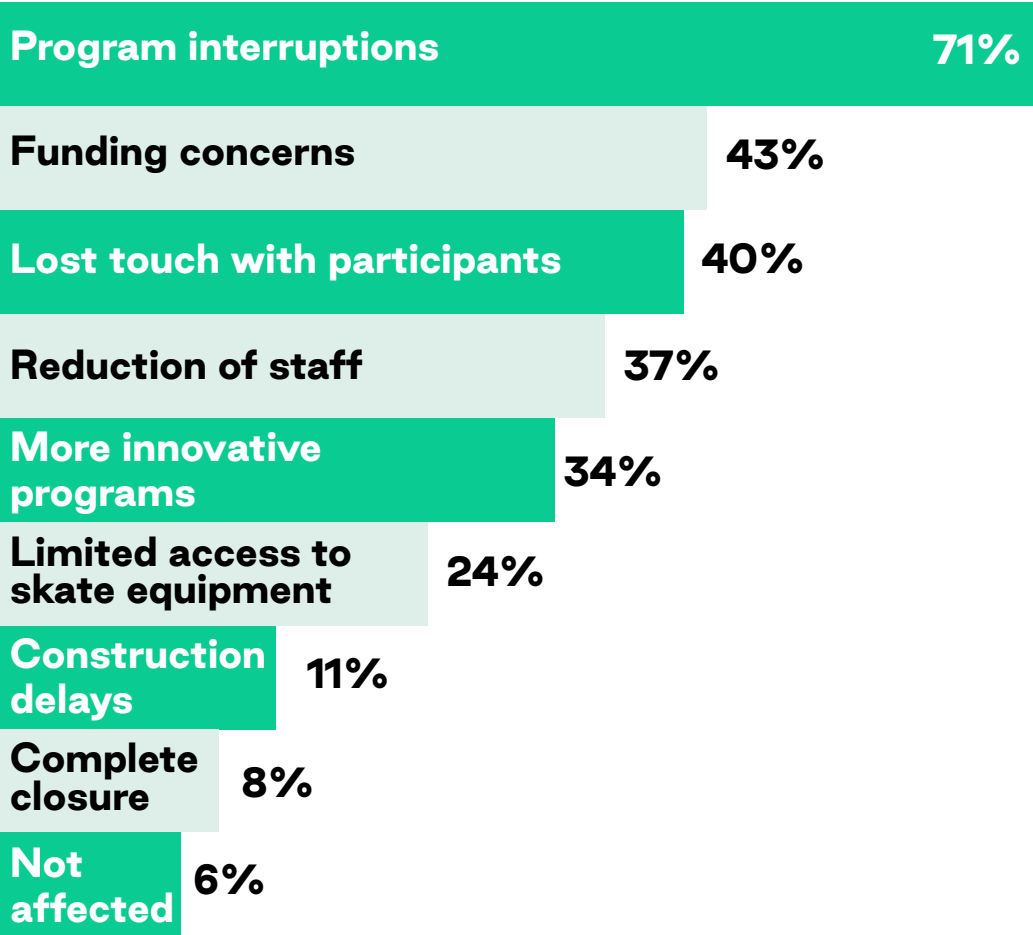
Warming up during a skate session by Ayni Skate Project in La Paz, Bolivia.

How has COVID-19 impacted social skate projects?

In 2021 there was a decrease in respondents reporting the ‘complete closure of their project or organization’ (down from 17% in 2020), however at least one organization said they had to close down completely due to the pandemic. Additional negative effects mentioned were: cancellation of events and community activities; reduction of participants who are girls and women; and a general drop of participation numbers.

Positive effects noted were: time to organize and plan for the future, develop curriculums, and build on project governance and logistics.

Impact of COVID-19 on social skate projects



Adaptions taken by projects due to COVID-19



The 2021 survey shows just how resourceful social skateboarding projects around the world have been in order to sustain themselves through these uncertain times. These adaptations are just a select group of positive outcomes from COVID-19, with respondents also highlighting: an increase of people interested in taking up skateboarding; new and improved safety precautions; as well as implementing new outreach programs.

Skate Gals & Pals in London, UK. Credit: Hannah Bailey.



**To connect with the global social skateboarding community,
register now as a member of the Goodpush Alliance**

goodpush.org

**Thank you to everyone who
took part in the survey!**

