SKATEISTAN

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PUSHING BOARDERS

2022 Survey of Social Skateboarding Projects Worldwide

Introduction

This fifth annual Survey of Social Skateboarding Projects Worldwide was conducted in September and October 2022. Its purpose is to document the big picture aims, impact, and activities of projects using skateboarding for social change. The 24-question survey was conducted online and received a total of 155 responses from 152 organizations.

This year's survey saw the highest number of respondents we've had since launching in 2018! For the first time, we made the survey available in Portuguese and received an incredible 55 responses from projects based in Brazil. With so many respondents coming from one country, we see some differences in the trend of results — most notably in the staff/volunteer and participant demographics and the sources of funding.

In 2022, we see an increased emphasis on mental health as a top aim for projects worldwide, as well as improved mental health training for staff and volunteers. With the total combined budget of all respondents returning to what it was in 2019, it is great to observe projects returning to full strength post-Covid lockdown and working to improve their resilience moving forwards.

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?

- **152** social skateboarding projects

- **90% of the respondents are founders, managers or full-time members of staff** and the other 10% are volunteers, researchers, academics, board members, or part-time members of the projects.

- **50%** of the projects that took part in the survey are **registered non-profits**, 16% are in the process of registering, 12% have "Other" legal status or affiliation with existing non-profits, and 22% **are not registered.**

- Educational and professional background of the respondents:

  - **66%** of the respondents have a higher educational degree.
  - **34%** of the respondents have previous work experience in education, humanitarian, non-profit or related sectors.
  - **26%** of respondents have worked in the skate industry.
  - **26%** of respondents have graduated from high school.
  - **25%** have worked in the sports field (e.g. coaching).
  - **22%** have worked in the health or social work field.
  - **22%** have worked in the media or marketing field.
  - **18%** have worked in skatepark construction/advocacy.
  - **15%** have worked in admin/finance/management.
  - Other responses given include: artists, designers, psychologists, teachers and professional skateboarders.

Dencity – skate meetups in Abuja, Port Harcourt and Lagos, Nigeria

Where are the projects based?

The 152 projects that took part in the survey are working across 40 countries worldwide (55 in Brazil, 22 in the USA, 10 in the UK, 9 in Canada).

4% of projects work in more than one country.

Norway 1
Sweden 1
Netherlands 4
UK 10
Iraqi Kurdistan 1
Ireland 1
Germany 7
Palestine 1
Nepal 1
Myanmar 1
France 1
Austria 2
Afghanistan 1
Taiwan 1
Belgium 2
Iraq 1
Spain 1
Greece 1
Pakistan 1
Portugal 1
Jordan 1
India 3
Bangladesh 1
Cambodia 1
Canada 9
Morocco 3
Singapore 1
USA 22
Ethiopia 1
Cuba 1
Mexico 1
Nigeria 1
Sierra Leone 1
Sao Tomé 1
Kenya 1
Jamaica 1
Liberia 1
Ghana 2
Zambia 1
Mozambique 1
Brazil 55
South Africa 4
New Zealand 1
Australia 3
Chile 2
Argentina 1

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

Project location or remote?

- **63%** of respondents are based in their project location full-time
- **10%** are based half-time at project location, half in a remote location
- **10%** are primarily remote with occasional visits
- **10%** are fully remote

Budgets and funding

- **Annual budgets of projects:**

  – **31%** have an annual budget of USD 5000 or less.
  – **13%** have an annual budget of USD 5000 – 20,000.
  – **11%** have an annual budget of USD 20,000 – 50,000.
  – **14%** have an annual budget of USD 50,000 – 200,000.
  – **2%** have an annual budget of USD 200,000 – 1 million.
  – **3%** have an annual budget of over 1 million USD.
  – **26%** of the projects stated they 'do not know' the value of their annual budget or did not give an answer.

Some projects who wrote 'do not know' or didn't make a selection commented that their project is in its initial stages or that they operate relying on external donations and small amounts of self–funded donations.

The total combined budget of all 152 projects is 9,385,000 USD (compared to 7,417,500 USD for 98 projects in 2021, 6,650,500 USD for 117 projects in 2020 and 9,900,000 USD for 124 projects in 2019).

Annual budget of skate projects worldwide

13% $5k–$20k
11% $20k–$50k
14% $50k–$200k
31% $0k–$5,000
$9.4m
2% 200k – $1m
3% $1m+
26% Unknown
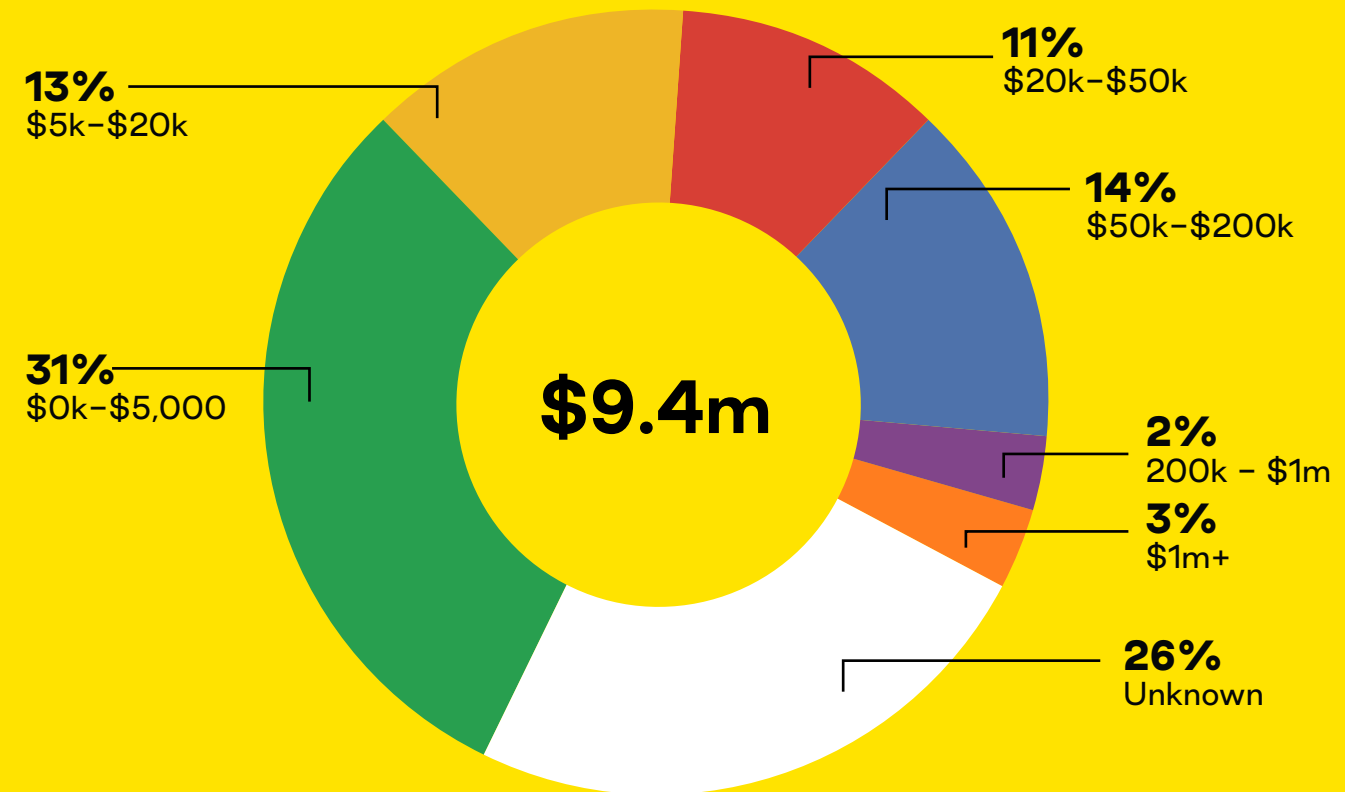
This highlights the great resilience of social skate projects around the world to sustain themselves through this challenging period of Covid–19 lockdowns and programme hiatus'. The average combined annual budget is now just slightly lower than what it was in 2019, before the effects of the pandemic.

- **What percentage of projects have the following sources of funding?**

  – In-kind donations (ie. skateboards, helmets) → 59%
  – Corporate / business donations → 37%
  – Private donors → 37%
  – Online campaigns and fundraising → 35% [down from 45% in 2021]

  – Events → 35% [down from 45%]
  – Self–funding → 34% [down from 48%]
  – Foundations → 30%
  – Social enterprise → 24%
  – Government funding → 24%

Compared to 2021, most funding streams have decreased in percentage this year. This could be due to the different scope of projects which took part in the survey, or it could be due to less time to focus on fundraising efforts after the Covid–19 lockdowns ended.

How are the projects staffed?

- **32%** have full-time paid staff [down from 41% in 2021]
- **38%** have part-time paid staff [up from 19%]
- **35%** have full-time volunteers
- **68%** have part-time volunteers
- **66%** of projects have at least one woman as staff and 27% have 5 or more women team members.
- **53%** of projects have at least one person of color as staff
- **32%** of projects have LGBTQI+ staff members (if known)
- **18%** of projects have people with disabilities as staff

- Interestingly, the percentage of projects that have full-time paid staff has dropped, the percentage of part-time paid staff has significantly increased, and the percentage of projects which have full or part-time volunteers have remained the same.

- We see a slight decrease across the board for the inclusion of marginalized communities within the staffing teams of projects worldwide.


Full-time (paid) staff 11%

Part-time (paid) staff 15%

Full-time volunteers 13%

Part-time volunteers 61%

2036
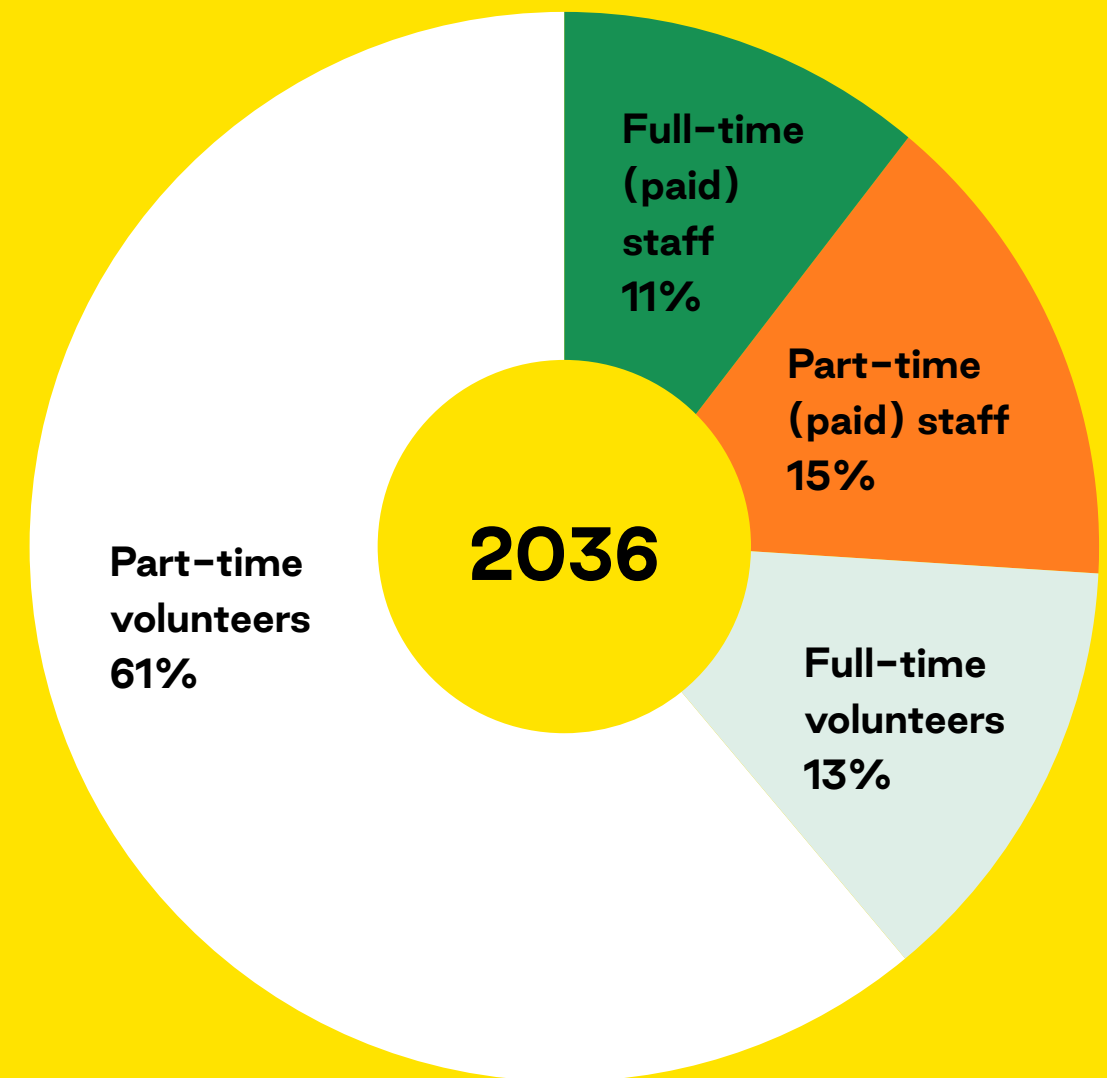
Staffing breakdown for social skate projects

Interesting to note that, although the percentage of projects who have full-time paid staff has dropped from 2021, the percentage of full-time paid staff within the total number of all staff and volunteers has actually increased. This means that the projects who have full-time paid members of staff have likely taken more on, while there still remains a large percentage of projects operating solely with volunteers and/or part-time paid staff.

Total number of staff and volunteers: 2036

- **35%** identity as women
- **22%** are people of color
- **6%** identify as LGBTQI+ (although this data is not always known)
- **6%** are people with disabilities

Who are the project participants?

Boys 52%

Total per week: **18,464**

Girls 41%

Undisclosed 7%
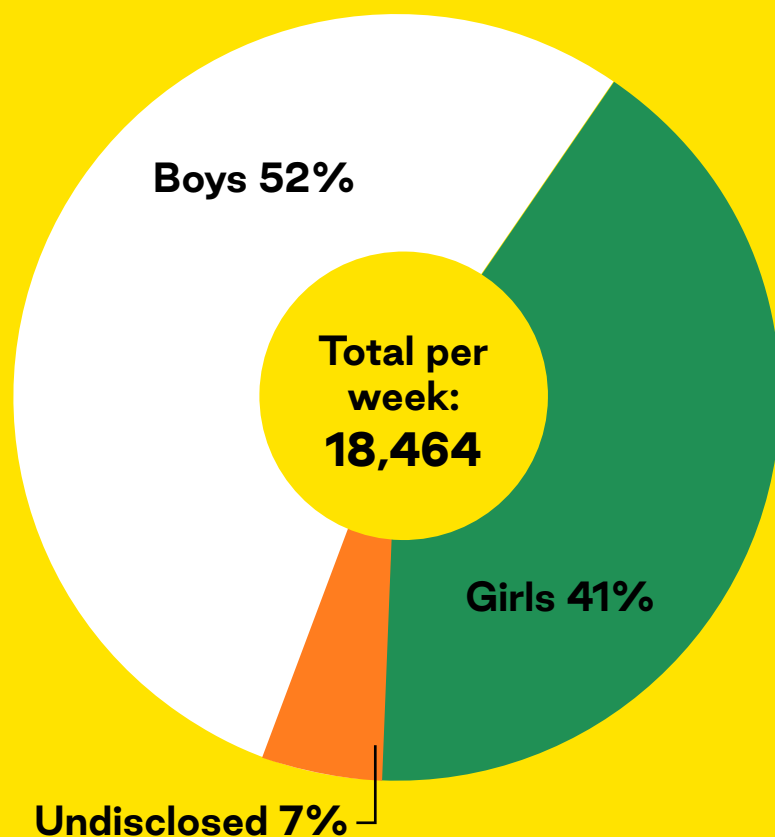
- Up to **18,464** participants are reached by the combined projects per week, including 52% boys, 41% girls, 24% people of color, 5% people with disabilities, and 4% members of the LGBTQI+ community.

- Important to note that only 57% of projects are tracking any data on the inclusion of people of color, people with disabilities and people from the LGBTQI+ community. This is reflected in the figures.

What percentage of projects work with the following participant groups?

Children and youth (under 25) 97%

Girls and women 72%

Existing skateboarding community 59%

People of color 58%

LGBTQI community 42%

Adults (over 25) 41%

People with disabilities 34%

Migrants and refugees 31%

Cini Skate Social – Curitiba, Brazil

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

Poverty 76%

Living in particularly vulnerable areas 67%

Social marginalization / discrimination 66%

Violence / abuse 57%

Substance abuse 40%

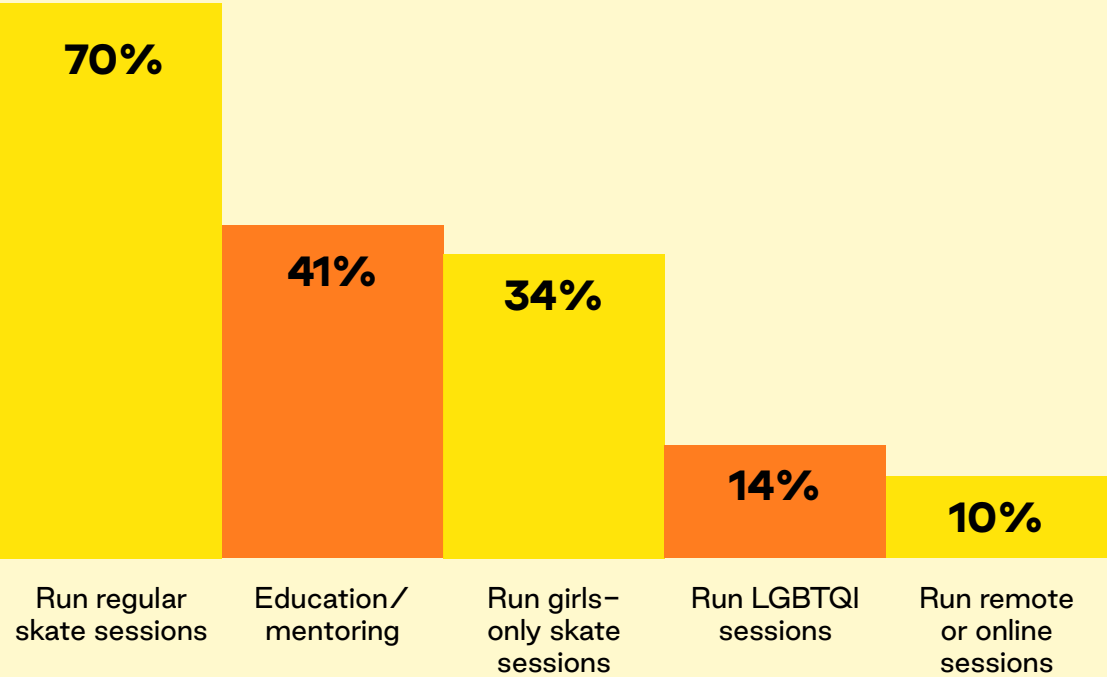Displacement
(i.e. refugees) 34%

Prison /
detainment 20%

War 19%

These figures are largely consistent with our 2021 survey, except for 'poverty' replacing 'social marginalization/discrimination' as the highest percentage.

Sit'n'Skate – Hamburg, Germany. Photo – Pascal Lieleg

What programs do the social skate projects offer each week?

Programs breakdown of social skate projects

Run regular skate sessions	Education/ mentoring	Run girls–only skate sessions	Run LGBTQI sessions	Run remote or online sessions
70%	41%	34%	14%	10%

Compared to our 2021 survey results, we see rises across the board — most significantly in the percentage of projects offering weekly LGBTQI+ sessions, which almost doubled. The percentage of remote/online sessions has decreased by exactly half as Covid–19 restrictions worldwide have ended.

How frequently do the projects run programs?

– **20%** run every day
– **46%** run every week or weekend
  (big increase from 27% in 2020)
– **13%** run 1–2 times per month
– **9%** run annual events
  (1 to 10 per year) (down from 20% in 2021)
– Projects which responded with 'other' stated that they run summer programs, one–off events and collaborations, or that they don't run programs themselves but support other projects by gathering and shipping equipment.

Every day	Every week/ weekend	1–2 times a month	Annual events (1–10 year)	Other
20%	46%	13%	9%	11%
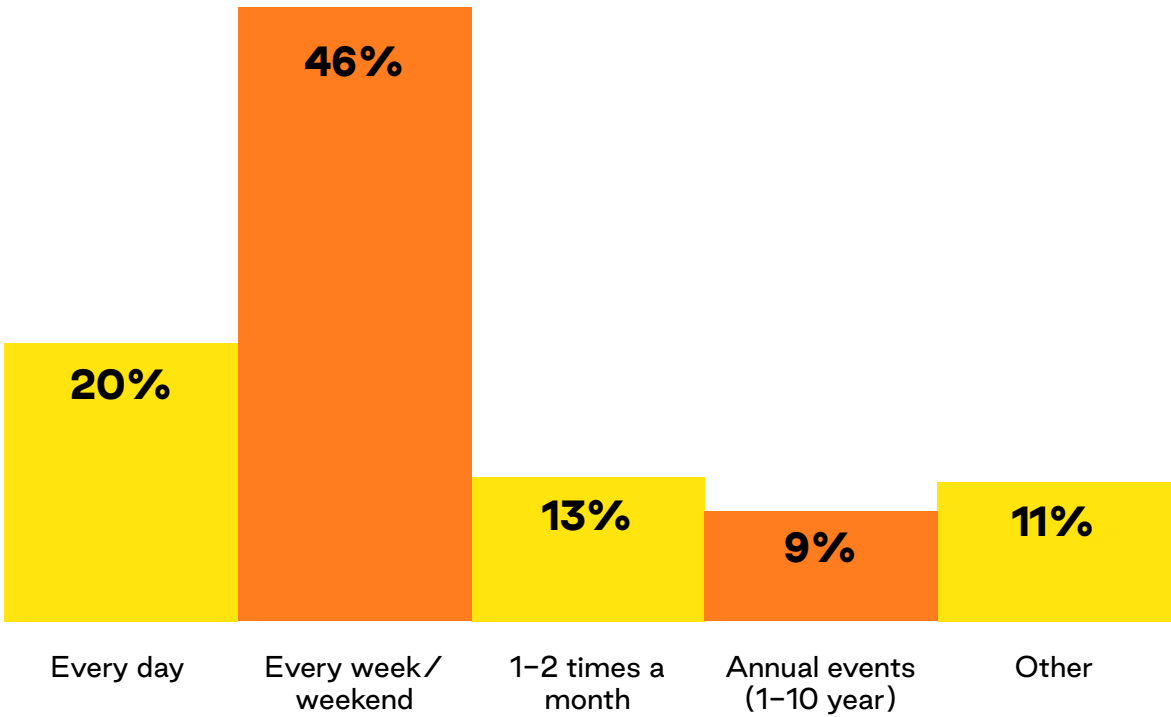
A total of **1,104** skateboarding or educational sessions are hosted every week around the world.

The average number of participants per session is 23, 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:**
- Social inclusion → 82% of projects (up from 73% in 2021)
- Growing the local skate community → 80%
- Developing life skills → 74%
- Building skateboarding skills → 72%
- Mental health → 65%
- Physical health → 63%
- Building confidence → 63% (down from 77%)
- Gender equality → 57%
- Informal education → 45%
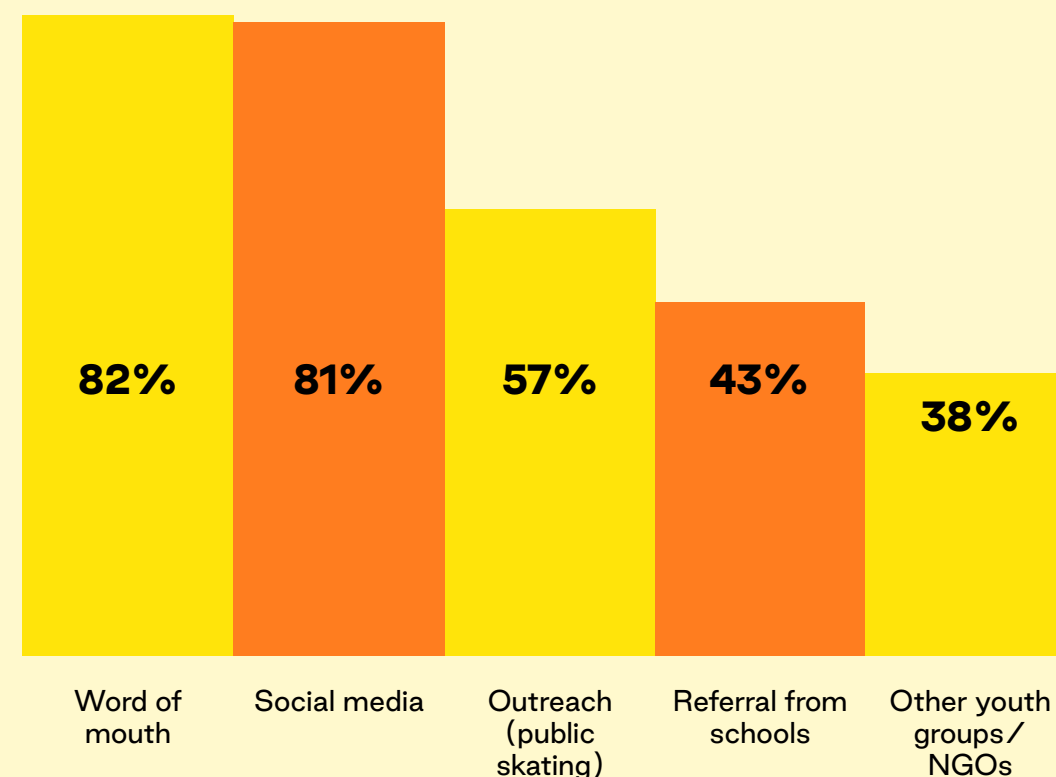- Leadership development → 38%

Other aims in 2022 included:
- Antiracism (36%)
- Providing opportunities for youth with disabilities (30%)
- Queer and trans inclusion (30%)
- Conflict resolution (26%)
- Building skateparks (26%)
- Developing employment/enterprise skills (20%)
- Formal education (15%)

Top 5 aims of social skate projects

Social inclusion	Growing local skate community	Developing life skills	Building skateboarding skills	Mental health
82%	80%	74%	72%	65%
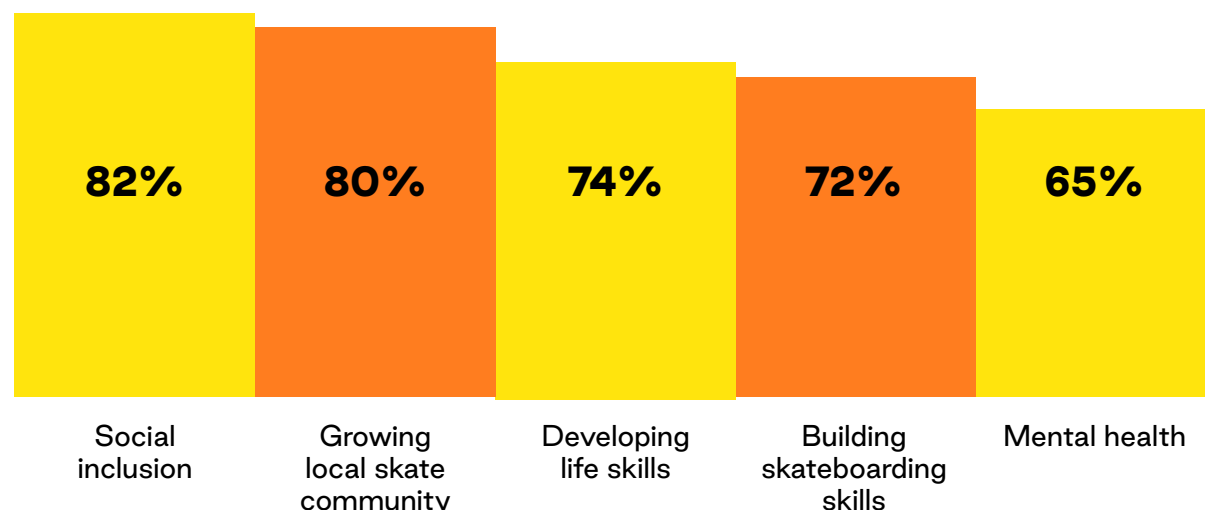
Top 5 methods and referrals used to reach participants

Word of mouth	Social media	Outreach (public skating)	Referral from schools	Other youth groups/NGOs
82%	81%	57%	43%	38%

Methods and referrals to reach participants

- Word of mouth → **82%** of projects
- Social media → **81%** of projects
- Outreach (public skating) → **57%**
- Schools → **43%** (Up from 28% in 2021)
- Other youth groups/NGOs → **38%**
- Community leaders → **38%**
- Youth services → **32%**
- Counseling services → **9%**
- Internal displacement/refugee camps → **5%**
- Police → **5%**
- Shelters → **4%**

Youth and women in leadership

The 2022 figures show an increase across the board in youth leadership and the involvement of women and girls as team members.

- In **64%** of the projects, youth participants regularly volunteered to help run activities (compared to 55% in 2021).

- **45%** of the projects offer leadership opportunities, such as training, to their youth participants.

- In **31%** of projects, youth participants were also employed as staff members.

*In around **45%** of projects, women and girls are regularly involved in volunteering, completing leadership training and/or working as staff members (compared to 46% in 2020).*

Volunteering

Taking leadership trainings

Staff members

45%

of projects offer youth leadership opportunities such as trainings

64%

of projects have youth volunteers help run activities

31%

of projects employed youth participants as staff

What policies, documentation and systems do the projects have?

This year we have some lower figures than previously, which could be due to having more survey responses from smaller, more informal, or newer organizations. However, it's very positive to see interactions with parents and guardians increasing, as well as the percentage of projects with a documented child protection policy and training for staff and volunteers.

- **64%** of projects have interactions with parents and guardians (rising from 53% in 2019)

- **36%** have a documented code of conduct (down from 48% in 2021)

- **43%** have a documented child protection policy (up from just 25% in 2018)

- **36%** have a program model / curriculum in place (down from 47% in 2021)

- **42%** have an induction or refresher training for volunteers and staff (up from 33% in 2021)

- **22%** have a referral system for participants with needs exceeding their scope
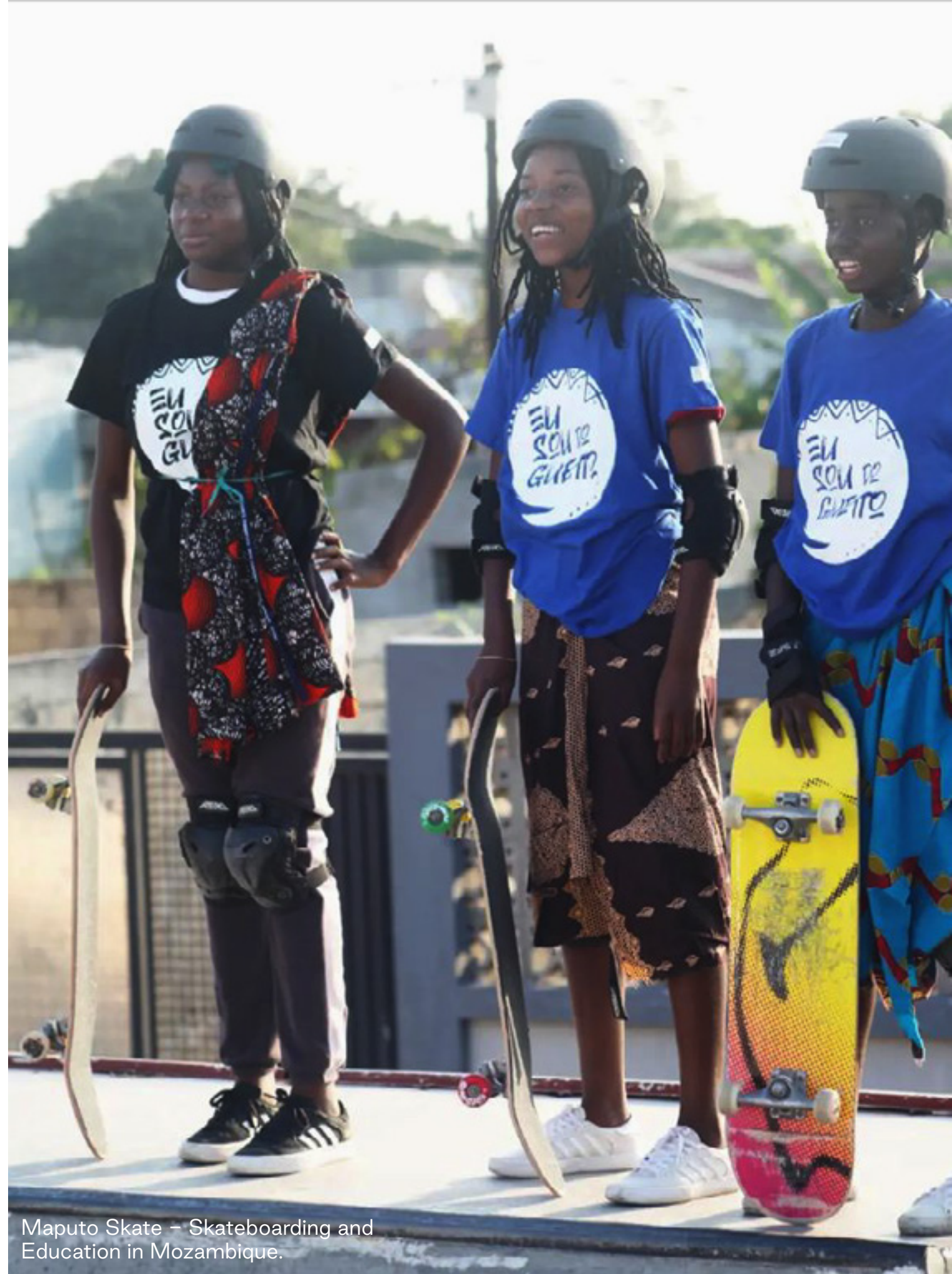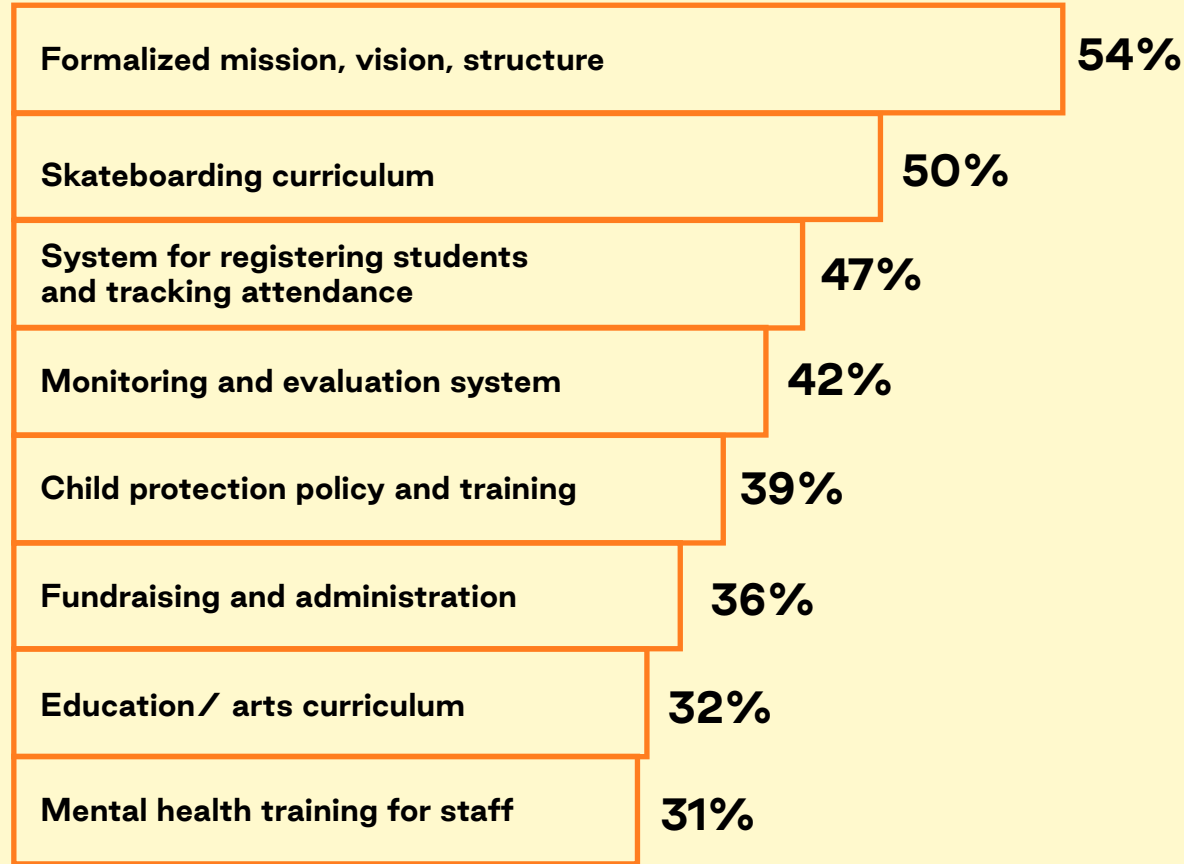

Maputo Skate – Skateboarding and Education in Mozambique.

How do projects rate their capacities in the following areas?

- **System for registering and tracking attendance:**

12% of projects rate their system as 'excellent', 35% as 'good', 37% as 'okay' or 'basic', with the remaining 16% selecting 'none', 'not applicable', or no answer.

- **Curriculum for skateboarding classes:**

21% of projects rate their curriculum as 'excellent', 29% as 'good', 30% as 'okay' or 'basic', with the remaining 20% selecting 'none', 'not applicable', or no answer.

- **Curriculum for education / arts classes:**

12% of projects rate their curriculum as 'excellent', 20% as 'good', 30% as 'okay' or 'basic', with the remaining 38% selecting 'none', 'not applicable', or no answer.

- **Child protection policy and training:**

16% of projects rate this as 'excellent', 23% as 'good', 39% as 'okay' or 'basic', with the remaining 22% selecting 'none', 'not applicable', or no answer.

- **Monitoring and evaluation system:**

9% of projects rate their system as 'excellent', 33% as 'good', 41% as 'okay' or 'basic', with the remaining 17% selecting 'none', 'not applicable', or no answer.

- **Formalized mission, vision, organizational structure:**

22% of projects rate their structure as 'excellent', 32% as 'good', 36% as 'okay' or 'basic', with the remaining 10% selecting 'none', 'not applicable', or no answer.

- **Fundraising and administration:**

9% of projects rate their fundraising / admin as 'excellent', 27% as 'good', 50% as 'okay' or 'basic', with the remaining 14% selecting 'none', 'not applicable', or no answer.

- **Mental health training for staff and volunteers:**

10% of projects rate this training as 'excellent', 21% as 'good', 41% as 'okay' or 'basic', with 28% selecting 'none' or 'not applicable', or no answer.

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

Area	%
Formalized mission, vision, structure	54%
Skateboarding curriculum	50%
System for registering students and tracking attendance	47%
Monitoring and evaluation system	42%
Child protection policy and training	39%
Fundraising and administration	36%
Education / arts curriculum	32%
Mental health training for staff	31%

We see great progress in projects' confidence ('excellent' or 'good' self–rating) in their monitoring and evaluation systems (up from 25% in 2021 to 42%), curriculum for education / arts classes (up from 23% to 32%) and mental health support for staff and volunteers up from (up from 21% to 31%). All other figures remain consistent with last year's survey.

Workshop at Skate Nottingham in the UK. Photo – Tom Quigley

What are the top 5 skills and areas for growth?

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

- Marketing and fundraising → **60%** of projects
- Community outreach and relations → **52%**
- Inclusion of marginalized youth → **51%**
- Youth leadership / volunteer program → **50%**
- Skatepark construction and maintenance → **48%**
- Program design for skateboarding classes → **47%**
- Program design for arts / educational classes → **39%**
- Measuring impact and reporting to donors → **39%**
- Organizational governance and staff development → **38%**
- Managing trauma / abuse / mental health concerns → **36%**
- Child protection → **36%**
- Anti-racism → **33%**
- Managing finances → **31%**

Marketing and fundraising	Community outreach and relations	Inclusion of marginalized youth	Youth Leadership	Skatepark construction / maintenance
60%	52%	51%	50%	48%
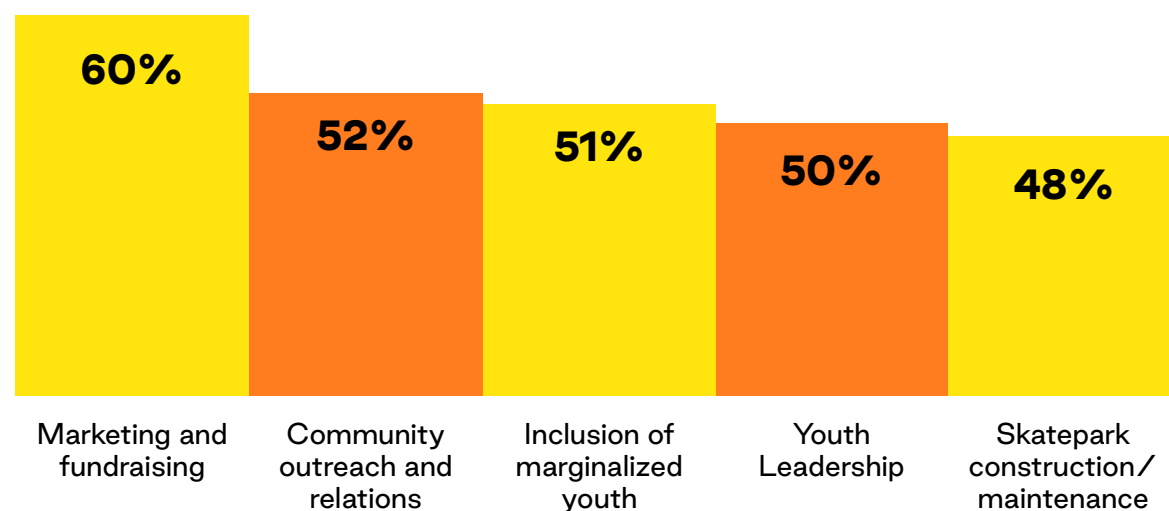
We see very different results compared to the previous years for this question. 'Marketing and fundraising' was a new addition to the top five and it has instantly taken the top spot as the area most projects wish to develop further. Also new to the top five is 'skatepark construction and maintenance'.

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

- Skateboarding → **78%** of projects
- Empathy / compassion → **73%**
- Teaching / mentoring → **64%** (up from 49% in 2021)
- Cultural understanding → **63%**
- Leadership / management → **50%**
- Marketing / fundraising → **48%** (up from 24% in 2021)
- Communications → **45%** (down from 73% in 2021)
- Finance → **21%**
- Reporting → **12%**

Skateboarding	Empathy and compassion	Teaching / mentoring	Cultural understanding	Leadership / management
78%	73%	64%	63%	50%
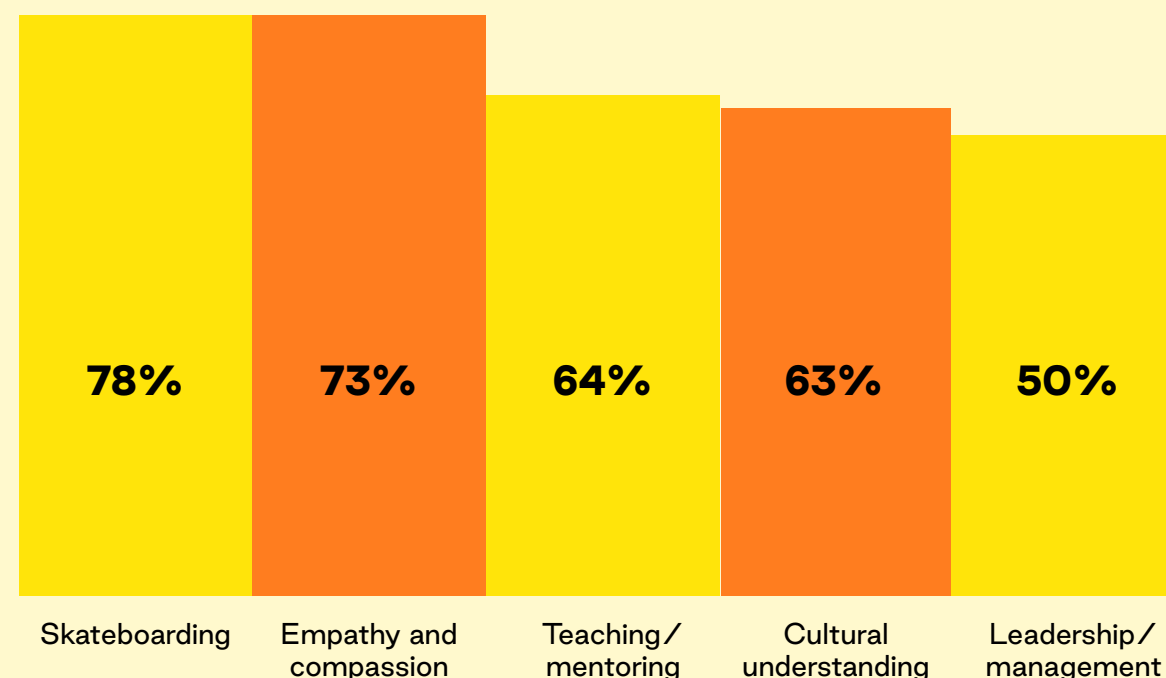
The key differences which were noted in the previous 2021 survey were the significant increase in projects selecting 'communications' and decrease in projects selecting 'teaching/mentoring'. It was predicted that this was due to the increased necessity of online communications during the COVID-19 pandemic. Seeing as both these figures have now readjusted to reflect survey results in 2018–2019, we can predict that this is due to programs being up and running again after the effects of the pandemic.

What support and resources do social skate projects find useful?

- When asked if projects have connected with other social skate projects worldwide:

– **77%** answered 'yes'
– **23%** answered 'no'
– Projects that were frequently connected with were: ONG Social Skate, Nations Skate Youth, Consent Is Rad, 7Hills, Love CT, The Skatepark Project, Bx'elles, All Boards Family, Skate Nottingham, Melanin Skate Gals & Pals, Escolinha do Bob, Surf Ghana, Women Skate the World, Salad Days of Skateboarding and Skate Like A Girl.

- When asked if the Goodpush Alliance webinars, events and online platforms help you feel more connected with the global social skateboarding community:

– **74%** answered 'yes'
– **19%** answered 'no'
– **7%** didn't answer the question

"I think the Pushing Against Racism action makes the topic of anti-racism more visible... Also the network itself is really helpful and inspiring. Moreover the tools on the Goodpush website are so important for our skate workshops."

SolidariSkate (Germany, 2022)

Skate Ativo – Jataí Goiás, Brazil

Pushing Ahead, Salt Lake City, Utah, USA. Photo – Max Young

How have projects benefited from the Goodpush resources?

71% of projects said that they have used the Goodpush resources or attended webinars/events to make positive changes within their social skateboarding project in 2022.

- The topics/resources stated by projects as most useful were:
- – Trauma-informed practices
- – Child protection policies and templates
- – Monitoring, Evaluation & Learning
- – Community involvement and inclusion of diverse/marginalized communities
- – Anti-racism awareness and action
- – Skate Games booklet
- – Organizational development
- – Being connected to the wider social skateboarding community

- How did projects use Goodpush resources to increase their knowledge and skills?
- – **55%** of projects said they used the Goodpush resources to create a safe environment
- – **54%** of projects said they used the Goodpush resources to make their programs more inclusive
- – **48%** of projects said they used the Goodpush resources to run educational programming

Skateistan programs with partner project Just Childhood in Beirut, Lebanon.

Pro Radical Skate –
Recanto das Emas, Brazil

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 2022 survey!

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