skateistan x GOODPUSH

2023 Survey of Social Skateboarding Projects Worldwide

Introduction

This sixth annual Survey of Social Skateboarding Projects Worldwide was conducted in September and October 2023. Its purpose is to document the big-picture aims, impact, and activities of projects utilizing skateboarding for social change. The 24-question survey was conducted online and received a total of 137 responses from 134 organizations.

In 2023, we see an increased focus on the soft skills associated with running skateboarding programs and working with (often marginalized and/or vulnerable) young people. While skateboarding still features in the top five most important skills for skate projects, the other selections emphasize the social elements of our projects: cultural understanding and respect, communication and mentoring skills, empathy and compassion from skateboard coaches.

This year, we also see the highest total combined budget of skate projects since launching the survey in 2018, demonstrating the remarkable resilience of projects returning to full strength after the challenges of COVID-19.

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

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SkatePal's latest build at the Inash al Usra womens centre and orphanage in Al Bireh, Ramallah. Captured by Greg Holland

Who filled out the survey?

134 social skateboarding projects

- **87% of the respondents are founders, managers, or full-time staff members**, and the other 13% are volunteers, researchers, academics, board members, or part-time members of the projects.

- **61%** of the projects that took part in the survey **are registered non-profits** [up 11% from 2022], 12% are in the process of registering, 9% have "Other" legal status or affiliation with existing non-profits, and **18% are not registered.**
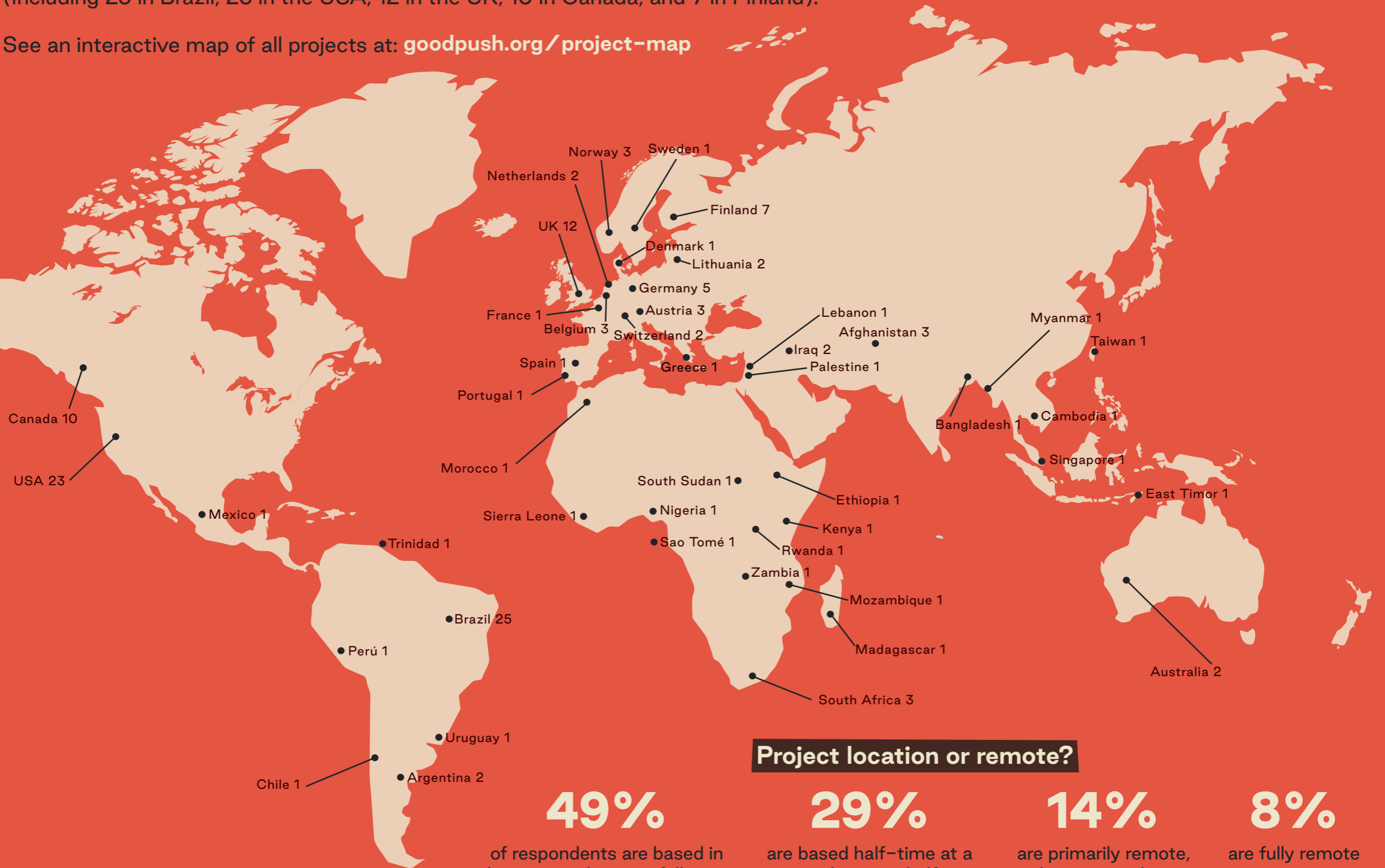
Educational and professional background of the respondents

- **69%** of the respondents have a higher educational degree
- **45%** of respondents have graduated from high school
- **37%** of the respondents have previous work experience in education, humanitarian, non-profit, or related sectors
- **31%** of respondents have worked in the skate industry
- **29%** have worked in the sports field (e.g., coaching)
- **25%** have worked in the health or social work field
- **21%** have worked in the media or marketing field.
- **20%** have worked in skatepark construction/advocacy
- **18%** have worked in admin/finance/management

Girls skate at 011 Skatepark, Edenvale, Johannesburg. Captured by Louis

Where are the projects based?

The **134** projects that took part in the survey are working across **42** countries worldwide (Including 25 in Brazil, 23 in the USA, 12 in the UK, 10 in Canada, and 7 in Finland).

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

Norway 3
Sweden 1
Netherlands 2
Finland 7
UK 12
Denmark 1
Lithuania 2
Germany 5
France 1
Austria 3
Belgium 3
Switzerland 2
Lebanon 1
Afghanistan 3
Myanmar 1
Taiwan 1
Spain 1
Iraq 2
Greece 1
Palestine 1
Portugal 1
Bangladesh 1
Cambodia 1
Canada 10
Singapore 1
Morocco 1
USA 23
East Timor 1
South Sudan 1
Ethiopia 1
Mexico 1
Sierra Leone 1
Nigeria 1
Kenya 1
Trinidad 1
Sao Tomé 1
Rwanda 1
Zambia 1
Mozambique 1
Brazil 25
Madagascar 1
Perú 1
Australia 2
South Africa 3
Uruguay 1
Chile 1
Argentina 2

Project location or remote?

49%

of respondents are based in their project location full-time [compared to 63% in 2022]

29%

are based half-time at a project location, half in a remote location [up from 10% in 2022]

14%

are primarily remote, with occasional visits

8%

are fully remote

Budgets and funding

Annual budgets of projects:

25%
have an annual budget of USD 5,000 or less

22%
have an annual budget of USD 5,000 – 20,000

12%
have an annual budget of USD 20,000 – 50,000.

12%
have an annual budget of USD 50,000 – 200,000

7%
have an annual budget of USD 200,000 – 1 million.

3%
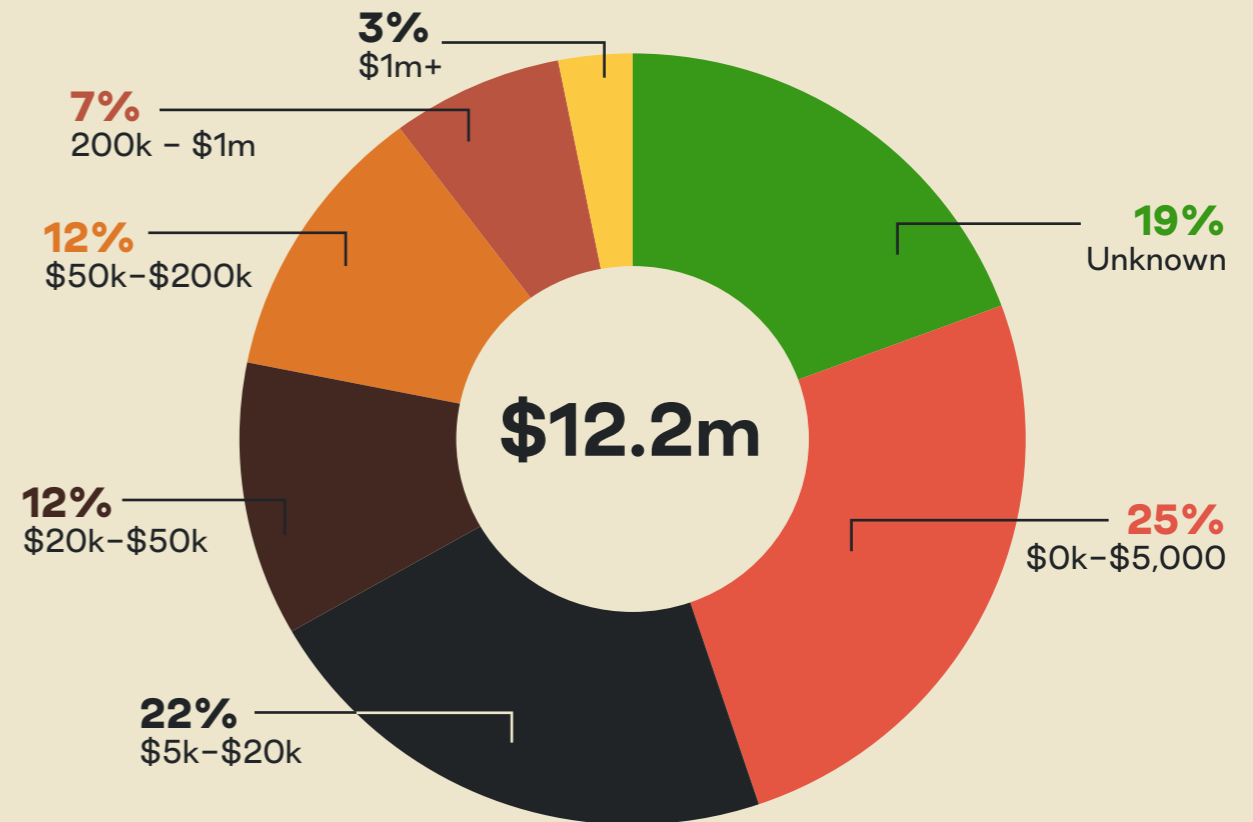have an annual budget of over 1 million USD.

19%
of the projects stated they do not know the value of their annual budget

The total combined budget of all 134 projects is

12,232,500 USD

Annual budget of skate projects worldwide

3% $1m+

7% 200k – $1m

12% $50k–$200k

12% $20k–$50k

22% $5k–$20k

$12.2m

19% Unknown

25% $0k–$5,000

Some projects who wrote 'do not know' commented that their project is in its initial stages, that they are currently applying for funding, or that they operate relying on small amounts of self-funded donations / donations from parents and friends.

These figures suggest that after the challenging period of lockdowns and program hiatus', social skate projects around the world have sustained themselves and even developed their programs now that they are up and running again. This is the highest total combined budget we have seen since launching the survey in 2018.

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What percentage of projects have the following sources of funding?

46%

In-kind donations (i.e., skateboards, helmets)

40%

Self-funded

38%

Foundations
[up from 30% in 2022]

37%

Private donors

35%

Online campaigns and fundraising

35%

Events

29%

Corporate/business donations
[down from 37% in 2022]

27%

Social enterprise

Many projects also mentioned charging membership fees or gathering donations from participants to sustain themselves.

24%

Government funding

Valdo Fuse skate project, Turin, Italy. Captured by Sergio Pontillo

How are the projects staffed?

44%
have full-time paid staff
[up from 32% in 2022]

49%
have part-time paid staff
[up from 38% in 2022]

51%
of projects have at least
one person of color as staff

50%
of projects have LGBTQI+
staff members (if known)
[up from 32% in 2022]

32%
have full-time volunteers

68%
have part-time volunteers

21%
of projects have people
with disabilities as staff

79%
of projects have at least
one woman as staff
[up from 66% in 2022]

32%
have 5 or more women
team members
[up from 27% in 2022]

– While the figures for full and part-time volunteers have remained the same as last year, the percentage of projects with full and part-time paid staff has risen significantly.

– We see an overall increase in the inclusion of marginalized communities within the staffing teams of projects worldwide, especially in terms of representation of women and people from the LGBTQI+ community.

Who are the project participants?

Non-binary people or gender not mentioned 4%

Girls 44%

Total per week: 14,354

Boys 52%
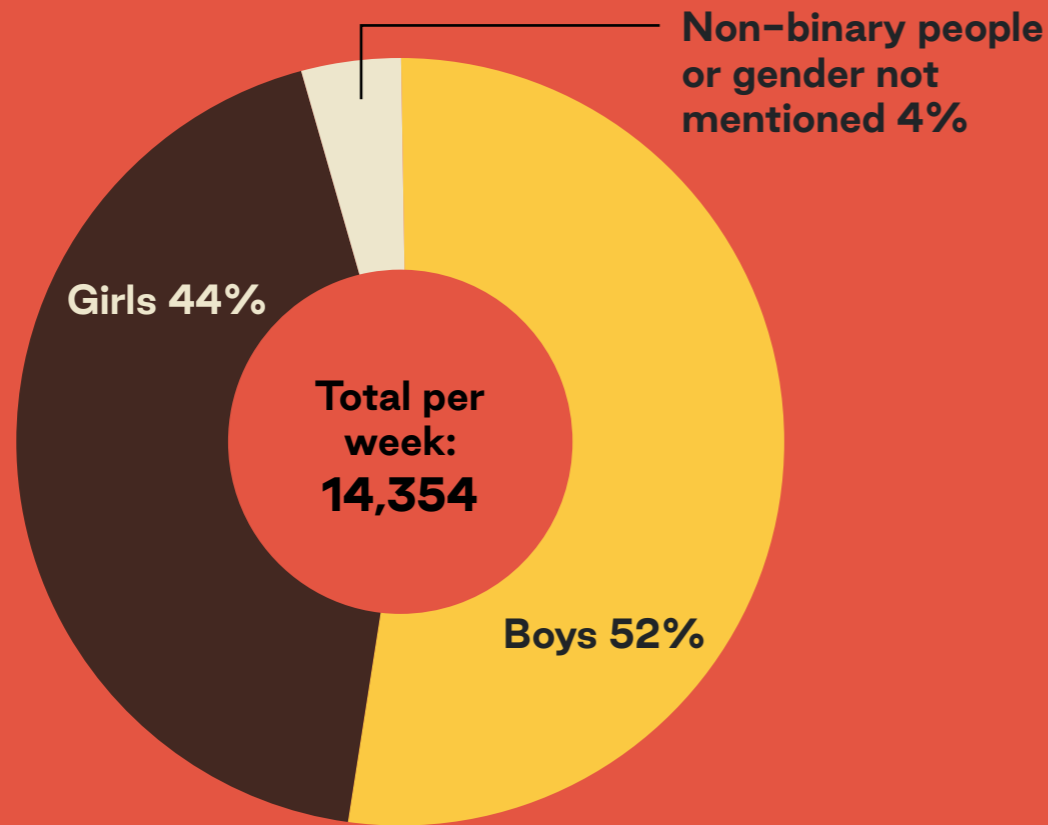
- Up to **14,354** participants are reached by the combined projects per week, including 52% boys, 44% girls, and 4% non-binary people or gender not mentioned.

- 16% of participants are people of color,, 3% people with disabilities, and 4% members of the LGBTQI+ community.

- It is important to note that only 52% 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) 96%

Girls and women 77%

Existing skateboarding community 66%

People of color 59%

LGBTQI community 57%

Adults (over 25) 50%

Children with disabilities 45%

Migrants and refugees 37%

The notable changes in these figures are a 15% rise in projects working with the LGBTQIA+ community and an 11% rise in projects working with people with disabilities (since 2022).

Keep Rolling Project, UK

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

Social marginalization / discrimination 79%

Poverty 76%

Living in particularly vulnerable areas 67%

Violence / abuse 62%

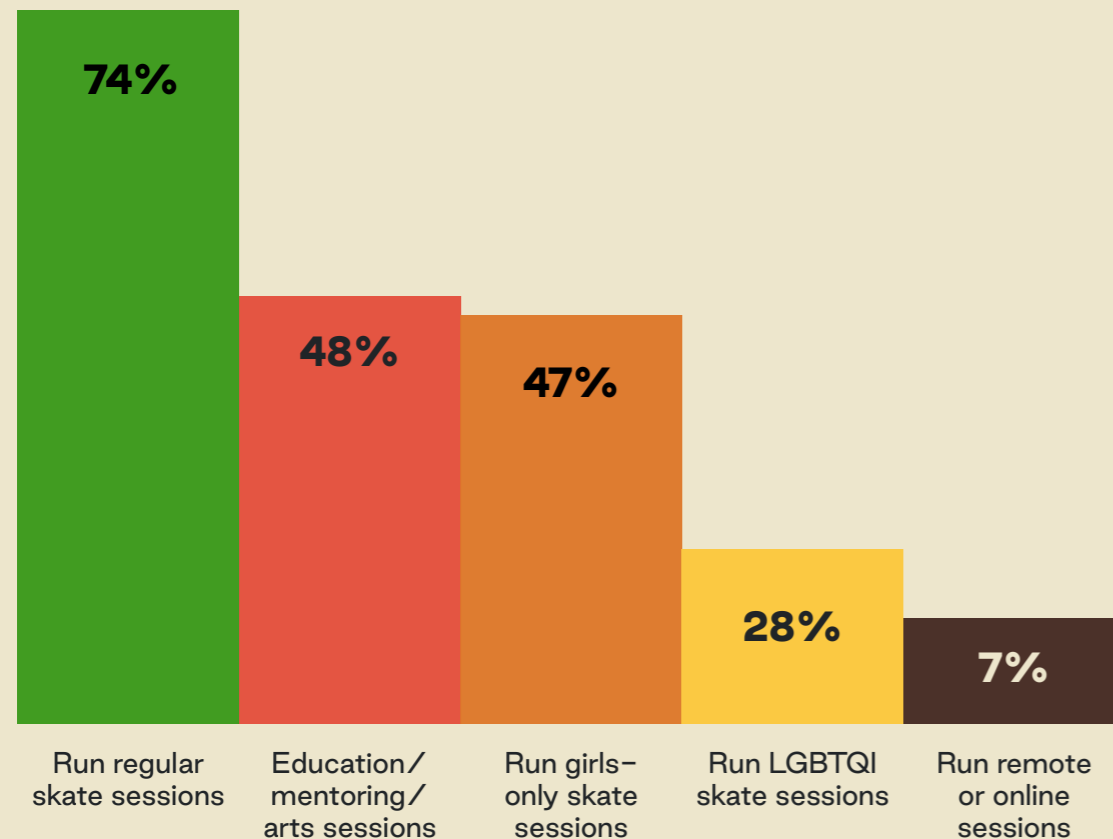Substance abuse 45%

Displacement (i.e. refugees) 40%

War 28%

Prison / detainment 21%

This year, we see a significant rise in the percentage of projects working with youth who have experienced social exclusion or discrimination and a rise in projects working with youth who have experienced displacement from home and war.

Skate Hive project by Skate Nottingham, UK. Captured by Tom Quigley

What programs do the social skate projects offer each week?

Programs breakdown of social skate projects

Bar chart showing:
- **74%** Run regular skate sessions
- **48%** Education/mentoring/arts sessions
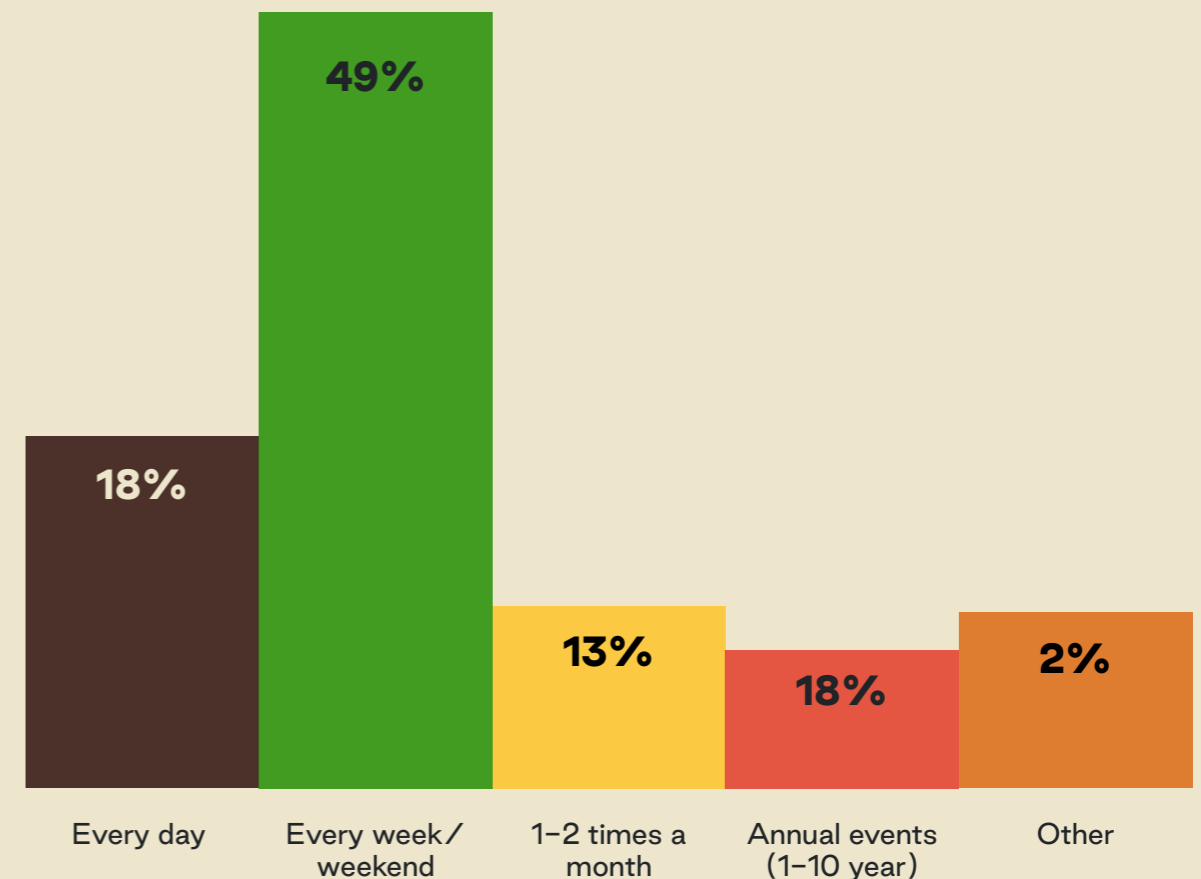- **47%** Run girls-only skate sessions
- **28%** Run LGBTQI skate sessions
- **7%** Run remote or online sessions

These results align with the trends we saw last year with rises across the board. Most significantly, the percentage of projects offering weekly LGBTQIA+ sessions has doubled again, and the number of projects hosting girls-only sessions rose by 13%. The percentage of remote sessions has continued to decrease, which we expect to see as programs worldwide are up and running again after COVID-19 restrictions have ended.

How frequently do the projects run programs?

- **18%** run every day
- **49%** run every week or weekend
- **13%** run 1–2 times per month
- **18%** run annual events (1 to 10 per year)
- The **2%** of projects that responded with 'other' stated that they run summer programs/camps, that programs happen in bursts and depend on capacity, or that most of their work is focused on developing resources.


Bar chart showing:
- **18%** Every day
- **49%** Every week/weekend
- **13%** 1–2 times a month
- **18%** Annual events (1–10 year)
- **2%** Other

661 skateboarding or educational sessions are hosted every week around the world.
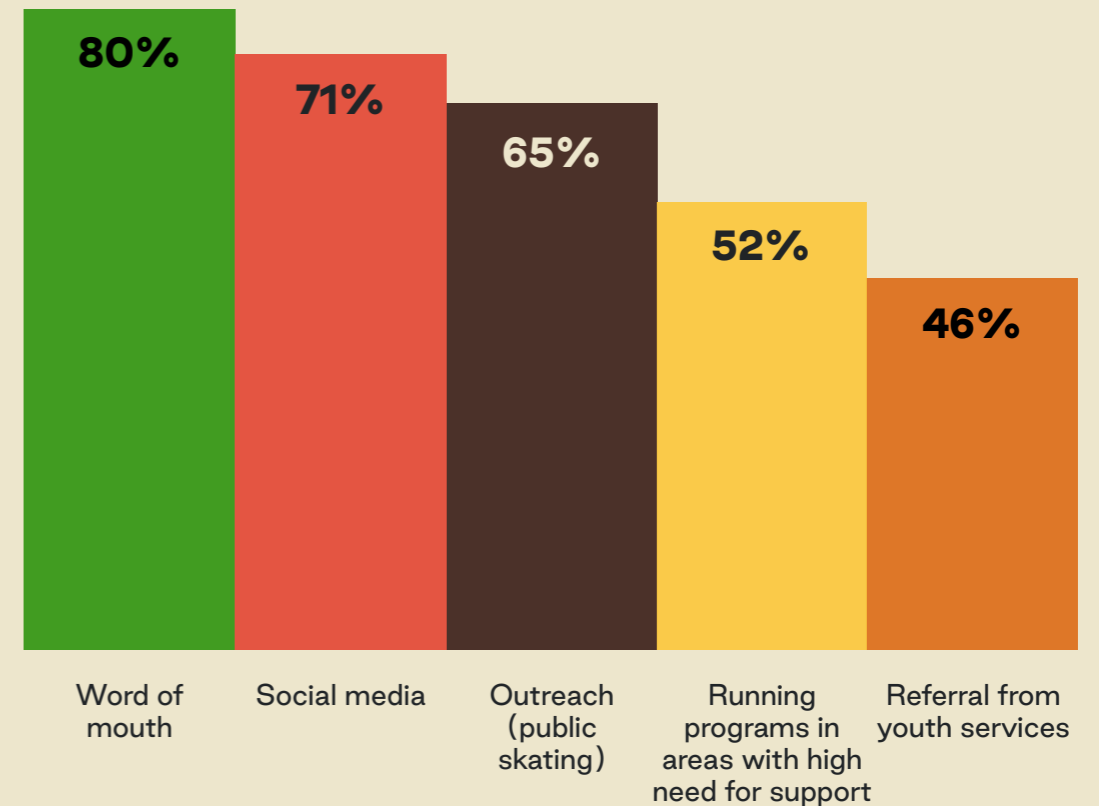
What are the main aims of the projects?

- **The top 10 aims are:**
  - Social inclusion → 82% of projects
  - Growing the local skate community → 76%
  - Developing life skills → 68%
  - Building confidence → 65%
  - Building skateboarding skills → 65%
  - Mental health → 63%
  - Physical health → 59%
  - Gender equality → 54%
  - Formal education → 50% (up from 15% in 2022)
  - Informal education → 45%

- **Other aims in 2023 included:**
  - Leadership development (40%)
  - Queer and trans inclusion (33%)
  - Anti-racism (31%)
  - Providing opportunities for youth with disabilities (28%)
  - Conflict resolution (24%)
  - Building skateparks (23%)
  - Vocational training (12%).

Top 5 aims of social skate projects

Social inclusion 82% | Growing local skate community 76% | Developing life skills 68% | Building confidence 65% | Building skateboarding skills 65%
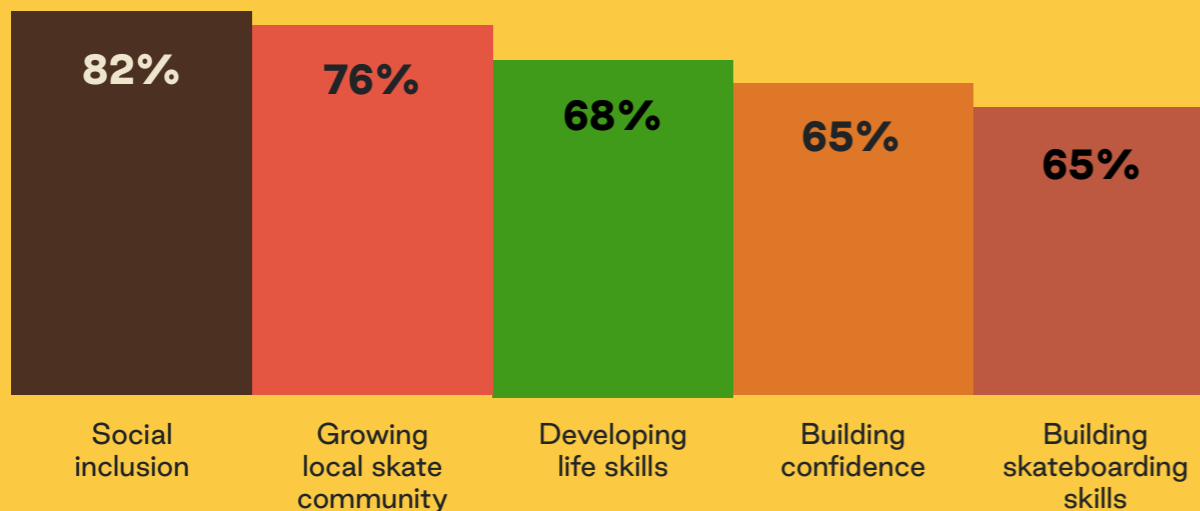
Top 5 methods and referrals used to reach participants

Word of mouth 80% | Social media 71% | Outreach (public skating) 65% | Running programs in areas with high need for support 52% | Referral from youth services 46%

Methods and referrals to reach participants

- Word of mouth → 80% of projects
- Social media → 71%
- Outreach (public skating) → 65%
- Running programs in areas with a high need for support → 52%
- Referral from youth services → 46% [up from 32% in 2022]
- Referral from schools/teachers → 45%
- Referral from community leaders → 43%
- Referral from youth groups/NGOs → 40%
- Referral from counseling services → 15%
- Internal displacement/refugee camps → 13% [up from 5% in 2022]
- Referral from shelters → 11% [up from 4% in 2022]
- Referral from police → 7%

Youth and women in leadership

The 2023 figures show a consistent focus across the board on youth leadership and the involvement of women and girls as team members.

66%
of the projects regularly have youth participants volunteering to help run activities

42%
of the projects offer leadership opportunities, such as training, to their youth participants

29%
of projects stated that youth participants were also employed as staff members

Volunteering

Staff members

Taking leadership trainings

In around 44% of projects, women and girls are regularly involved in volunteering, completing leadership training, and/or working as staff members.

What policies, documentation and systems do the projects have?

This year, we see significant increases across the board for all the systems, policies, and documentation we track. Despite this, though, we still see that most projects rated their capacities as 'basic' or 'okay' in these areas.

78%
of projects have interactions with parents and guardians (up from 64% in 2022)

66%
have a program model/curriculum in place (up from 36% in 2022)

61%
have a documented child protection policy (up from 43% in 2022 and 25% in 2018)

57%
have an induction or refresher training for volunteers and staff (up from 42% in 2022)

54%
have a documented code of conduct (up from 36% in 2022)

28%
have a referral system for participants with needs exceeding their scope

in le

Surf Skate Science, South Florida STEM STEAM Education Program. Captured by Ulises Frallicciardi

How do projects rate their capacities in the following areas?

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

19% of projects rate their system as 'excellent', 23% as 'good', 41% as 'okay' or 'basic', with the remaining 17% selecting 'none', 'not applicable', or no answer.

- **Curriculum for skateboarding classes:**

17% of projects rate their curriculum as 'excellent', 32% as 'good', 29% as 'okay' or 'basic', with the remaining 22% selecting 'none', 'not applicable', or no answer.

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

11% of projects rate their curriculum as 'excellent', 27% as 'good', 23% as 'okay' or 'basic', with the remaining 39% selecting 'none', 'not applicable', or no answer.

- **Child protection policy and training:**

19% of projects rate this as 'excellent', 21% as 'good', 29% as 'okay' or 'basic', with the remaining 31% selecting 'none', 'not applicable', or no answer.

- **Monitoring and evaluation system:**

12% of projects rate their system as 'excellent', 24% as 'good', 38% as 'okay' or 'basic', with the remaining 26% selecting 'none', 'not applicable', or no answer.

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

18% of projects rate their structure as 'excellent', 40% as 'good', 32% as 'okay' or 'basic', with the remaining 10% selecting 'none', 'not applicable', or no answer.
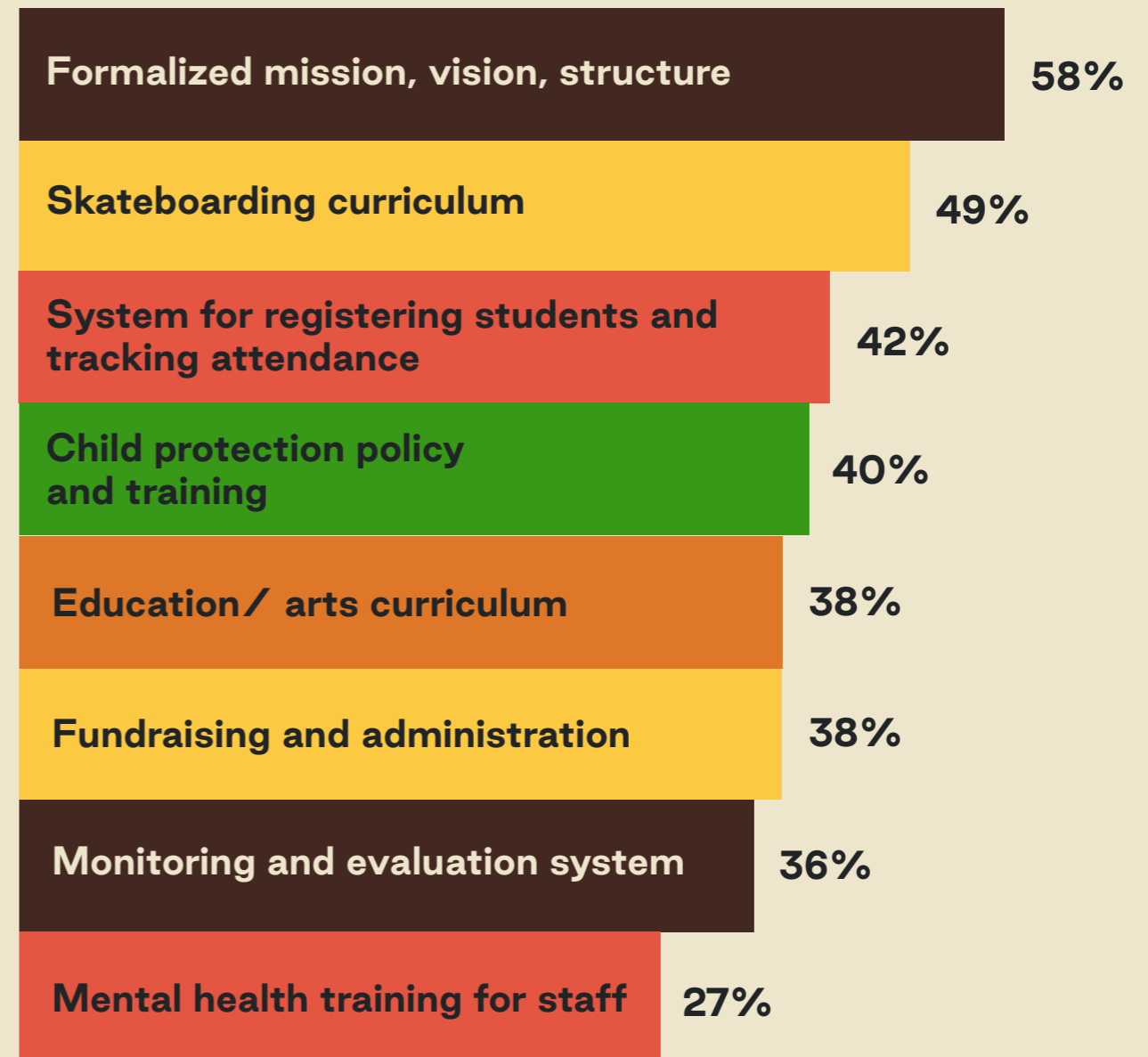
- **Fundraising and administration:**

3% of projects rate their fundraising / admin as 'excellent', 35% as 'good', 43% as 'okay' or 'basic', with the remaining 19% selecting 'none', 'not applicable', or no answer.

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

7% of projects rate this training as 'excellent', 20% as 'good', 35% as 'okay' or 'basic', with 38% 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	58%
Skateboarding curriculum	49%
System for registering students and tracking attendance	42%
Child protection policy and training	40%
Education / arts curriculum	38%
Fundraising and administration	38%
Monitoring and evaluation system	36%
Mental health training for staff	27%

Rookie Slash in Geneva, Switzerland. Captured by Anthony Gailleres

What are the top skills and areas for growth?

- Youth leadership/volunteer program → **58%** of projects
- Marketing and fundraising → **56%**
- Program design for skateboarding classes → **47%**
- Community outreach and relations → **44%**
- Managing finances → **43%** [up from 31% in 2022]
- Addressing trauma/abuse/mental health concerns → **43%**
- Inclusion of marginalized youth → **38%** [down from 51%]
- Skatepark construction and maintenance → **37%**
- Measuring impact and reporting to donors → **35%**
- Program design for arts/educational classes → **32%**
- Anti-racism → **32%**
- Child protection→ **29%**
- Organizational governance and staff development → **27%**
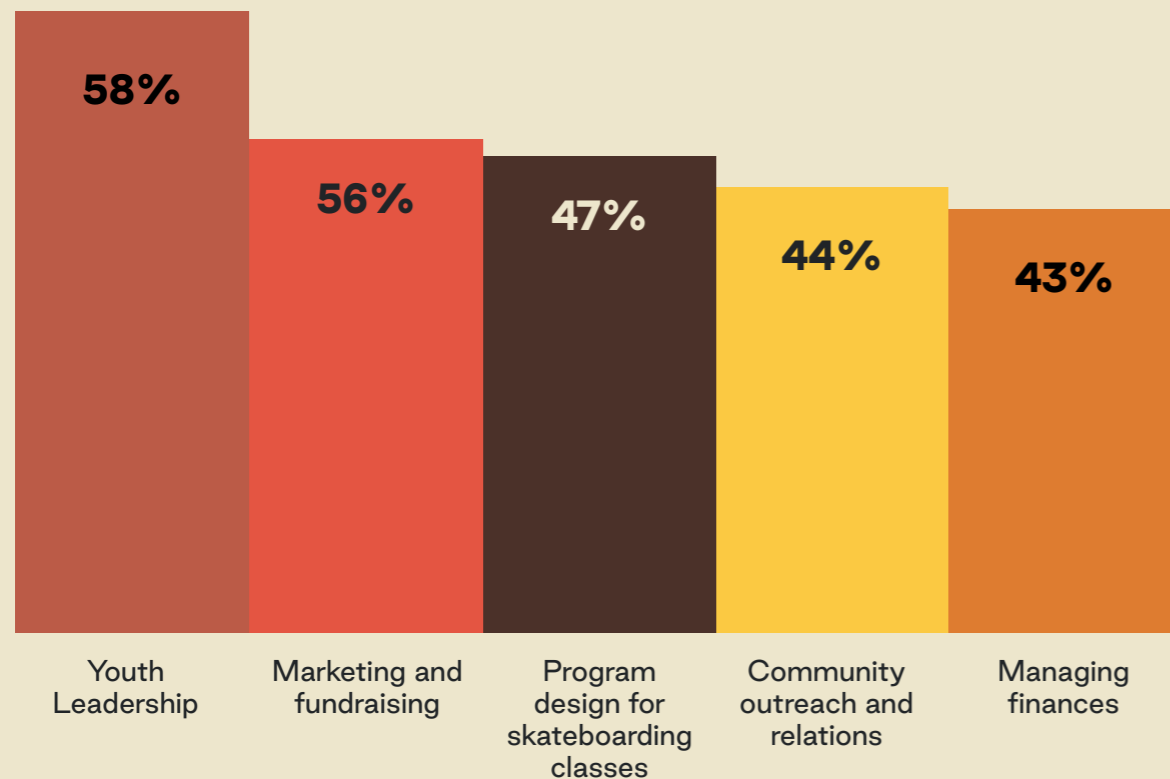
The most important skills for the projects are:

- Cultural understanding and respect → **76%** of projects [up from 63% in 2022]
- Communication skills → **68%** [up from 45% in 2022]
- Teaching/mentoring → **68%**
- Empathy/compassion → **68%**
- Skateboarding → **61%** [down from 78% in 2022]
- Leadership / management skills → **59%**
- Marketing/fundraising → **40%**
- Research and/or monitoring & evaluation skills → **22%**
- Finance → **14%** [down from 21% in 2022]
- Reporting → **10%**
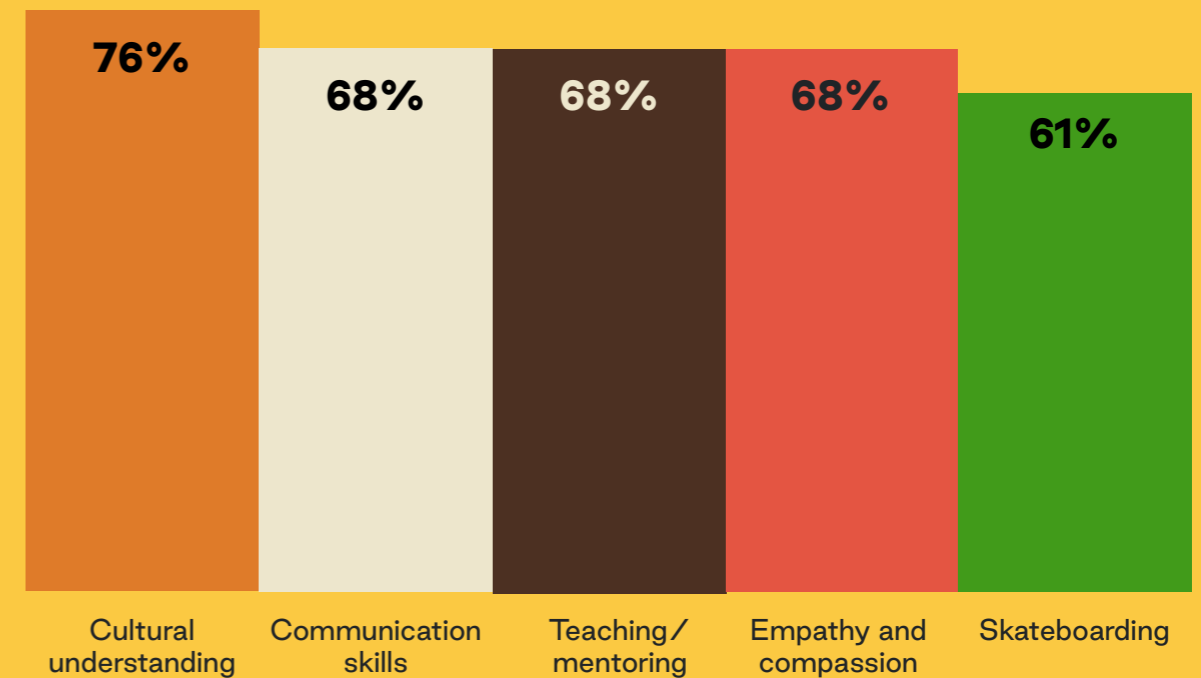
It's very interesting to see that skateboarding has been knocked off the top spot for the first time since the launch of this survey. The most important skills for running social skate projects now sit in the softer areas of cultural understanding, communication, mentoring skills, and empathy/compassion.

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:** 7Hills, The Skatepark Project, Skate Like A Girl, Clown Skateboards, Escola Valparaíso de skate, Everyone on Boards, Skate After School, Ben Raemers Foundation, Push to Heal, Concrete Jungle Foundation, Gaza Skate Team, Skate Haven, Skateboard GB, Skate Anima, Associação de skate do jardim céu azul, Skatekultur e.V. Hamburg, SkatePal, Free Movement Skateboarding, Skateistan, Christian Skaters International, Skate Nottingham & All Boards Family.

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

  – **55%** answered 'yes'
  – **20%** answered 'no'
  – **25%** stated that they didn't attend any Goodpush events

Waves for Hope. Skate Therapy Program. Balandra, Trinidad & Tobago
Captured by Manuela Giger

ONG skate salva São Sebastião, São Paulo. Captured by Léo Francini

How have projects benefited from the Goodpush resources?

How did projects use Goodpush resources to increase their knowledge and skills?

63%

of projects said they used the Goodpush resources or attended webinars / events to make positive changes within their social skateboarding project in 2023.

58%

of projects said they used the Goodpush resources to create a safe environment

58%

of projects said they used the Goodpush resources to make their programs more inclusive

50%

of projects said they used the Goodpush resources to run educational programming

Skate Heaven, Belgium

To connect with the global social skateboarding community and access free resources, register now as a member of Skateistan's Goodpush Alliance

goodpush.org

skateistan × GOODPUSH

Thank you to everyone who took part in the 2023 survey!