skateistan x GOODPUSH

2024 Survey of Social Skateboarding Projects Worldwide

Introduction

This seventh annual Skateistan x Goodpush Survey of Social Skateboarding Projects Worldwide was conducted in January and February 2025, collecting data from 2024. Its purpose is to document the big-picture aims, activities, impact, and progress of skateboarding for social change on the global level. The 25-question survey was conducted online and received a total of 142 responses from 138 unique initiatives.

For this 2024 survey, we revised some questions to collect more accurate data, for example replacing a multiple choice budget question with an open field for respondents to add their exact annual budget. We also collected annual (rather than weekly) participant figures for the first time, to better capture the reach of all social skate initiatives — including those which operate outside of a weekly/daily programming model. We also added questions about skateboarding-related injuries and geographic reach (local versus international).

Most notably, this survey featured an optional section at the end to collect shared participant impact data for the very first time, based on the Goodpush "Collective Theory of Change that was co-developed by 50 social skateboarding initiatives throughout 2024. The results give us first-of-a-kind data on the collective impact social skate projects have in terms of providing their participants with: fun, safe spaces, confidence, new skills, friendship, and wellbeing.

These annual survey results help to shape how the Goodpush Alliance serves and supports the social skateboarding community worldwide, and we also encourage you to use this data to support and position your own organization or research as part of a global movement of skateboarding-for-good.

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Ucanskate session in Chiapas, Mexico. Credit: @belenheimm

Who filled out the survey?

138 social skateboarding projects
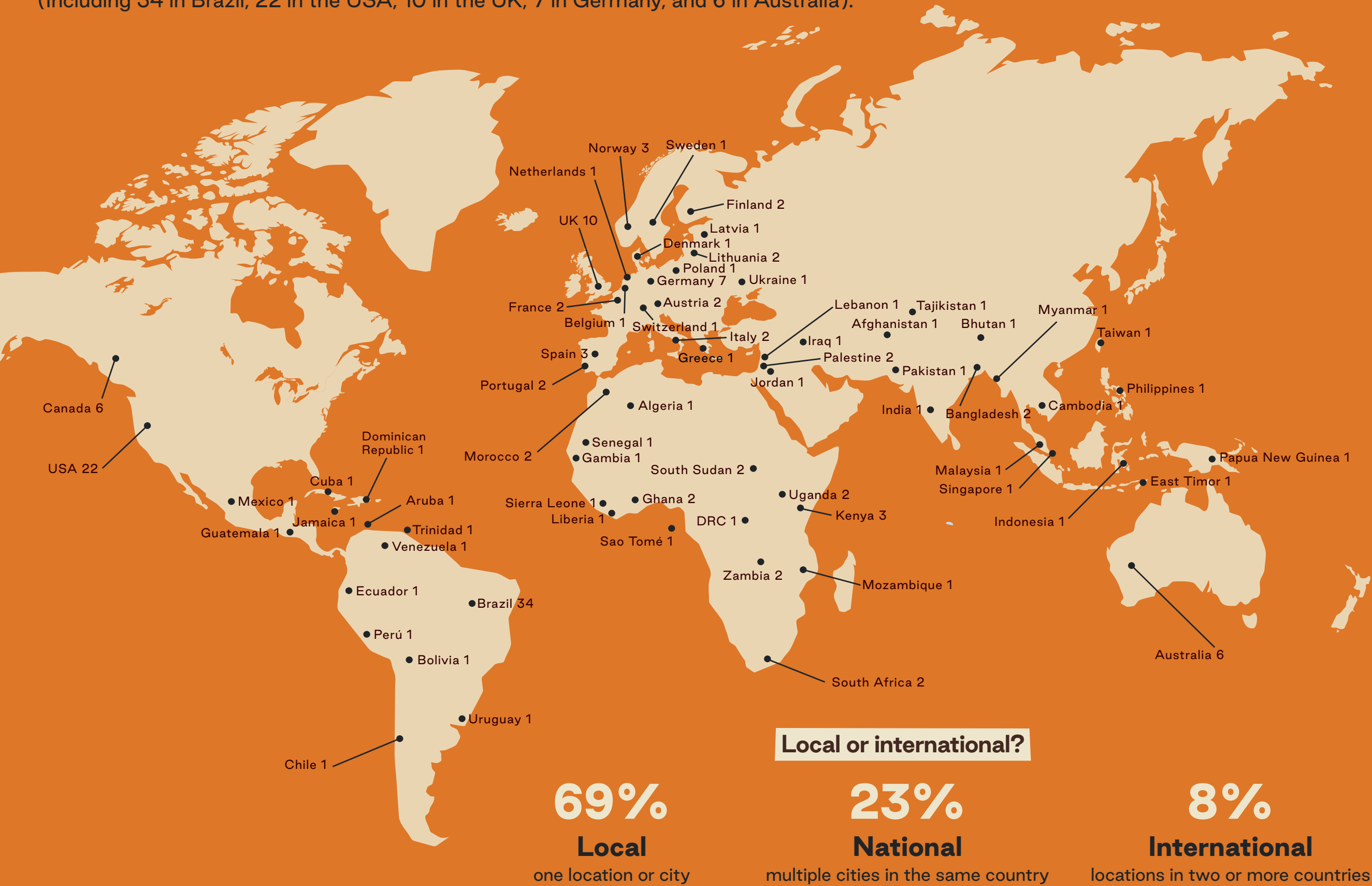
82%

of the respondents are founders, leaders or managers, the other 18% are staff, volunteers, researchers, academics, or board members of the projects.

62%

of the projects that took part in the survey are **registered non-profits,** 14% are in the process of registering, 6% have "Other" legal status or affiliation with existing non-profits, and **18% are not registered.**

Session in Mbale by Dream House Uganda.

Where are the projects based?

The **138** projects that took part in the survey are working across **64** countries worldwide (Including 34 in Brazil, 22 in the USA, 10 in the UK, 7 in Germany, and 6 in Australia).

Norway 3
Sweden 1
Netherlands 1
Finland 2
UK 10
Latvia 1
Denmark 1
Lithuania 2
Poland 1
Germany 7
Ukraine 1
France 2
Austria 2
Lebanon 1
Tajikistan 1
Myanmar 1
Belgium 1
Switzerland 1
Italy 2
Afghanistan 1
Bhutan 1
Taiwan 1
Spain 3
Greece 1
Iraq 1
Palestine 2
Portugal 2
Jordan 1
Pakistan 1
India 1
Bangladesh 2
Cambodia 1
Philippines 1
Algeria 1
Canada 6
Senegal 1
Dominican Republic 1
Gambia 1
South Sudan 2
Malaysia 1
Morocco 2
Singapore 1
Papua New Guinea 1
USA 22
Mexico 1
Cuba 1
Aruba 1
Sierra Leone 1
Ghana 2
Uganda 2
Indonesia 1
East Timor 1
Jamaica 1
Liberia 1
Kenya 3
Guatemala 1
Trinidad 1
DRC 1
Venezuela 1
Sao Tomé 1
Ecuador 1
Brazil 34
Zambia 2
Mozambique 1
Perú 1
Bolivia 1
Australia 6
South Africa 2
Uruguay 1
Chile 1

Local or international?

69%
Local
one location or city

23%
National
multiple cities in the same country

8%
International
locations in two or more countries

Budgets and funding

Annual budgets of projects:

15%
have an annual budget of USD 5,000 or less

17%
have an annual budget of USD 5,000 – 20,000

6%
have an annual budget of USD 20,000 – 50,000.

15%
have an annual budget of USD 50,000 – 200,000

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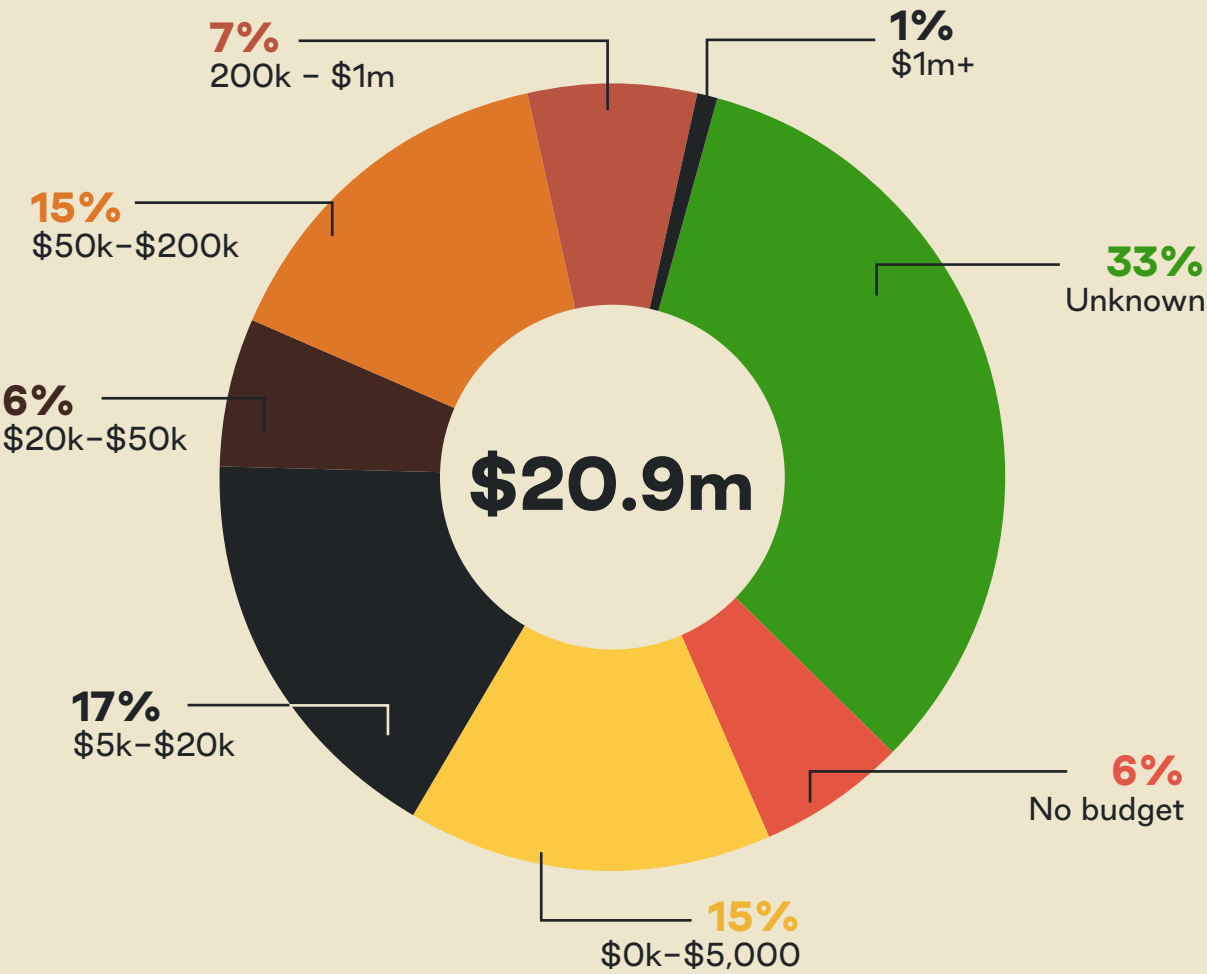
1%
have an annual budget of over 1 million USD.

33%
of the projects stated they do not know the value of their annual budget

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The total combined budget of all 138 projects is

20,908,000 USD

This is the highest combined budget since this annual survey began in 2018 (the previous highest figure was $12,232,500 in 2023 for 134 projects). This is also the first time that the survey has collected actual budget amounts from each surveyed project, rather than offering a multiple choice budget range to choose from.

Annual budget of skate projects worldwide

7% 200k – $1m

1% $1m+

15% $50k–$200k

6% $20k–$50k

17% $5k–$20k

$20.9m

33% Unknown

6% No budget

15% $0k–$5,000

What percentage of projects have the following sources of funding?

53%
In-kind donations (i.e., skateboards, helmets)

38%
Self-funded

38%
Foundations

41%
Private donors

36%
Online campaigns and fundraising

36%
Events

34%
Corporate/business donations

22%
Social enterprise

23%
Government funding

Some projects also mentioned charging membership fees or being paid to run events or skate classes.

Kovalam Skateclub session by SISP in India.

How are the projects staffed?

Total number of staff and volunteers

1598

51%
Part-time volunteers

17%
Full-time paid staff

19%
Part-time paid staff

13%
Full-time volunteers
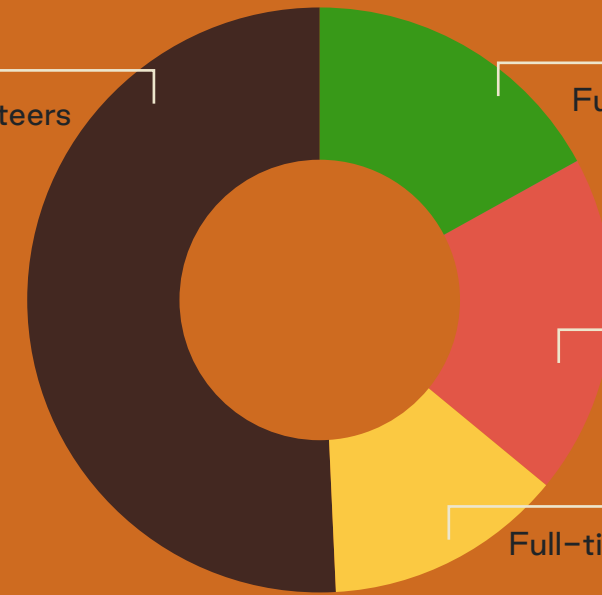
41%
have full-time paid staff

49%
have part-time paid staff

40%
have full-time volunteers

67%
have part-time volunteers

42%
identify as women

33%
are people of color

11%
are LGBTQIA2S+
(although this data is often
not known or collected)

34%
have 5 or more women
team members

2%
are people with a disability

80%
of projects have at least
one woman as staff

54%
of projects have at least one
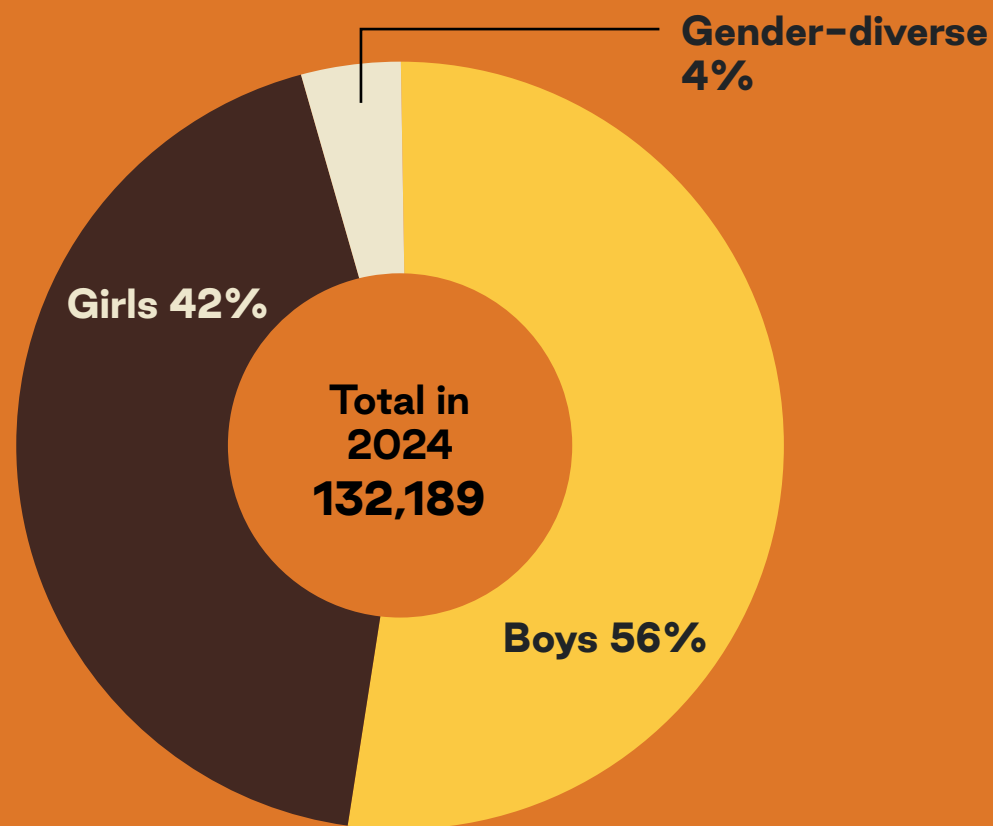person of color as staff

43%
of projects have LGBTQIA2S+ staff
members (if known/documented)

13%
of projects have people
with disabilities as staff
[down from 21% in 2023]

Who are the project participants?

Gender–diverse
4%

Girls 42%

Total in
2024
132,189

Boys 56%

- **132,189** participants were reached by the combined projects in 2024, including 56% boys / men, 42% girls / women, and 4% gender–diverse people.

- **40%** of projects said that the majority of their **participants were disadvantaged or marginalized.**

- 1% of participants were people with disabilities, 8% were displaced / refugees, and 4% were members of the LGBTQIA2S+ community.*

*Only half of projects are tracking participant data related to the inclusion of people with disabilities, displaced people, and people from the LGBTQIA2S+ community. This means that these figures likely do not adequately represent the number of participants from those communities.

What percentage of projects work with the following participant groups?

Children and youth (under 25) 91%

Girls and women 68%

Existing skateboarding community 57%

People of color 56%

Adults (over 25) 49%

Children with disabilities 42%

LGBTQIA2S+ community 41%

Migrants and refugees 38%

Note: The number of combined participants reached is much higher than previous surveys because this is the first time that our survey asked for annual rather than weekly participation figures. For example, the 2023 survey reported 14,354 participants per week.

Creative session at Project Elimu in Kenya.

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

Poverty 81%

Social marginalization / discrimination 73%

Living in particularly vulnerable areas 70%

Violence / abuse 65%

Substance abuse 45%

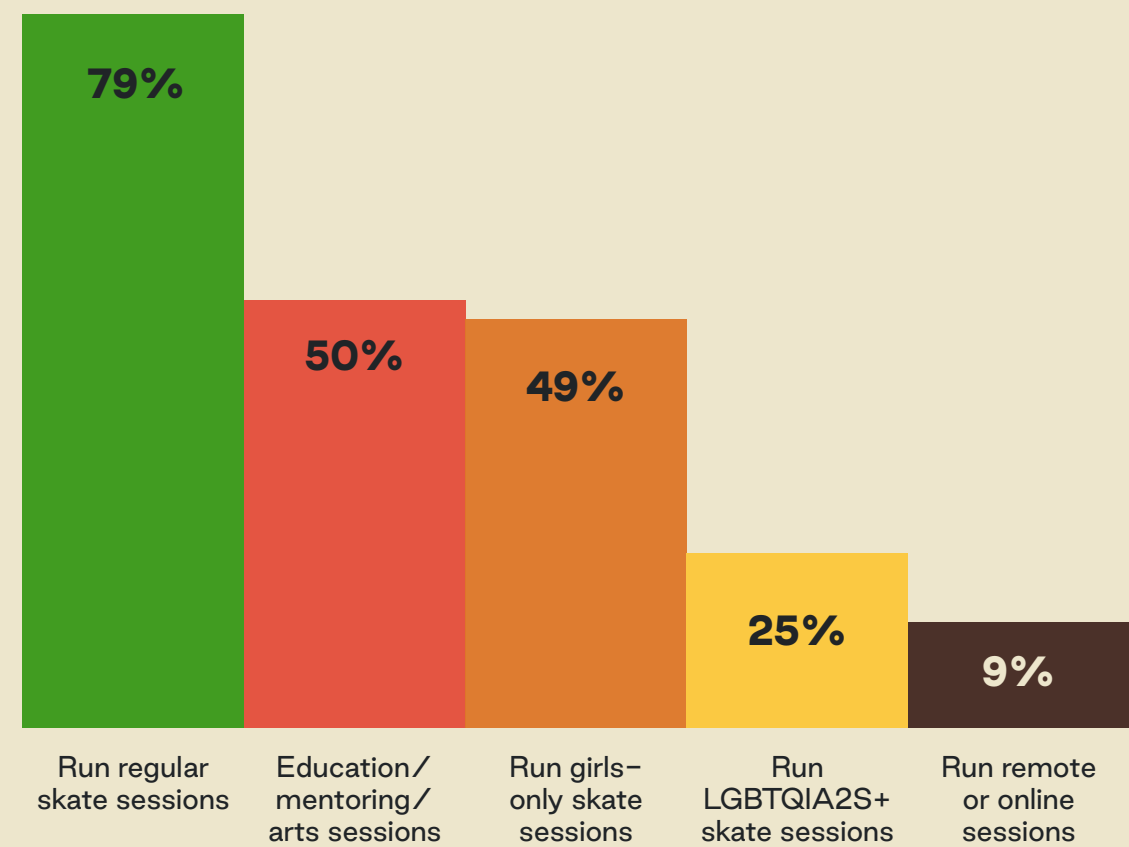Barriers to Education 45%

Displacement (i.e. refugees) 40%

War 24%

Prison / detainment 22%

These figures are largely consistent with the 2023 results. "Barriers to Education" was re-added as an answer option in the 2024 survey, last appearing in the 2019 survey. This has decreased from 60% of projects selecting it in 2019 to 45% in 2024.

Afghan Girls Skate Team in Saskatoon, Canada.

What programs do the social skate projects offer each week?

Bar chart: Program types and frequency
- 79% Run regular skate sessions
- 50% Education/mentoring/arts sessions
- 49% Run girls-only skate sessions
- 25% Run LGBTQIA2S+ skate sessions
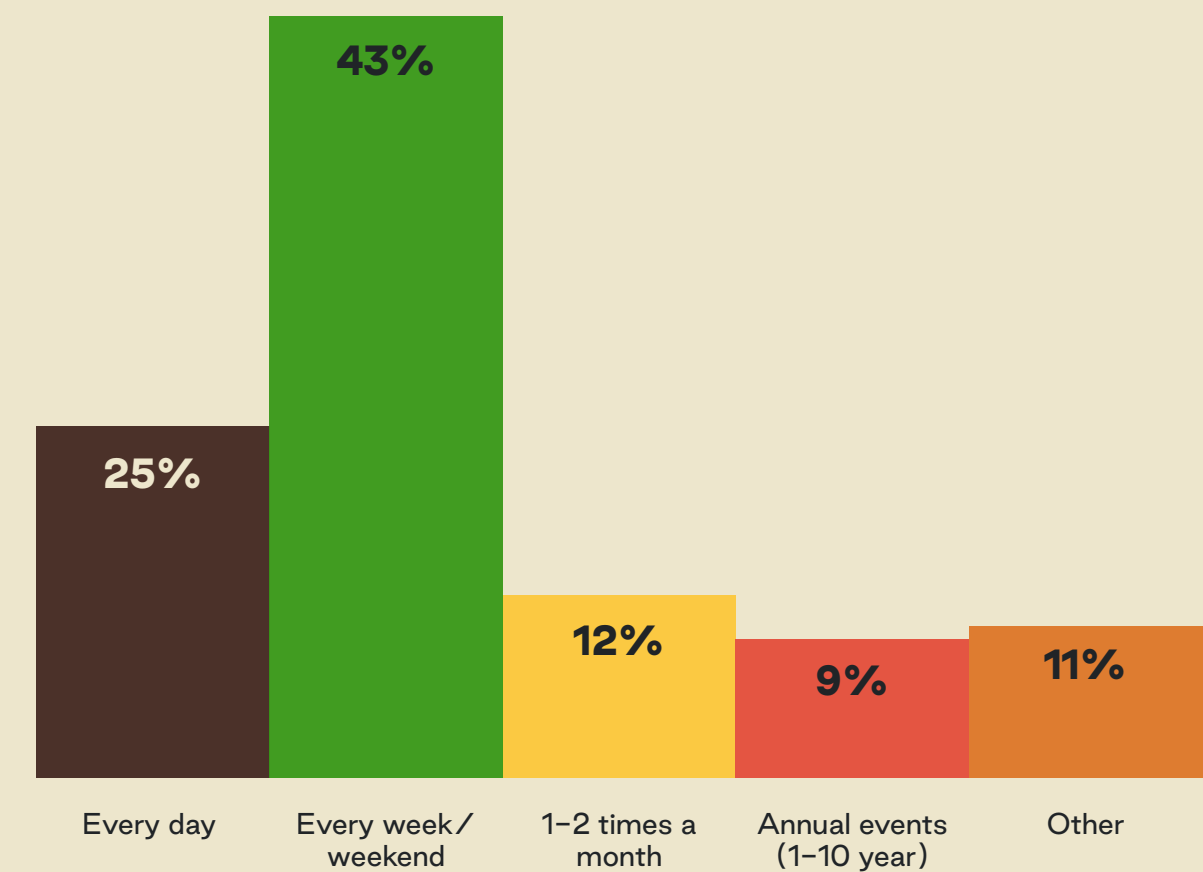- 9% Run remote or online sessions

These results align with the trends we saw last year with rises across the board. The only exception is a 3% decrease in projects offering LGBTQIA2S+ sessions, however there were still significantly more projects offering these sessions in 2024 compared to only 8% of surveyed projects in 2021.

Many respondents also stated that they didn't offer regular/weekly programs but instead focused on ie. events, skate camps during summer or school holidays, equipment distribution, creative workshops, lectures, therapy, other sports, and exhibitions.

How frequently do the projects run programs?

- **25%** run every day
- **43%** run every week or weekend
- **12%** run 1–2 times per month
- **9%** run annual events (1 to 10 per year)
- The **11%** of projects that responded with 'Other' stated that they run seasonal programs during school holidays, run regular programs 2–5 days per week, or focus on resource development.
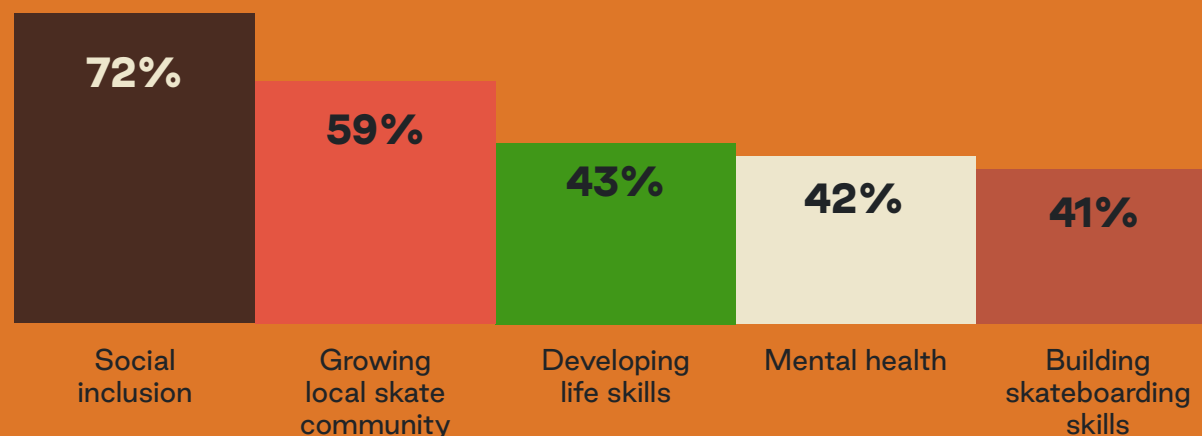

Bar chart: How frequently do the projects run programs
- 25% Every day
- 43% Every week/weekend
- 12% 1–2 times a month
- 9% Annual events (1–10 year)
- 11% Other

1545 skateboarding or educational sessions were hosted every week around the world in 2024

On average, projects had 28 participants per session/activity, with one staff/volunteer for every 8 participants.
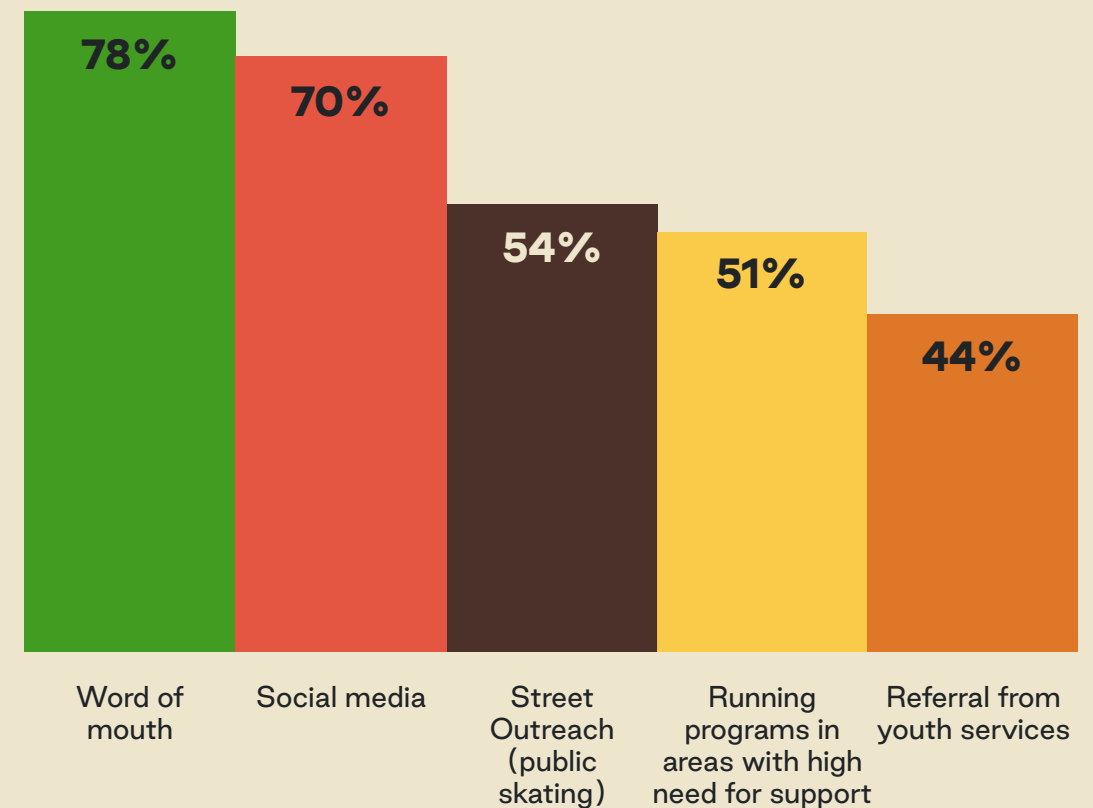
What are the main aims of the projects?

- **The top 10 aims are:**
- – Social inclusion → **72%** of projects
- – Growing the local skate community → **59%**
- – Developing life skills → **43%**
- – Mental health → **42%**
- – Building skateboarding skills → **41%**
- – Building confidence → **37%**
- – Gender equity → **35%**
- – Physical health → **26%**
- – Formal education → **20%**
- – Informal education → **18%**

- – Other aims in 2024 included: anti-racism (17%); building skateparks (16%); queer and trans inclusion (14%); providing opportunities for youth with disabilities (11%); leadership development (11%); conflict resolution (7%); vocational training (4%); and climate action (2% — added as an option for the first time in 2024).

- – A note on year-on-year comparison: This survey's percentages are overall much lower for this question than in previous surveys because the 2024 version introduced a 5-response-limit on the form for the first time (in the past, respondents were asked to select their five top aims but often selected more than five options).

Top 5 aims of social skate projects

| 72% | 59% | 43% | 42% | 41% |
| Social inclusion | Growing local skate community | Developing life skills | Mental health | Building skateboarding skills |

Top 5 methods and referrals used to reach participants

| 78% | 70% | 54% | 51% | 44% |
| Word of mouth | Social media | Street Outreach (public skating) | Running programs in areas with high need for support | Referral from youth services |

Methods and referrals to reach participants

- – Word of mouth → 78% of projects
- – Social media → 70%
- – Outreach (public skating) → 54% [down from 65% in 2023]
- – Running programs in areas with a high need for support → 51%
- – Referral from schools/teachers → 44%
- – Printed posters and flyers → 42%
- – Referral from youth groups/NGOs → 35%
- – Referral from community leaders → 32%
- – Referral from youth services → 28% [down from 46% in 2023]
- – Referral from counseling services → 12%
- – Referral from shelters → 9%
- – Internal displacement/refugee camps → 8% [down from 13% in 2023]
- – Referral from police → 2% [down from 7% in 2023]

Youth and women in leadership

The 2024 figures show a continued focus across the board on youth leadership and the involvement of women and girls as team members.

63%
of the projects have youth participants regularly volunteering to help run activities

48%
of the projects offer leadership opportunities, such as training, to their youth participants.

27%
of projects employ youth participants as staff members

Volunteering

Taking leadership trainings

Staff members

In around 46% of projects, women and girls also volunteered, completed leadership training, and/or worked as staff members.

What policies, documentation and systems do the projects have?

In the 2024 survey, we see significant decreases across the board for all the systems, policies, and documentation tracked, compared to 2023 — however the 2023 figures for this question were all historically high and perhaps an anomaly.

58%
of projects have interactions with parents and guardians (down from 78% in 2023)

44%
have a program model/curriculum in place (down from 66% in 2023)

47%
have a documented child protection policy (down from 61% in 2023)

42%
have an induction or refresher training for volunteers and staff (down from 57% in 2023)

48%
have a documented code of conduct (down from 54% in 2022)

20%
have a referral system for participants with needs exceeding their scope (down from 28% in 2023)

AYNI project in Bolivia.

How do projects rate their capacities in the following areas?

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

17% of projects rate their system as 'excellent', 30% as 'good', 32% as 'basic', with the remaining 21% selecting 'none' or not providing an answer to the question.

- **Curriculum for skateboarding classes:**

19% of projects rate their system as 'excellent', 30% as 'good', 33% as 'basic', with the remaining 18% selecting 'none' or not providing an answer to the question.

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

12% of projects rate their system as 'excellent', 25% as 'good', 25% as 'basic', with the remaining 38% selecting 'none' or not providing an answer to the question.

- **Child protection policy and training:**

14% of projects rate their system as 'excellent', 25% as 'good', 33% as 'basic', with the remaining 28% selecting 'none' or not providing an answer to the question.

- **Monitoring and evaluation system:**

11% of projects rate their system as 'excellent', 23% as 'good', 48% as 'basic', with the remaining 21% selecting 'none' or not providing an answer to the question.

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

21% of projects rate their system as 'excellent', 41% as 'good', 23% as 'basic', with the remaining 15% selecting 'none' or not providing an answer to the question.
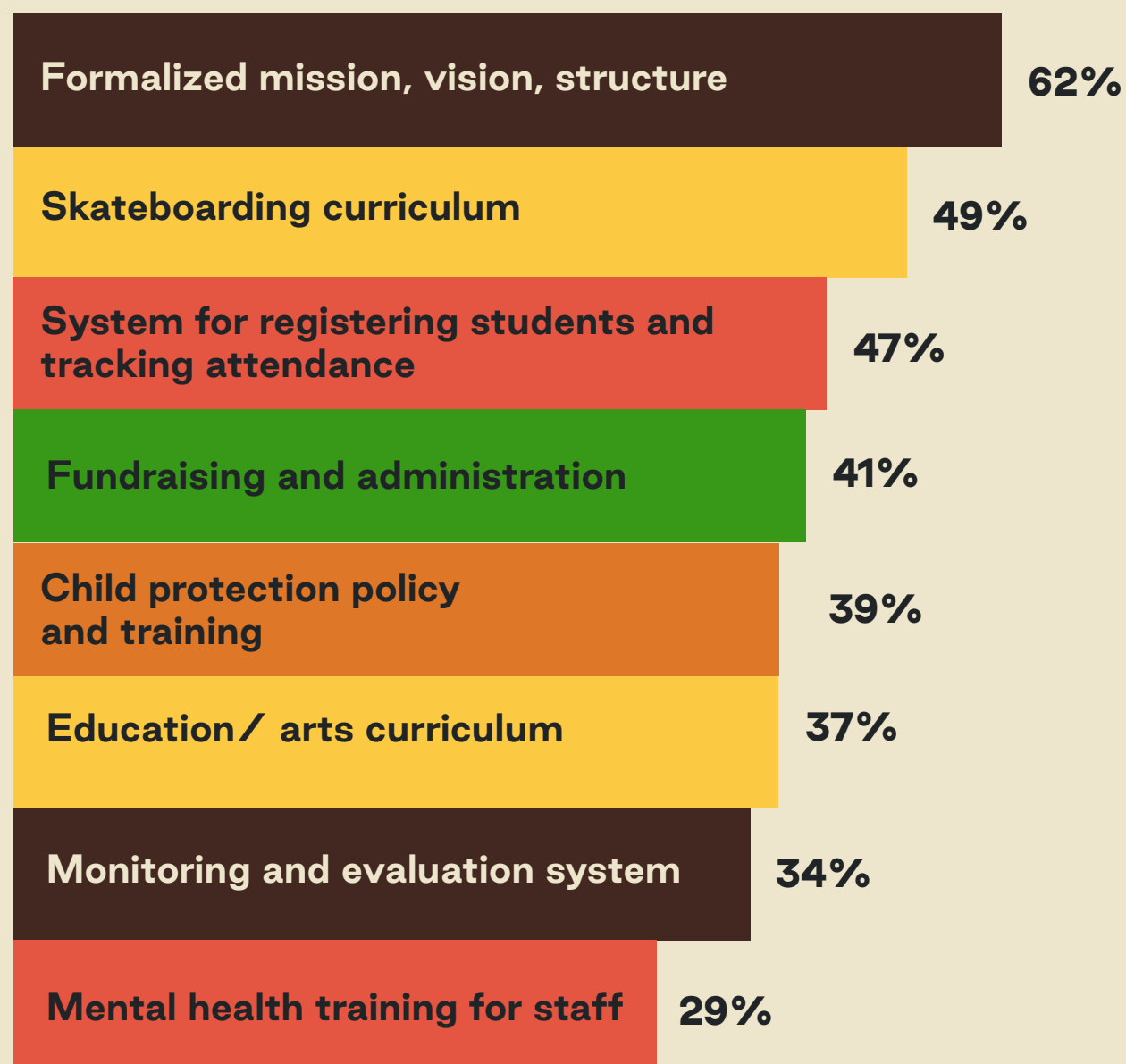
- **Fundraising and administration:**

7% of projects rate their system as 'excellent', 34% as 'good', 42% as 'basic', with the remaining 17% selecting 'none' or not providing an answer to the question.

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

6% of projects rate their system as 'excellent', 23% as 'good', 32% as 'basic', with the remaining 39% selecting 'none' or not providing an answer to the question.

% of projects that rated themselves as "excellent" or "good" in these areas
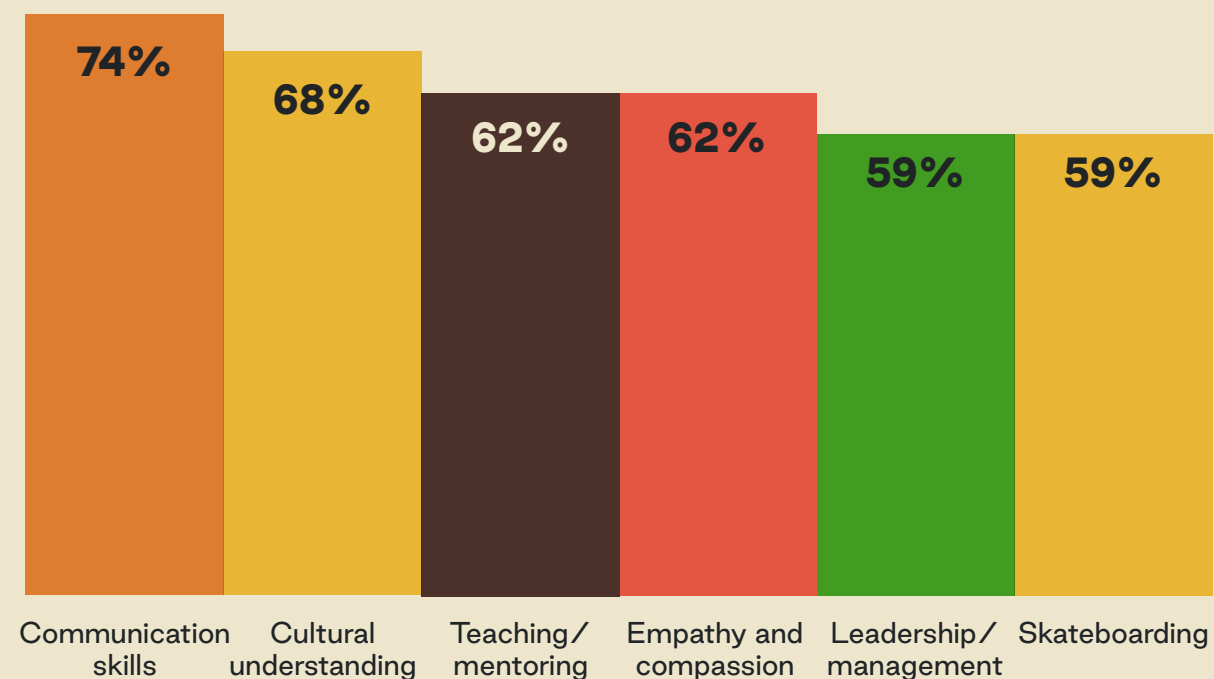
Area	%
Formalized mission, vision, structure	62%
Skateboarding curriculum	49%
System for registering students and tracking attendance	47%
Fundraising and administration	41%
Child protection policy and training	39%
Education/ arts curriculum	37%
Monitoring and evaluation system	34%
Mental health training for staff	29%

DIY build by Hera Skate
in Berlin, Germany.

What are the top skills and areas for growth?

**The most important skills for the projects are:**

- Communication skills → **74% of projects**
- Cultural understanding and respect → **68%**
- Teaching/mentoring → **62%**
- Empathy/compassion → **62%**
- Leadership/management skills → **59%**
- Skateboarding → **59%**
- Marketing/fundraising → **37%**
- Research and/or monitoring & evaluation skills → **25%**
- Finance → **19%**
- Reporting → **16%**

"Skateboarding" has consistently been selected as the most important skill in this annual survey from 2018–2022. In 2023, it fell from spot number one to number five, and in 2024 it just barely made the top 5 skills list, tying with "Leadership/management skills".

74%	68%	62%	62%	59%	59%
Communication skills	Cultural understanding	Teaching/mentoring	Empathy and compassion	Leadership/management	Skateboarding

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

- Marketing and fundraising → **54%**
- Youth leadership/volunteer program → **48%**
- Community outreach and relations → **43%**
- Skatepark construction and maintenance → **36%**
- Managing trauma/abuse/mental health concerns → **34%**
- Measuring impact and reporting to donors → **33%**
- Program design for skateboarding classes → **33%**
- Organizational governance and staff development → **29%**
- Inclusion of disenfranchised youth → **28%**
- Managing finances → **25%**
- Program design for arts/informal education classes → **23%**
- Child protection → **23%**
- Anti-racism → **16%**

54%	48%	43%	36%	34%
Marketing and fundraising	Youth Leadership	Community outreach and relations	Skatepark construction and maintenance	Managing trauma/abuse/mental health concerns
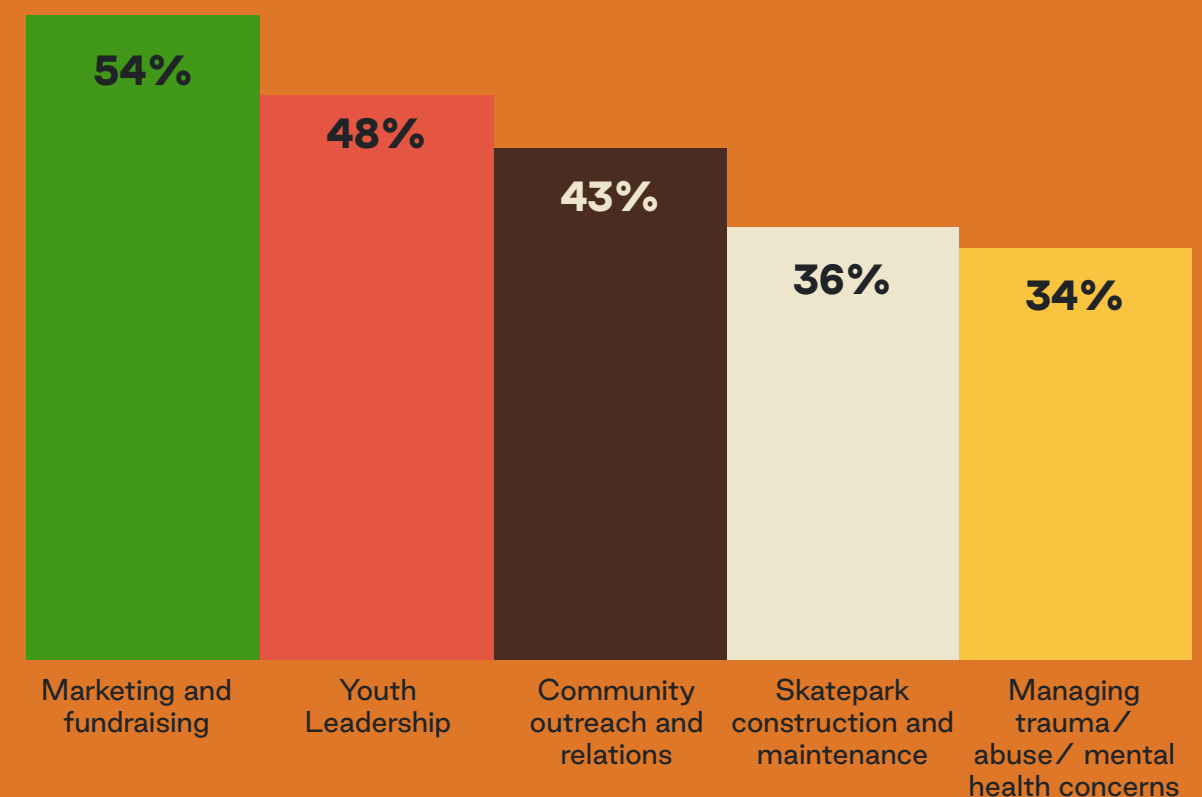
How many skateboarding-related injuries did projects have?

- The 2024 survey included a question for the first time about: the frequency of skateboarding-related injuries during their activities in 2024 which required professional medical help or a hospital visit (127 projects responded).

- Only **2%** of projects had more than 5 injuries in 2024.

  - **0 injuries → 51% of projects**
  - 1–5 injuries → 46%
  - 6–10 injuries → 2%
  - 11+ injuries → 0%

How connected is the global community of social skateboarding projects?

- When asked if projects have connected with other social skate projects worldwide: 80% answered 'yes' and 20% answered 'no'.

- Projects that were frequently connected with: Respect is Rad, Confederação Brasileira de Skate, Skatesencia, ONG Social Skate, 2 Das Minas, Skate Like a Girl, WeSkateMongu, Make Life Skate Life, Concrete Jungle Foundation, Keep Rolling CIC, Ben Raemers Foundation, Goodpush/Skateistan, Free Movement Skateboarding

- Many projects based in Brazil mentioned that they are well connected through their regional Whatsapp group, but that they only have connections within Brazil and particularly close connections with projects based in the same area.

- Quite a few respondents mentioned that, due to time and staff constraints, they are not currently connected with other projects as they have to focus their efforts on their day-to-day activities of programs and running the project/organization.

Skate Gal Club visit to South Africa, organized by Surf Ghana.

Shredding during a session by Bangladesh Street Kids Aid.

How have projects benefited from the Goodpush resources?

78%

of projects said that the Goodpush webinars, events and online platforms helped them to feel more connected with the global social skateboarding community.

57%

of projects said they used the Goodpush resources, webinars or events to gain new knowledge or skills to make positive changes within their social skateboarding project in 2024.

Positive changes made because of Goodpush support mentioned were: writing successful grant applications; more connections with wider skateboarding community; new partnerships; more inclusive programs (ie. gender, disability, antiracist); improved curriculum; improved impact measurement and communications; resources/ templates used for training and programs; investment in organizational capacity.

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

42%

of projects said they used the Goodpush resources to run programs that improve the wellbeing and mental health of participants

47%

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

43%

of projects said they used the Goodpush resources to run educational and/or life skills programming

2024 ROLL Models Leadership Camp in Paris, France.

Measuring our Collective Impact Participant Feedback

A new section with seven optional questions was added to the 2024 survey, in order to begin collecting shared participant-level data based on the Goodpush Collective Theory of Change (TOC) for social skateboarding, developed by 50 organizations worldwide in 2024.

The Goodpush Collective TOC recognizes that while social skateboarding projects each operate in their own unique contexts, many projects share common goals and themes. The TOC highlights three main themes that resonate across various social skateboarding initiatives — Education, Inclusion, and Health — as well as a higher-level "capacity strengthening" theme. Not every project addresses all of these themes, but the TOC provides a framework so that the global social skate community can better collaborate to create positive change through skateboarding together.

Collective Theory of Change for Social Skateboarding

Themes

Outcome Pathways

Skateboarding for Education

If... young people have increased access to formal/informal educational opportunities ➡ Then... they acquire self-esteem and life skills that improve their retention in informal/formal training and educational programmes ➡ Then finally... youth are empowered and enabled to improve their lives and wellbeing, as well as that of their families

Skateboarding for Inclusion

If... young people have increased access to inclusive, safe skateboarding activities ➡ Then... their social networks expand, and tolerance and trust between people from different backgrounds & communities increases ➡ Then finally... young people develop a sense of belonging, social connectedness, and equitable access to opportunities

Skateboarding for Health

If... young people share fun, positive skateboarding experiences and increased social interactions ➡ Then... their confidence, sense of community, and physical/mental health improve ➡ Then finally... young people's involvement in skateboarding encourages sustained physical activity and a healthy lifestyle long-term

Capacity Strengthening

If... the Goodpush Alliance facilitates the creation and sharing of open-source training and resources specific to social skateboarding ➡ Then... individuals and organizations increase their skills/knowledge on implementing and monitoring the impact of skateboarding-related programs ➡ Then finally... social skateboarding organisations globally are well-resourced, trained, empowered and aligned to deliver high-quality and impactful interventions

Collective Impact

An inclusive, healthy, and thriving community of skateboarders making a better world.

Which of the four themes do the surveyed projects focus on directly?

Inclusion

79

Projects

Health

67

Projects

Education

63

Projects

Capacity

61

Projects

The questions on this page cover six of the common benefits (indicators) that social skateboarding projects aim to provide to their participants. Questions about these six impact indicators are already being asked in participant surveys by many social skateboarding projects, however survey respondents were also provided with a short participant survey template that they could use, if needed.

Respondents were asked to only answer questions which they had collected participant data for in 2024 (including impact data that was similar but used different wording). Below are the weighted averages for each question, using the number of annual participants per project as weights. The number of projects that responded for each question is also included to give insight into which impact data is most often measured.

Safe Spaces

94% of project participants reported that they feel safe during programs/activities (71 responses).

Fun

91% of project participants reported having a fun/ positive experience during programs/activities (79 responses).

Friendship

91% of project participants reported having more friendships as a result of joining programs/activities (69 responses).

Confidence

85% of project participants reported an increase in confidence/ self-esteem since joining programs/ activities (70 responses).

Skills

79% of project participants reported that they learned useful new skills in programs/activities (73 responses).

Health

77% of project participants reported that they are more likely to continue skateboarding and/or doing sports in the future as a result of participating in programs/activities (64 responses).

2DasMinas (Brazil)

Skatesencia (Germany)

Dream House Uganda

Girlskate Nairobi (Kenya)

Just Childhood (Lebanon)

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 2024 survey!

2024 Survey Contributors

Aasb

Advocate Skateworks

Affinity Skateboarding

Além do Skate

Algeria Skate

Artplus Organization

Asd enjoy more

Associação Cini Skate Social

Associação de Cultura, Esporte e Lazer Movimenta Brasil

Associação Escola Skate Bob

Associação Natividade – Incentivo ao Esporte, Cultura e Lazer

Associação Vicentina de Esportes Radicais (AVERA)

Project Elimu

AYNI Skate Project

Bangladesh Street Kids Aid (BSKA)

Beginner Bumps

Boarders Not Borders

Bruto Fruto Skate Empodera

Canberra Skateboarding Association

Centre for Women and Youth Empowerment

Coletivo Adelante

College Skateboarding Educational Foundation

Comité Nacional de Skateboard Uruguay

Commune DIY

Companhia do Skate

Concrete Jungle Foundation

Cultura Skateboard

Déficit

Diaby

Dom Domskateboarding e.V.

Dream House Uganda

Eagle Rock School Skateboard Program

Eau Claire Skateboarders Association

Engorile Skateboarding

Escolinha de Skate Art & Vida

Escolinha de Skate Social

SkateQilya

Exposure Skate

First Push Syndicate/Get On Board

Free Movement Skateboarding

Friday Skate Club

Gal Skate

Galapagos Skateboarding Club

Girls Skate South Africa & JHB Skate Club

GirlSkate Nairobi

Harold Hunter Foundation

Heelside Skate Club

Helride Collective ry

Hera Skate e.V

HIGH FIVE e.V.

House of Skate Foundation Aruba

Instituto Jiquitaia

Invasao Skateboarding

Just.Childhood

Keep Rolling Project

Launch: Community Through Skateboarding

Les Femmes à Rouli Roulettes

Look Back Library

Louveira Skate Club

Minas Skate Crew

MisterSocialSkate

Next Up Associação Educacional de Skate

North Shore Skatepark

ONG Skate Salva

PÉ NA TÁBUA/ SKATCHÊ É TRI

Pelo Reino Pela Rua

Ponta do Skate

Project Lifelong

Projeto Base Dois Skate Social

Projeto Blessday

Projeto Geração Radical / Comunidade em Ação

Projeto SKARTE

Projeto Skaterapia

Projeto Talento Cidadania e Projeto Estacao Juventude

Proyecto Skate Social

Push Forward

Push To Heal

Pushing Ahead

Queer Skate Toronto

Respect is Rad / Consent is Rad

Right to Skate

Rollbrettworkshop / Drop In Ride Out

Salad days of skateboarding

SAN SKATE (SuTrA e.V.)

School of Skateboarding

Seven Hills

She Sk8s Townsville

Shred.Co

Siargao Island Skate Project (SISP)

SIT'N'SKATE

Sk8 m8tes

Skaid

Skate After School

Skate e Educação (Maputo Skate)

Skate Colaborativo

Skate Hub Vilnius

Skate Like a Girl

Skate Nas Escolas / Associação Forquilhense dos Atletas Amadores

Skate no Futuro / Associação de Skatistas Cocal do Sul

Skate Nottingham CIC

Skate Southampton

Skate Therapy

Skate Ukraine

Skate_girls_strasbourg

Skateboard Club Vienna

Skateboardhere.com

Skateboarding Papua New Guinea

Skateboarding Solwezi

Skateducate

Skateistan Afghanistan

Skateistan Cambodia

Skateistan gGmbH

Skateistan South Africa

SkatePal

Skatesencia

Skatoria Asbl

SOA Paris

Sociais Vida no Skate

Space Invaders

Square State Skate

Super Skate Posse

Surf Sisters

SurfGhana

The Lodge Indoor Skatepark

The Skateboard Library

Timor Skate

Torit Teenagers Skateboarding project

TRL – Tyttörullalautailijat ry

Tubarão skate kids

Tutifruti

Tytöt Shreddaa

Ucanskate

Ungdom og Fritid Bærum kommune

VASE (Vernon Association for Skateboard Enthusiasts)

WallRide PT

WeSkate Mongu

Winnipeg Skateboard Coalition inc