MAKING A DIFFERENCE

Close to 1,600 youth from 19 countries responded to a survey in spring 2017 about their experiences participating in The Clubhouse Network. Survey responses reveal the multiple ways that youth around the world have benefited as a result of their Clubhouse experience:

- **91%** are committed to doing well in school and try harder at school.
- **94%** believe that continuing their education after high school is important.
- **76%** of boys and **74%** of girls report that their Clubhouse experience has increased their interest in studying STEM.
- **94%** are more optimistic about their future and are more confident that they have the personal skills to be successful in their future career.
- **91%** are better at following a project through from start to finish, an essential skill for success in school and the workplace.
- **93%** find their Clubhouse as a fun, friendly place to be where they feel accepted and like they belong.
- **95%** feel accepted by the adults at the Clubhouse.
- **88%** have a better understanding of people from different backgrounds.

An External Study by Inverness Research - October 2017

In May 2017, Inverness Research conducted an online survey of youth involved at Clubhouses around the world. This summary presents findings with supportive evidence based on the data analysis.
**ABOUT CLUBHOUSE MEMBERS WHO ANSWERED THE SURVEY**

Youth at every Clubhouse around the world were invited to participate in the survey when they visited The Clubhouse over a one-month period in spring of 2017. A total of 1,563 youth from 80 Clubhouses and representing 19 countries completed surveys.

There was wide variation in numbers of youth responding by site. The map below illustrates the geographical distribution of the Clubhouses around the world, and the size of the bubbles is proportional to the number of surveys submitted from each site.

More males responded to the survey (57%) than females (40%). Ages ranged from 7 to 23 years old\(^1\), with a median age of 14. The majority of youth who responded to the survey were over 13 years old.

**Breakdown of Survey Respondents by Gender and Age**

\(^1\) Clubhouses primarily serve youth 10-18 years old. However, some Clubhouses have members outside that age range and a very small percentage of them (less than 2%) completed the survey.
FINDINGS AND SUPPORTING EVIDENCE

The Clubhouse experience leads youth to think more positively and more ambitiously about their futures.

The Clubhouse has a positive impact on youth’s attitudes about school, about furthering their education, and about studying STEM.

Attitudes about School

As a result of their experiences at The Clubhouse, a large majority of Clubhouse members:

- care more about doing well in school (91%)
- try harder to do their best at school (91%)
- are more successful in school (87%)
- are better at finding ways to overcome problems or challenges (87%)
- spend more time on homework (85%).

In addition, 70% of members say that they like school more because of their Clubhouse experience. When the data is broken out by gender, the responses are still very positive.

Contribution of Clubhouse to Members’ Attitudes and Thoughts about School – Gender Comparison

NOTE: Percentages represent combined responses of “agree” and “strongly agree.”

“It is a great opportunity to get to learn new things that are helpful and fun, and to be motivated and to spend time in a positive place.”
A decline in school engagement might be expected as youth get older, in particular among disenfranchised youth. However, this is not so at the Clubhouse. **Clubhouse members’ engagement actually increases with age, and all age groups report trying harder at school, caring more about doing well in school, feeling like they are more successful in school, and spending more time on homework.**

### Contribution of Clubhouse to Attitudes and Thoughts about School – Age Group Comparison

#### Attitudes about Graduating from High School and Continuing Education after High School

Ninety-five percent of Clubhouse members report that it is important to them to graduate from high school. Of those, almost three-quarters credit their Clubhouse experience as influencing their commitment to graduate from high school.

#### The high school graduation rate for low-income students in the U.S. is 76%.

**U.S. Department of Education, EDFacts/Consolidated State Performance Reports, 2015**

For a majority of Clubhouse youth, graduation from high school is not the end goal. **Ninety-four percent of Clubhouse members want to continue their education after high school, and three-quarters say their Clubhouse experience has influenced their decision to do so.**
Clubhouse members have different plans for furthering their education after high school. More than two-thirds want to go to a 4-year college or university (69%). An additional 14% plan to attend a 2-year college or community college. And the remaining 16% plan to attend an on-the-job training program, a trade school, or another type of job-training program.

In 2016, 36% of 25 to 29-year-olds in the U.S. had earned a bachelor’s degree. 

*The Condition of Education 2017 (NCES 2017-144)*

**Interest in Studying STEM**

More than three-quarters of Clubhouse members are interested in studying STEM in the future, and 74% of them point to The Clubhouse as being influential in their thinking.

These findings are consistent across gender. Eighty-two percent of boys and 69% of girls who responded to the survey say they are interested in studying some aspect of science, technology, engineering, or mathematics. This is a significant departure from national trends where there is still great disparity between the percentage of women and men earning bachelor’s degrees in engineering, computer science, or physics. Importantly, 76% of boys and 74% of girls report that their Clubhouse experience has increased their interest in studying STEM.

**Contribution of Clubhouse to Attitudes about Graduating High School, Continuing Education, and Interest in Study STEM – Gender Comparison**

<table>
<thead>
<tr>
<th>Attitudes</th>
<th>Boys</th>
<th>Girls</th>
</tr>
</thead>
<tbody>
<tr>
<td>... has increased their commitment to high school</td>
<td>73%</td>
<td>74%</td>
</tr>
<tr>
<td>... has increased their commitment about continuing their education after high school</td>
<td>74%</td>
<td>77%</td>
</tr>
<tr>
<td>... has increased their interest in studying some aspect of Science, Technology, Engineering, or Math in the future</td>
<td>76%</td>
<td>74%</td>
</tr>
</tbody>
</table>

NOTE: Percentages represent combined responses of “increased some” and “increased a lot.”
The impact of The Clubhouse on attitudes about graduating high school, continuing education, and studying STEM increases with members’ age. Sixty-eight percent of Clubhouse members age 12 or younger say their Clubhouse experience has increased their commitment to high school, compared to 73% of 13 to 15-year-olds and 77% of members 16 or older. Two-thirds of members age 12 or younger say the Clubhouse has increased their commitment to continuing their education after high school, compared to three-fourths of 13 to 15-year-olds and 82% of those 16 or older. And 73% of members 12 or younger say the Clubhouse has increased their interest in studying some aspect of STEM in the future, compared to 74% of 13 to 15-year-olds, and 77% of those age 16 or older.

Optimism and Preparedness for the Future

Youth believe they are learning skills at The Clubhouse that will be useful in their future career (91%). Because of their Clubhouse experience, youth feel more optimistic about their future and believe they are gaining the skills they will need to be successful. They agree or strongly agree with the following statements:

- I am more optimistic about my future. (94%)
- I am more confident that I will have the personal skills to be successful in my future career. (94%)
- I have high goals and expectations for myself. (93%)
- I will be able to get the job I want. (92%)
- I will have the technical/computer skills to be successful in my future career. (90%)

The Clubhouse enhances members’ desire to contribute and give back to the community.

Another important influence of The Clubhouse is on members’ desire to help others at their Clubhouse and in their local community. The graph on the following page illustrates the many ways members are motivated to give back, including that they are more interested in working on projects that help make the world a better place (92%), they like teaching and helping other youth at The Clubhouse (85%), and they are more interested in contributing to their local community (84%).
Clubhouse members are acquiring knowledge and skills in many important domains.

Clubhouse members are learning content and gaining skills in science and technology and many other areas.

The Clubhouse offers a wide range of experiences for youth to build their knowledge and skills. In addition to the many activities related to science and technology (e.g., engineering, coding, robotics), there are opportunities to learn and increase their abilities in other areas: writing, arts and crafts, photography, etc. The majority of youth say their experience at The Clubhouse has contributed to their knowledge and skills in all of these areas.

### Contribution of The Clubhouse to Members' Skills and Knowledge

<table>
<thead>
<tr>
<th>Activity</th>
<th>Graphic Design</th>
<th>Coding</th>
<th>3D</th>
<th>64%</th>
<th>62%</th>
<th>61%</th>
<th>56%</th>
<th>56%</th>
</tr>
</thead>
<tbody>
<tr>
<td>Graphic Design</td>
<td>75%</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Arts and Crafts</td>
<td>73%</td>
<td>3D</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Photography</td>
<td>73%</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Video and Animation</td>
<td>71%</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Audio</td>
<td>71%</td>
<td></td>
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</tr>
</tbody>
</table>

Percentages show youth who responded “helped me learn a little bit about this,” “helped me become good at this,” or “helped me become really good at this.”

In addition, in areas that are often stereotyped by gender and traditionally characterized by a gender gap—robotics, engineering, and coding—the data, as illustrated in the graph on the following page, show that at least half of the girls responding to the survey are engaged in these activities.
Contribution of The Clubhouse to Members’ Skills and Knowledge – Gender Comparison

Technical skills and technological proficiency are becoming essentials in the modern workplace, and The Clubhouse provides opportunities for members to gain hands-on experiences with technology that inspires and engages them.

An overwhelming majority of Clubhouse members report that they are more confident using technology (90%), have learned to use more technology (89%), better understand how to use technology to make their own projects (88%), and use technology more often (86%) as a result of their Clubhouse experience. The responses are remarkably similar when broken out by gender, as shown in the graph below.

Contribution of The Clubhouse to Members’ Technical Skills – Gender Comparison

NOTE: Percentages represent combined responses of “agree” and “strongly agree.”

“It’s a great place to learn new things. You have incredible freedom to develop your skills and acquire new ones, there are workshops of every kind that are going to interest you, and everyone in the place will be available to help and teach you.”

NOTE: Percentages represent combined responses of “helped me learn a little bit about this,” “helped me become good at this,” and “helped me become really good at this.”
Worldwide, more than 75 million young people are unemployed. But many employers say a lack of skills is the main reason for entry-level vacancies. 


Clubhouse members are building skills that contribute to designing, making, and problem-solving abilities.

Making is an important element in many of the Clubhouses. Members report that they have gained a variety of skills related to making as a result of their Clubhouse experience. Nine out of ten youth agree with the following statements:

- I have more ways to express myself creatively using a variety of media. (91%)
- I am better at following a project through from start to finish, making changes along the way to make it better. (91%)
- I have more skills to design, make, or create projects. (90%)
- I have more skills to help others make things. (90%)

Problem solving, persistence, and passion are key to being successful in school and the workplace. The Clubhouse provides opportunities for members to develop and expand on these attributes.

### Contribution of The Clubhouse to Members’ Problem-Solving Skills

<table>
<thead>
<tr>
<th>Statement</th>
<th>Agree Percentage</th>
</tr>
</thead>
<tbody>
<tr>
<td>I am more able to pursue things that interest me, learning new skills along the way.</td>
<td>80%</td>
</tr>
<tr>
<td>I am learning to experiment, try things out, and solve problems through trial and error.</td>
<td>60%</td>
</tr>
<tr>
<td>I know that if I stick with something long enough that I can usually solve the problems I run into.</td>
<td>80%</td>
</tr>
<tr>
<td>When I have a new problem, I am now more confident that I can solve it.</td>
<td>70%</td>
</tr>
<tr>
<td>I am getting better at solving hard problems.</td>
<td>90%</td>
</tr>
<tr>
<td>I now enjoy the challenge of trying to solve a hard problem.</td>
<td>60%</td>
</tr>
</tbody>
</table>

2 “Making” – activities involving do-it-yourself (DIY) crafting, 3D design, robotics, coding, electronics, experimentation, invention, and more.
Clubhouse members are gaining professional, collaboration, and social skills.

The Clubhouse contributes to youth learning a range of professional and life skills, including managing their time, communicating, finding resources and information, behaving in a professional manner, and asking for help when they need it. It’s important to note that three-fourths (75%) of members report that they make better choices in their lives as a result of their Clubhouse experience.

“This is a place of acceptance. It gives you the experience to grow up and become a responsible adult.”

<table>
<thead>
<tr>
<th>Contribution of The Clubhouse to Members’ Professional and Social Skills</th>
</tr>
</thead>
<tbody>
<tr>
<td>Request help from others when you need it.</td>
</tr>
<tr>
<td>Make better choices in your life (friends, family, school, etc.).</td>
</tr>
<tr>
<td>Explain your ideas and thinking to others.</td>
</tr>
<tr>
<td>Behave in a professional manner (dress well, arrive on time, be prepared)</td>
</tr>
<tr>
<td>Design, make and create something based on an idea you came up with.</td>
</tr>
<tr>
<td>Find resources and information to support the development of your ideas.</td>
</tr>
<tr>
<td>Know more about Science, Technology, Engineering and Math related fields and careers.</td>
</tr>
<tr>
<td>Learn how to manage your time to work on projects and make deadlines.</td>
</tr>
<tr>
<td>Learn how to communicate to different audiences.</td>
</tr>
</tbody>
</table>

In addition, The Clubhouse experience helps youth improve their collaboration skills as well as their ability to work independently. More than 80% of members agree with the following statements:

**Contribution of The Clubhouse to Members’ Collaboration Skills**

| I am more comfortable working together with other young people on projects. | 89%  |
| I am better able to get along with the other young people I am working with. | 88%  |
| I am better at contributing to and learning from a group.                 | 87%  |
| I am better at working on my own to find ways to solve the problems I encounter. | 87%  |
| I am better at helping organize a group to work on a project.              | 84%  |
The Clubhouse offers a supportive environment for youth self-development.

Clubhouses provide a range of opportunities for youth to participate, be creative, and learn.

Members go to their Clubhouse for many reasons. Each of the reasons listed below was rated as “important” or “very important” by at least 80% of the youth responding to the survey. The three highest rated motivations were: “It’s a safe and happy place to be” (91%), “It’s a place where I can be creative” (89%), and “It’s a place where I can work on projects I am interested in” (88%).

<table>
<thead>
<tr>
<th>Reason</th>
<th>% important</th>
<th>% very important</th>
</tr>
</thead>
<tbody>
<tr>
<td>It's a safe and happy place to be</td>
<td>91%</td>
<td>100%</td>
</tr>
<tr>
<td>It's a place where I can be creative</td>
<td>89%</td>
<td>100%</td>
</tr>
<tr>
<td>It's a place where I can work on projects I am interested in</td>
<td>88%</td>
<td>100%</td>
</tr>
<tr>
<td>It's a place where I can work with cool technology</td>
<td>78%</td>
<td>100%</td>
</tr>
<tr>
<td>The Clubhouse is a place where I can learn new skills</td>
<td>74%</td>
<td>100%</td>
</tr>
<tr>
<td>It's a place where I can learn from adults</td>
<td>66%</td>
<td>100%</td>
</tr>
<tr>
<td>It's a place where I can have input into what happens at The Clubhouse</td>
<td>78%</td>
<td>100%</td>
</tr>
<tr>
<td>It's a place where I can have positive relationships with adults</td>
<td>61%</td>
<td>100%</td>
</tr>
<tr>
<td>It's a place where I can help other people</td>
<td>66%</td>
<td>100%</td>
</tr>
<tr>
<td>It's a place where I can develop new friendships</td>
<td>54%</td>
<td>100%</td>
</tr>
<tr>
<td>It's a place where I can see my friends</td>
<td>44%</td>
<td>100%</td>
</tr>
</tbody>
</table>

“*It’s a wonderful place where you can learn by way of your friends or mentors, demonstrate your skills, and create projects that will have good results for the community in general.*”
Clubhouses provide a friendly and safe place where youth feel empowered and gain confidence.

The graph below illustrates how youth describe their Clubhouse as a fun, friendly place to be (94%), where they feel safe (94%), and where they feel accepted and like they belong (93%). Nine out of ten agree that their Clubhouse experience gives them confidence to explore new ideas and interests.

How Members Describe Their Experience at the Clubhouse

Clubhouses play a central role in the lives of many Clubhouse members and provide positive, important relationships between adults and youth, and among youth from different backgrounds and cultures.

For many youth, The Clubhouse is an important and major presence in their lives. **Most youth go to their Clubhouse at least once a week and half go almost every day. Each time they visit, over a third (38%) stay for more than 3 hours, and close to a third (30%) stay for 2 to 3 hours.**

**The Clubhouse is a place where youth feel accepted by the adults (95%),** and say the adults have knowledge and experience that are valuable (93%) and know how to work with youth (93%). Clubhouse members feel like they can trust the adults who work there (92%). For many, the adults are one of the many reasons the members enjoy spending time in The Clubhouse (78%).

“There are always people available to help us, people that care about us. It is the best place to learn.”
How Members Describe the Adults at Their Clubhouses

In an increasingly diverse world, **The Clubhouse offers youth an opportunity to better understand people of different backgrounds**. As a result of their Clubhouse experience:

- 88% of members have a better understanding of people from different backgrounds.
- 86% of members feel they have the opportunity to develop friendships with young people from other parts of the world.

The adults are one of the reasons why I come to The Clubhouse.

I feel that they accept me.
They understand how to work with young people.
I feel like I can trust them.
The adults in The Clubhouse help me explore interesting technology.
They care about me and my well-being.
They have knowledge and experience that I value.
They learn from me and my friends.
I feel I can go to them for help with a personal problem.
The adults are one of the reasons why I come to The Clubhouse.

In an increasingly diverse world, **The Clubhouse offers youth an opportunity to better understand people of different backgrounds**. As a result of their Clubhouse experience:

- 88% of members have a better understanding of people from different backgrounds.
- 86% of members feel they have the opportunity to develop friendships with young people from other parts of the world.

**“Many times I tell my friends about the Clubhouse, because I love it. It is a place where you do some great things that you may not otherwise be able to access. You learn a lot of things and you also get to know a lot of people.”**

**The Clubhouse Network provides a foundation for nearly 100 sites to provide high-quality programs for thousands of young people.**

The survey results show that youth both value and benefit from their Clubhouse experiences. It is important to note that these results are largely uniform and consistently of high quality across The Clubhouse Network. This is possible only because Clubhouses are part of a strong international network that provides supports, guidance, and shared community for all Clubhouses and their leaders. The Network, thus, is an international infrastructure capable of nurturing and supporting close to 100 Clubhouse sites around the world. The Network has strong leadership and is a critically important capacity that has been developed over the past 25 years. Properly supported, The Clubhouse Network is capable of further expansion and of evolving and improving practices over time.
SURVEY ADMINISTRATION AND DATA ANALYSIS

The Clubhouse survey was administered in eight languages: English, Arabic, Danish, Hebrew, Portuguese, Russian, Spanish, and Traditional Chinese. At Clubhouses around the world, youth were invited to participate in the survey when they visited the Clubhouse over a one-month period in spring of 2017. Survey participants were informed about the survey requirements and given an option to exit from the survey or proceed to answer the questions. Those who agreed to take the survey proceeded to answer a set of “core” questions and one out of three sets of randomly assigned “non-core” questions.

The dataset contained a total of 1,893 survey attempts. A total of 330 survey attempts were incomplete or did not meet the necessary requirements (e.g. no consent, incorrect password, no Clubhouse listed, outside the designated age range). The final dataset used for the analyses contained 1,563 entries.