



# Making a Difference: Impact Across the Global Clubhouse Network

## MAKING A DIFFERENCE

A total of 1,640 youth from 18 countries responded to a survey in early 2019 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:

### *An External Study by Inverness Research*

From December 2018 through March 2019, 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.

- 92%** are committed to doing well in school and try harder at school.
- 93%** 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.
- 92%** 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.
- 95%** find their Clubhouse a fun, friendly place to be where they feel accepted and like they belong.
- 95%** feel accepted by the adults at the Clubhouse.
- 90%** have a better understanding of people from different backgrounds.

The Clubhouse Network has been providing youth with life-changing opportunities for 25 years through a global community of more than 100 clubhouses located in 18 countries. Each Clubhouse offers a creative and safe out-of-school learning environment where young people from underserved communities work with mentors to explore their own ideas, develop skills, and build confidence through the use of technology.

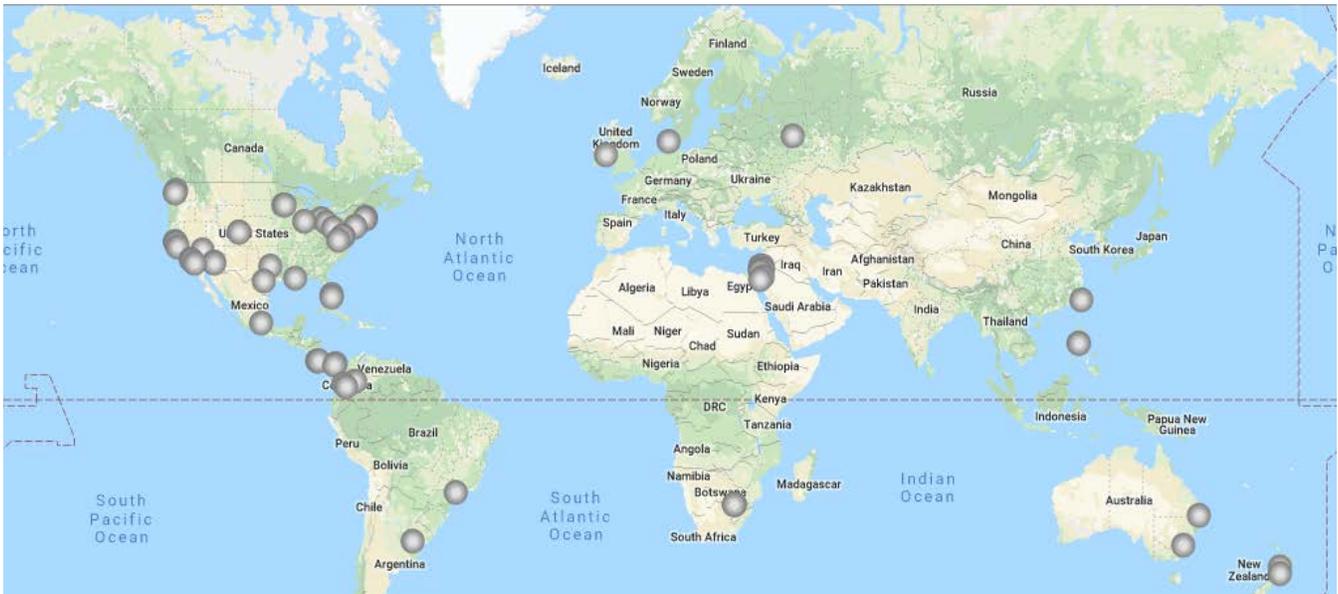
The Clubhouse Network supports community-based Clubhouse around the world by providing start-up support, professional development, new technology innovations, evaluation and assessment, access to an online community for youth, mentors, and staff, and more.

[www.theclubhousenetwork.org](http://www.theclubhousenetwork.org)

## ABOUT CLUBHOUSE MEMBERS WHO ANSWERED THE SURVEY

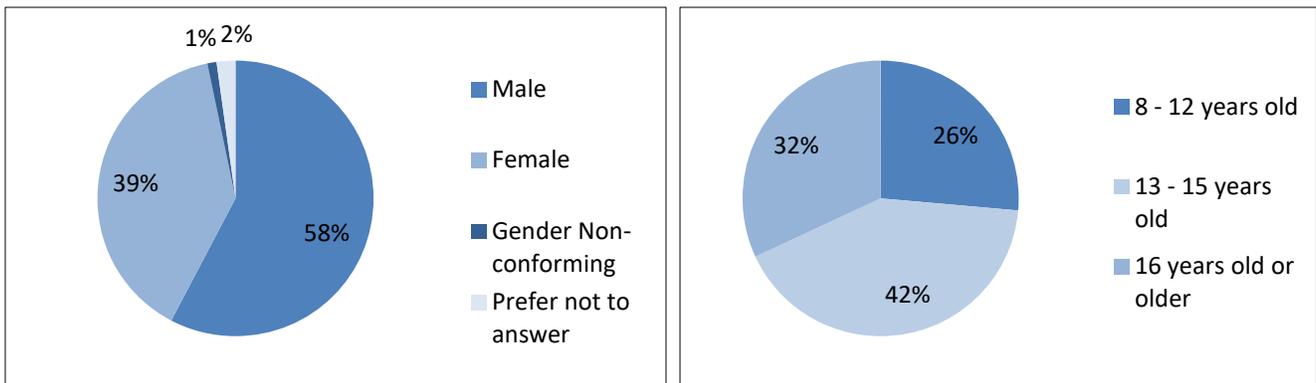
Youth at every Clubhouse around the world were invited to participate in the survey when they visited The Clubhouse from mid-December 2018 through early March 2019. A total of 1,640 youth from 85 Clubhouses and representing 18 countries completed surveys.

There was wide variation in numbers of youth responding by site. The map below illustrates the geographical distribution of the Clubhouses around the world.



More males responded to the survey (58%) than females (39%). Ages ranged from 8 to 22 years old<sup>1</sup>, with a median age of 14. The majority of youth who responded to the survey were age 13 or older.

### Breakdown of Survey Respondents by Gender and Age



<sup>1</sup> Clubhouses primarily serve youth 10-18 years old. However, some Clubhouses have members outside that age range and a small percentage of them (less than 5%) 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 youths' attitudes about school, about furthering their education, and about studying STEM.

### Attitudes about School

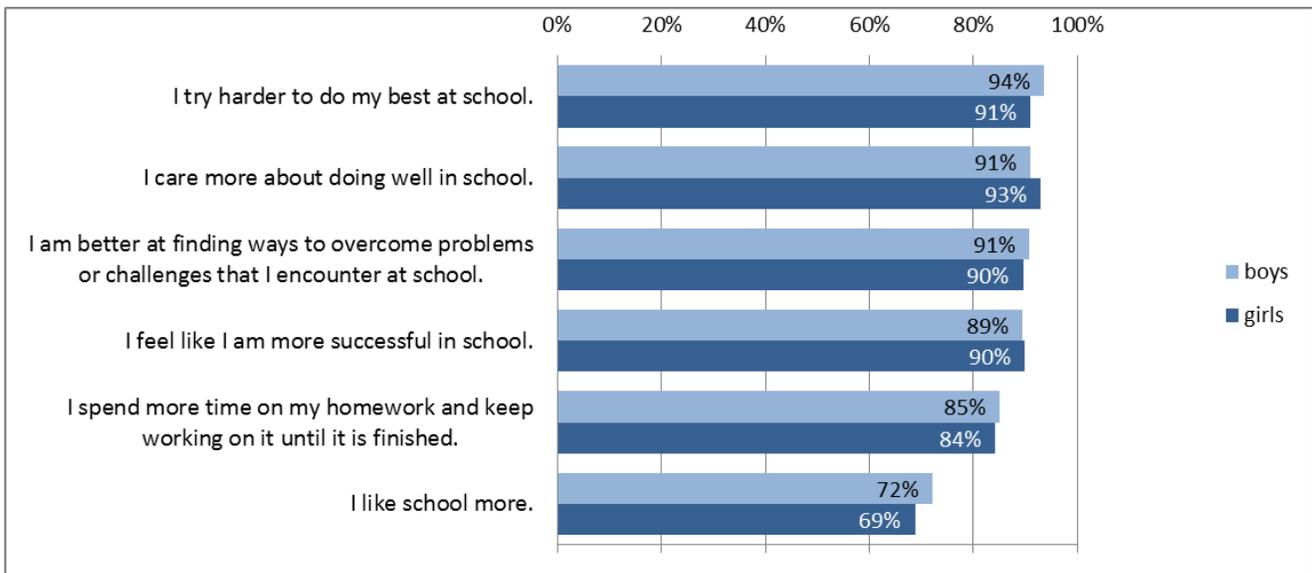
As a result of their experiences at The Clubhouse, a large majority of Clubhouse members:

- **try harder to do their best at school (92%).**
- **care more about doing well in school (91%).**
- **are better about finding ways to overcome problems or challenges (90%).**
- **are more successful in school (89%).**
- **spend more time on homework (84%).**

*"It helps young people with their dreams and makes you realize what you want to do in your future."*

In addition, 70% of members say that they like school more because of their Clubhouse experience. As shown in the graph below, **the responses are still very positive when the data is broken out by gender.**

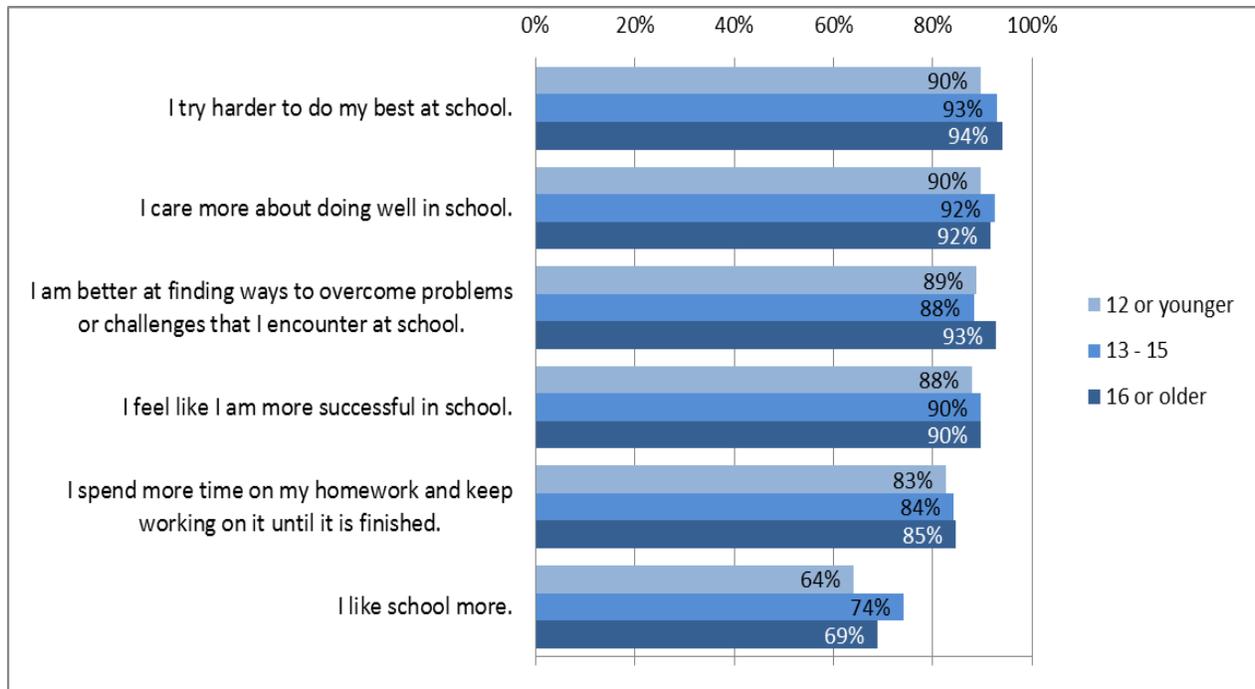
**Contribution of Clubhouse to Members' Attitudes and Thoughts about School – Gender Comparison**



NOTE: Percentages represent combined responses of "agree" and "strongly agree."

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. The graph on the following page shows that **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



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

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

**Ninety-four 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 78%.

U.S. Department of Education  
EDFacts/Consolidated State Performance Reports, 2018

For a majority of Clubhouse youth, graduation from high school is not the end goal. **Ninety-three percent of Clubhouse members want to continue their education after high school, and nearly three-quarters (73%) say their Clubhouse experience has influenced their decision.**

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 (68%). An additional 14% plan to attend a 2-year college or community college. And the remaining 18% plan to attend an on-the-job training program, a trade school, or another type of job-training program.

In 2017, 36% of 25 to 29-year-olds in the U.S. had earned a bachelor’s degree.

*The Condition of Education 2018 (NCES 2018-144)*

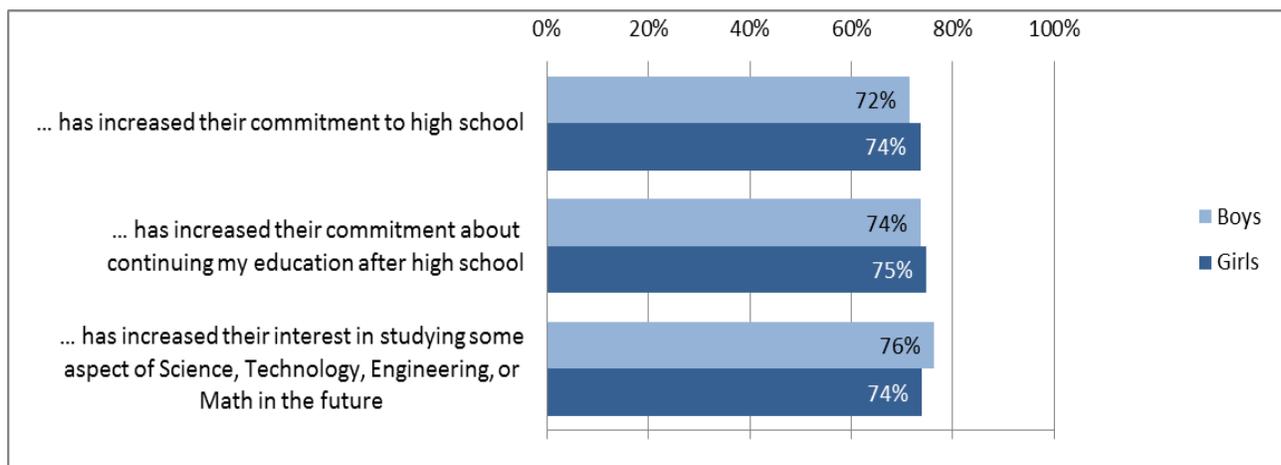
## Interest in Studying STEM

More than three-quarters of Clubhouse members are interested in studying STEM in the future, and 75% of them point to The Clubhouse as being influential in their thinking.

These findings are consistent across gender. Seventy-nine percent of boys and 71% 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.**

*"It's a great place to learn about technology. It's also a great place to get advice for college, careers, etc. The Clubhouse has a lot of opportunities."*

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



NOTE: Percentages represent combined responses of "increased some" and "increased a lot."

Women remain underrepresented in the science and engineering workforce, although to a lesser degree than in the past, with the greatest disparities occurring in engineering, computer science, and the physical sciences.

NSF, Science & Engineering Indicators, 2016

**The Clubhouse has a positive impact on youths' feelings of optimism and preparedness for the future.**

Youth believe they are learning skills at The Clubhouse that will be useful in their future career (90%). **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.**

*"You can learn things and get actual life skills to find good careers you are prepared for."*

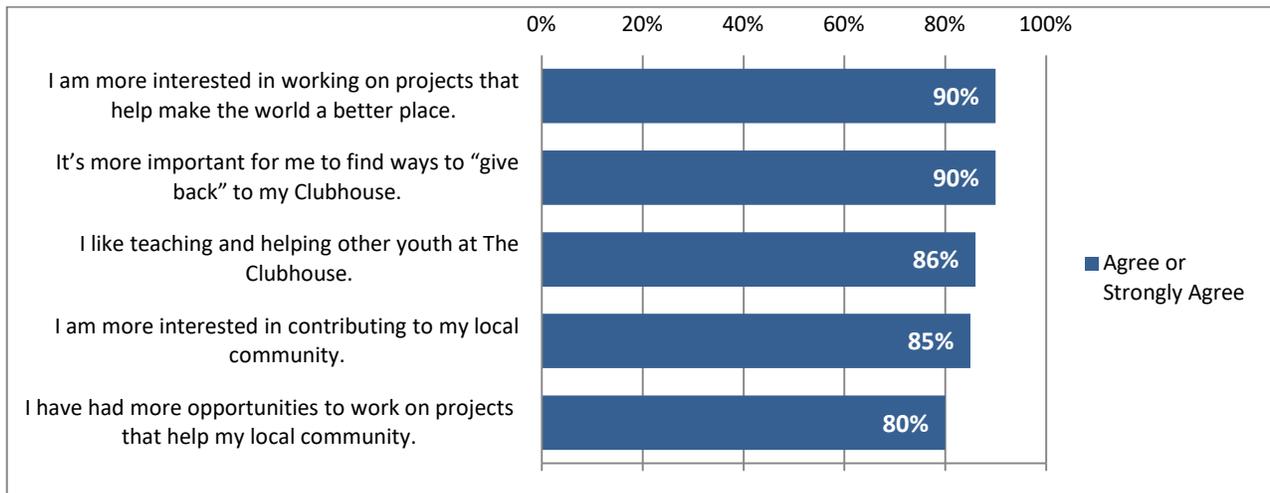
Clubhouse youth agree or strongly agree with the following statements:

- **I will be able to get the job I want (94%).**
- **I have high goals and expectations for myself (93%).**
- **I am more optimistic about my future (92%).**
- **I am more confident that I will have the personal skills to be successful in my future career (92%).**
- **I will have the technical/computer skills to be successful in my future career (89%).**

### 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 below 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 (90%), they like teaching and helping other youth at The Clubhouse (86%), and they are more interested in contributing to their local community (85%).

**Contribution of Clubhouse to Members' Desire to Contribute and Give Back to the Community**



### ➡ 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 the areas listed in the chart on the following page.

*"It's a perfect place to spend free time in learning new skills and getting experience in a lot of tech fields."*

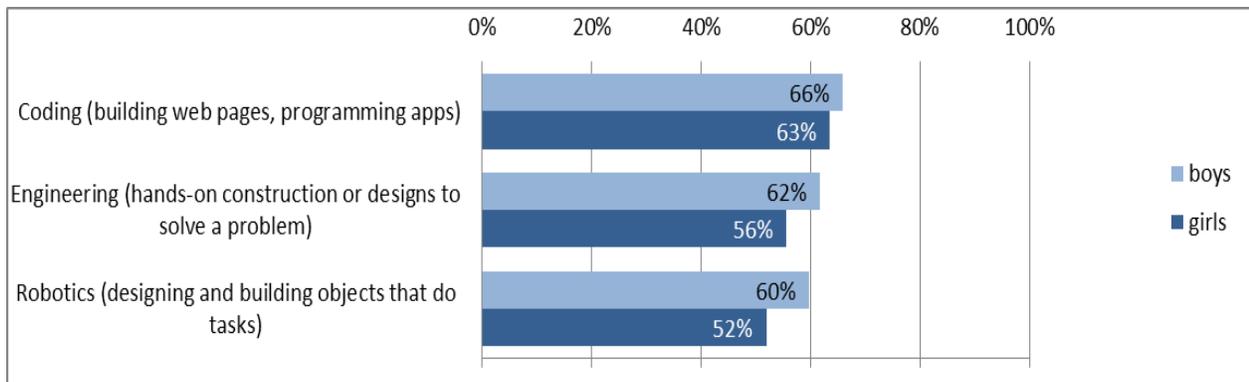
## Contribution of The Clubhouse to Members' Skills and Knowledge

Arts and Crafts	73%	Coding	65%
Audio	72%	3D	64%
Graphic Design	71%	Engineering	59%
Photography	69%	Writing	58%
Video and Animation	69%	Robotics	56%

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—coding, engineering, and robotics—the data, as illustrated in the graph below, 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



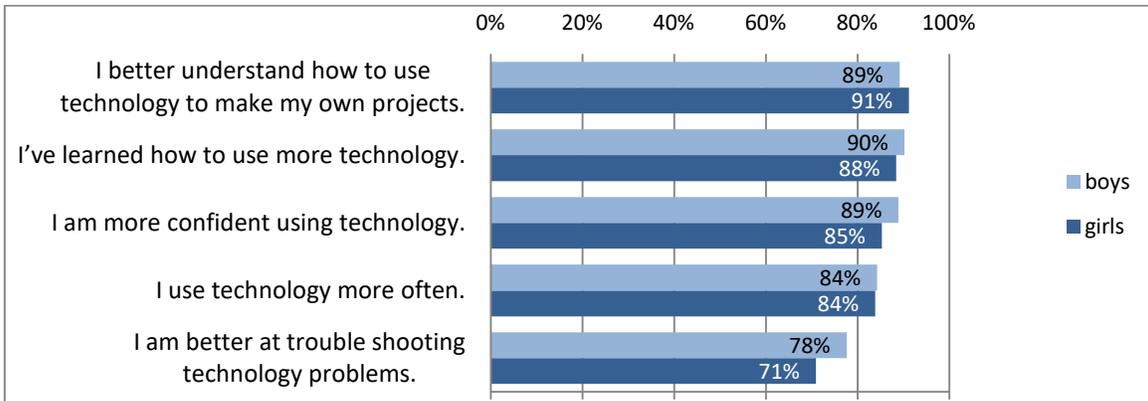
NOTE: Percentages represent combined responses of “helped me learn a little bit about this,” “helped me become good at this,” and “helped me become really good at this.”

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 better understand how to use technology to make their own projects (90%), have learned to use more technology (89%), are more confident using technology (87%), use technology more often (83%), and are better at trouble-shooting technology problems (75%) as a result of their Clubhouse experience.** The responses are quite similar when broken out by gender, as shown in the graph on the next page.

*“I recommend my Clubhouse because here you can do creative things with technology, and it helps you meet your goals and objectives.”*

### Contribution of The Clubhouse to Members' Technical Skills – Gender Comparison



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

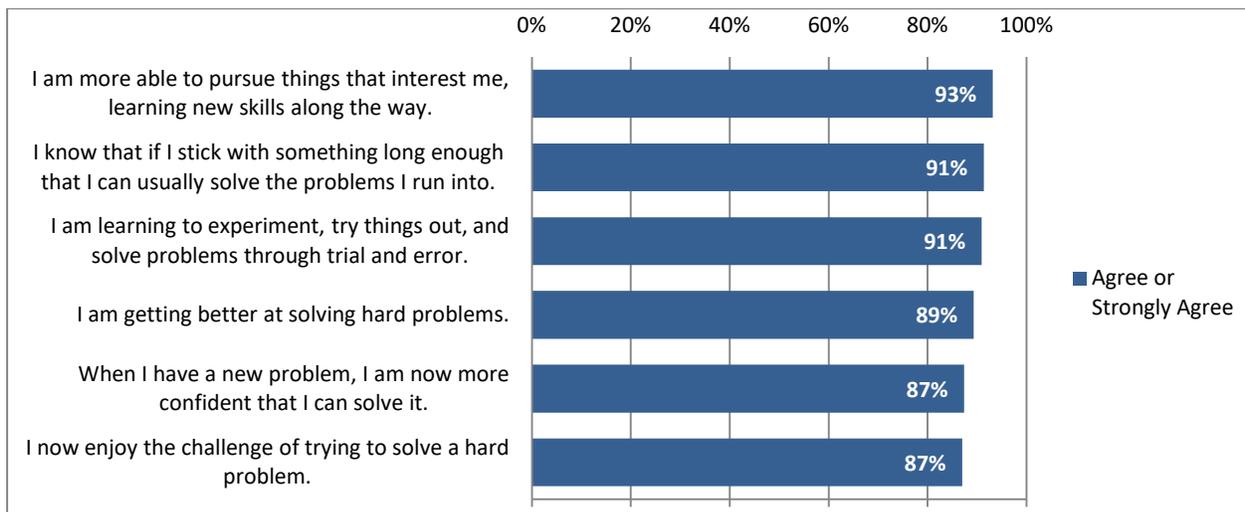
### Clubhouse members are building skills that contribute to designing, making, and problem-solving abilities.

**Making<sup>2</sup>** 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 skills to help others make things (92%).**
- **I have more skills to design, make, or create projects (92%).**
- **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 ways to express myself creatively using a variety of media (89%).**

**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



<sup>2</sup> “Making” – activities involving do-it-yourself (DIY) crafting, 3D design, robotics, coding, electronics, experimentation, invention, and more.

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.

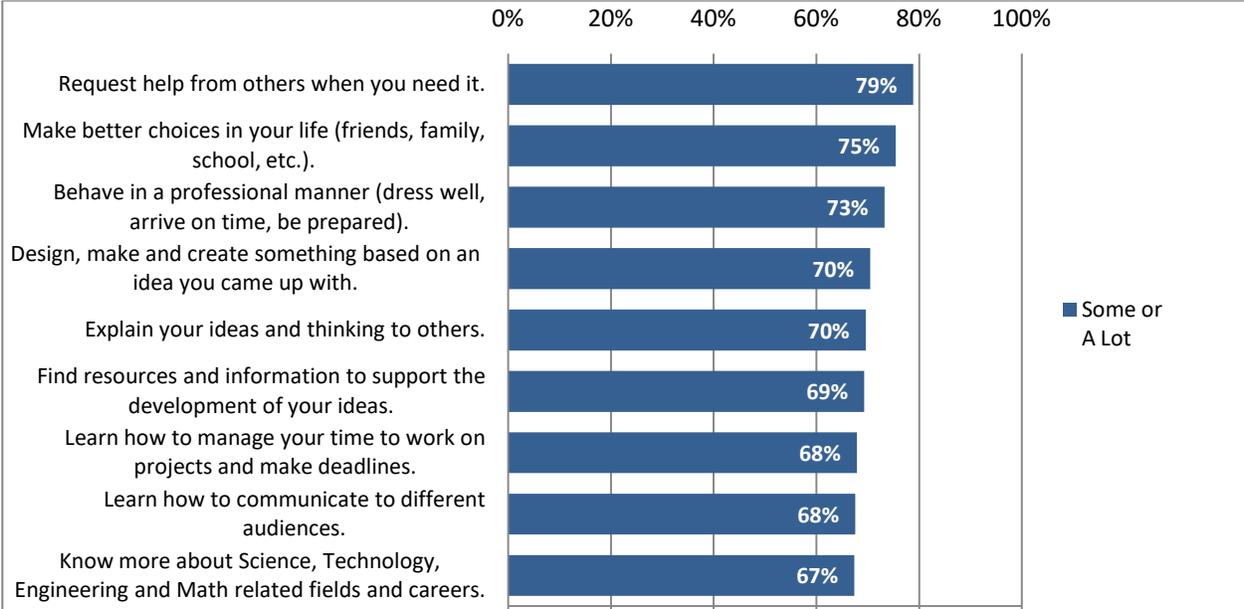
*Education to Employment: Designing a System that Works, McKinsey Center for Government, 2012*

**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 an excellent program for young people who want to learn about innovation. It also makes young people friendly and responsible."*

**Contribution of The Clubhouse to Members' Professional and Social Skills**



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 better at contributing to and learning from a group.	89%
I am better able to get along with the other young people I am working with.	89%
I am better at working on my own to find ways to solve the problems I encounter.	88%
I am more comfortable working together with other young people on projects.	87%
I am better at helping organize a group to work on a project.	82%

➔ **The Clubhouse offers a supportive environment for youth self-development.**

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

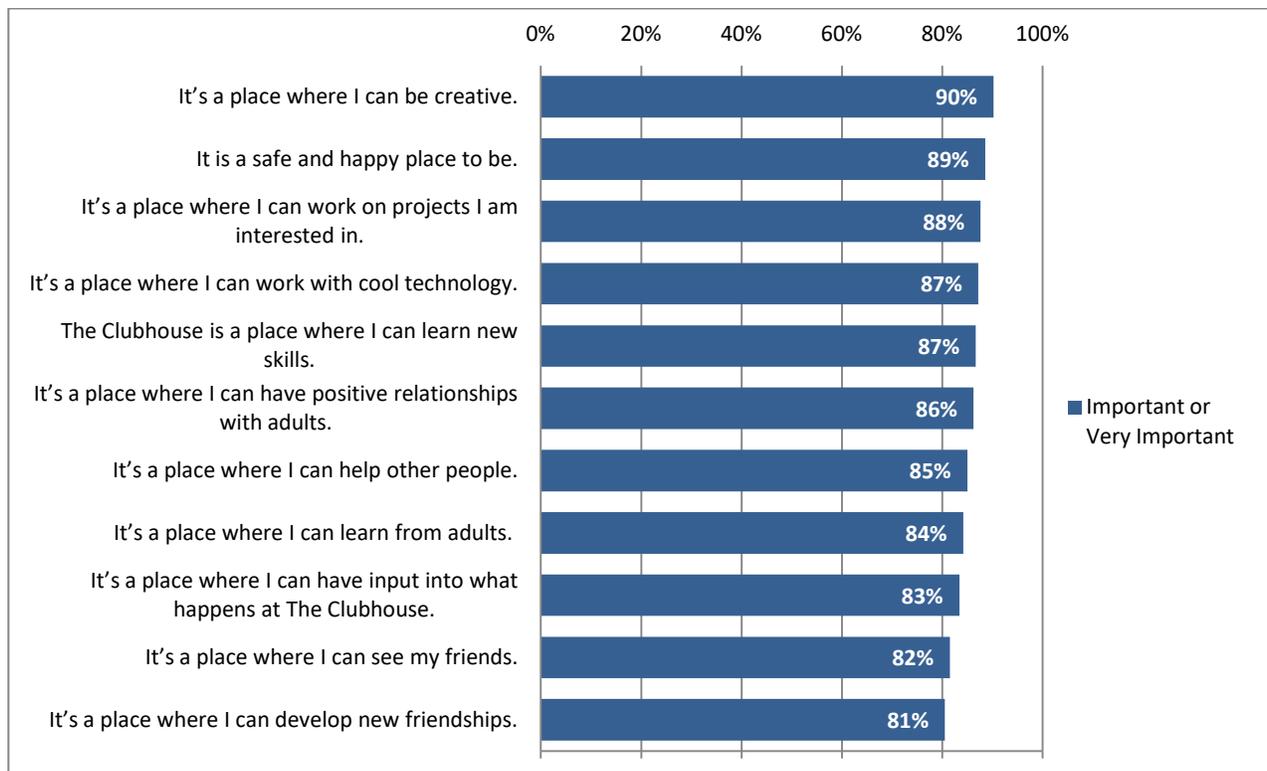
Members go to their Clubhouse for many reasons. Each of the reasons listed in the graph below was rated as “important” or “very important” by at least 80% of the youth responding to the survey.

*“This place is fun. It is a good place where I get to be myself, be creative, and hang out with friends. I get to meet amazing people here.”*

The three highest rated motivations were:

- **It’s a place where I can be creative (90%).**
- **It’s a safe and happy place to be (89%).**
- **It’s a place where I can work on projects I am interest in (88%).**

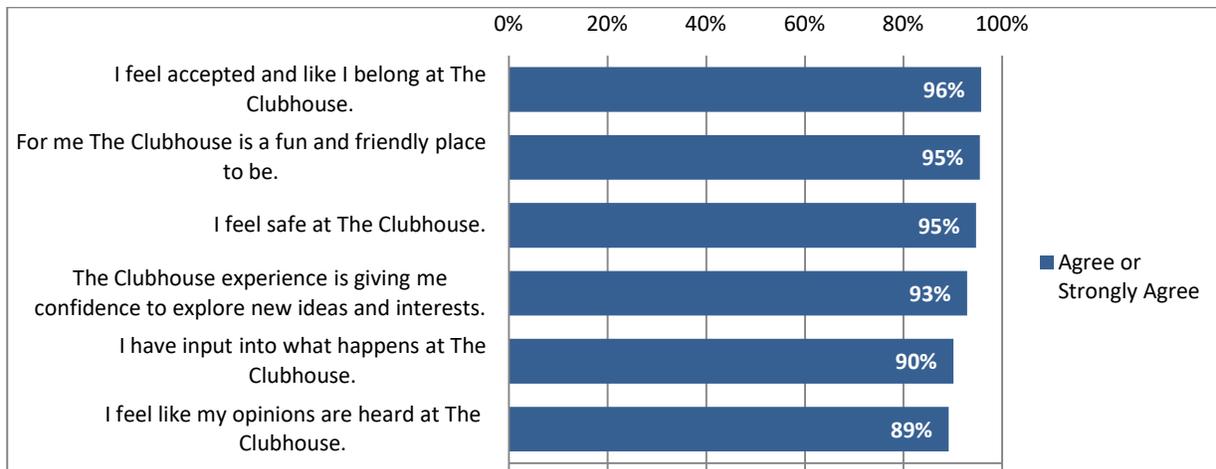
**Why Members Go to Their Clubhouse**



**Clubhouses provide a friendly and safe place where youth feel empowered and gain confidence.**

The graph on the following page illustrates how youth describe their Clubhouse as an environment where they feel accepted and like they belong (96%), as a fun, friendly place to be (95%), and where they feel safe (95%). Additionally, 93% of members agree that their Clubhouse experience gives them confidence to explore new ideas and interests.

### How Members Describe Their Experience at the Clubhouse



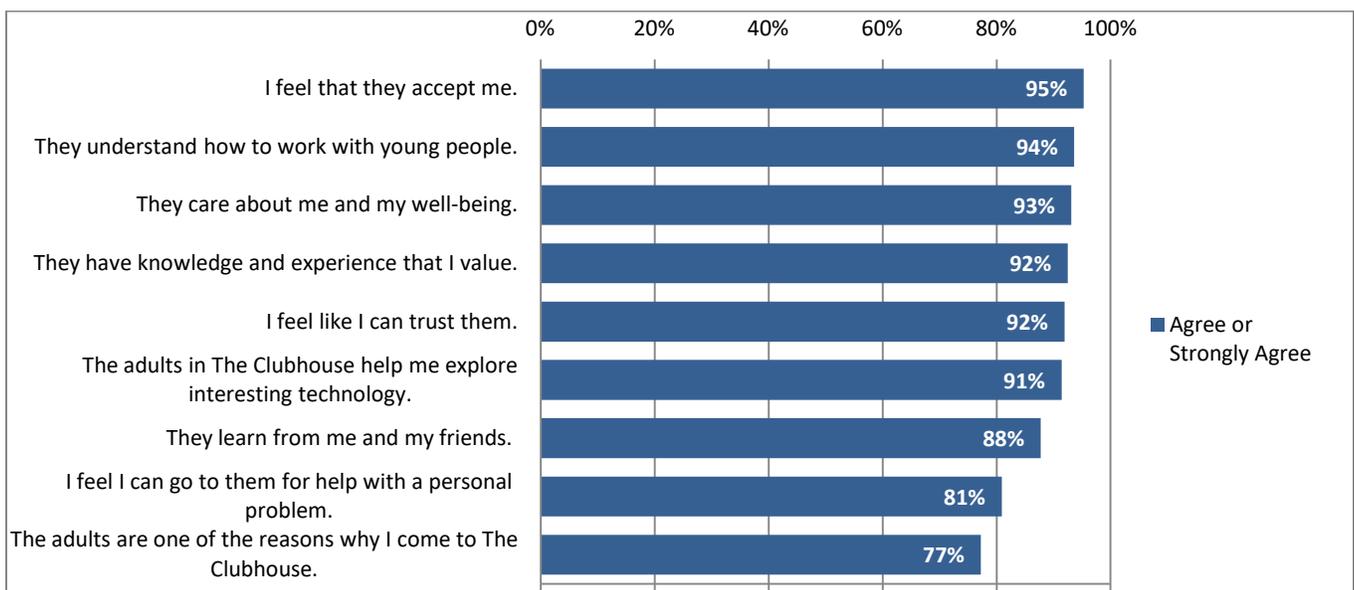
Clubhouses play a central role in the lives of many Clubhouse members and provide positive, important relationships between adults and youth, and among youth from different backgrounds and cultures.

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 (39%) stay for more than 3 hours, and close to a third (31%) stay for 2 to 3 hours.**

*“The staff members are here to help us grow as individuals if we ever need anything.”*

**The Clubhouse is a place where youth feel accepted by the adults (95%),** and say the adults know how to work with youth (94%) and have knowledge and experience that are valuable (92%). 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 (77%).

### 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:

- 90% of members have a better understanding of people from different backgrounds.
- 88% of members feel they have the opportunity to develop friendships with young people from other parts of the world.

*“The Clubhouse is a very welcoming and happy place that everyone from different backgrounds can come to do robotics, art, music, sports, and other recreation activities.”*

➡ **The Clubhouse Network provides a foundation for over 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 over 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 from the middle of December 2018 through early March 2019. 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 2,012 survey attempts. A total of 372 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 1,640 entries.

Inverness Research, a national education evaluation and consulting group headquartered in Northern California, has over 25 years of experience studying local, state, and national investments in the improvement of education.

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