

Pathways away from crime into training and employment

Hannah Crane (StreetGames)

Lindsey MacDonald (Street League)



Overview of the Session

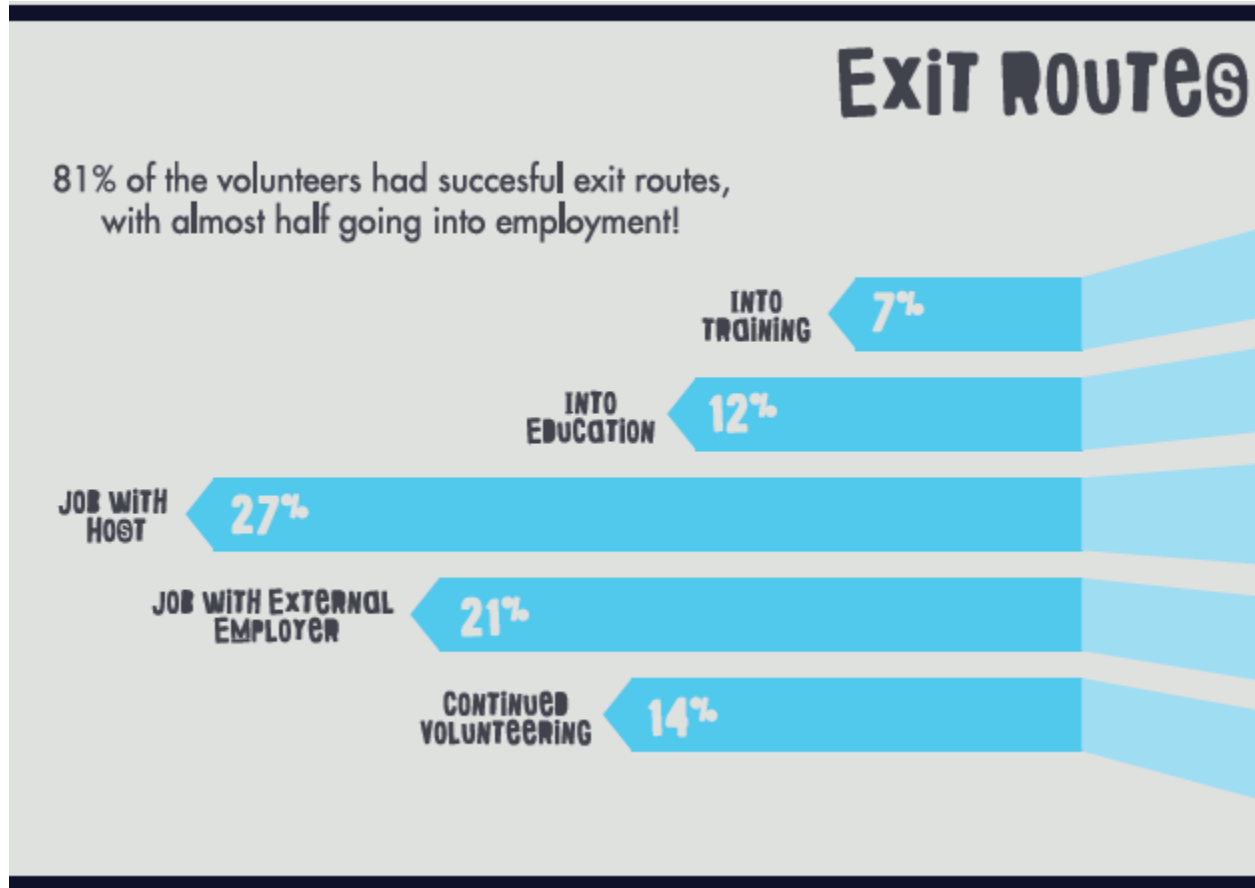


Overview of the Session

- Point 1
- Point 2
- Point 3
- Point 4



StreetGames Volunteering Impact



StreetGames Volunteering Impact

3. Percentage change across all scales

This table shows the proportion of the clients included in this report who are making progress, staying the same or slipping back based on their overall Star score, i.e. an average of their scores for each scale. A 'big' increase or decrease is defined as more than one point up or down across all scales. 'No change' means an average change per scale of between -0.25 and + 0.25

Service	Big Decrease	Small Decrease	No change	Small Increase	Big Increase
StreetGames	0 %	4 %	16 %	15 %	65 %
Star Online average	2 %	7 %	22 %	39 %	30 %



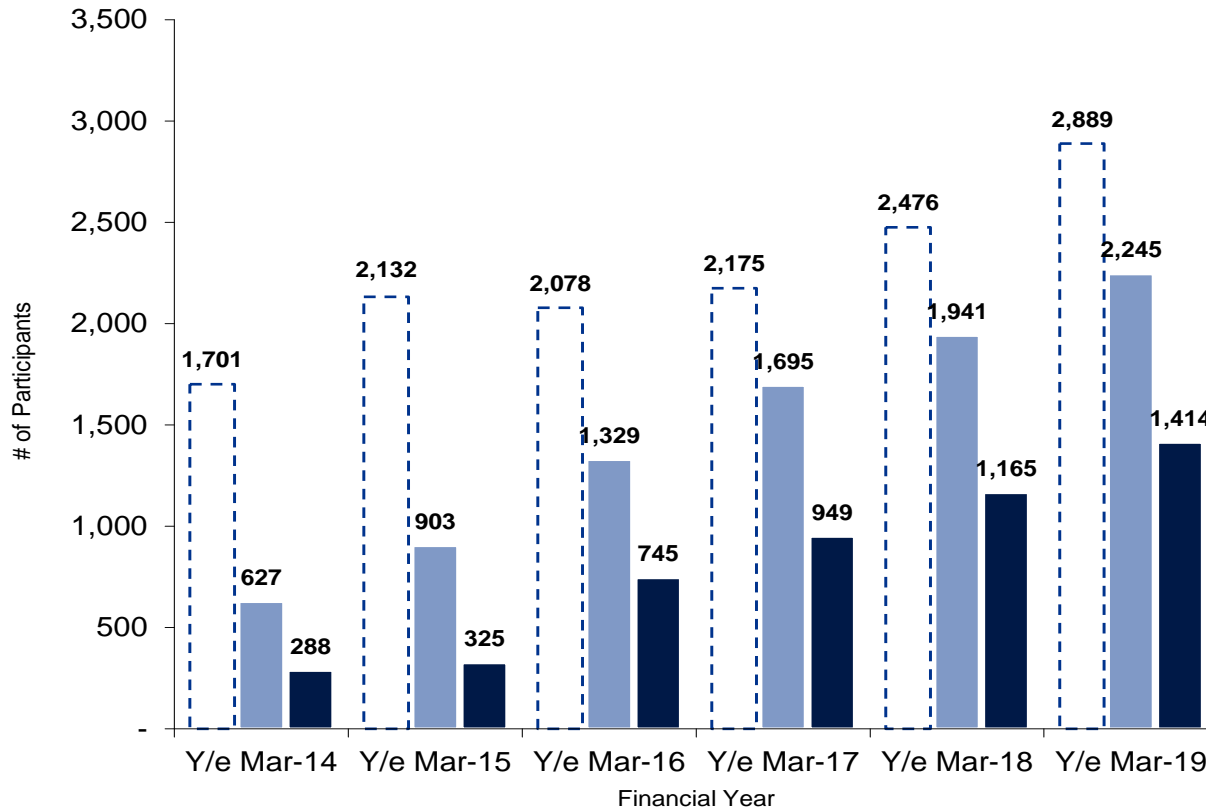
StreetGames support

- Training for deliverers:
 - Managing Challenging Behaviour
 - Mental Health First Aid
 - DCAFYAR
 - Empowering Coaching
- Training for young people:
 - Traineeships
 - Apprenticeships

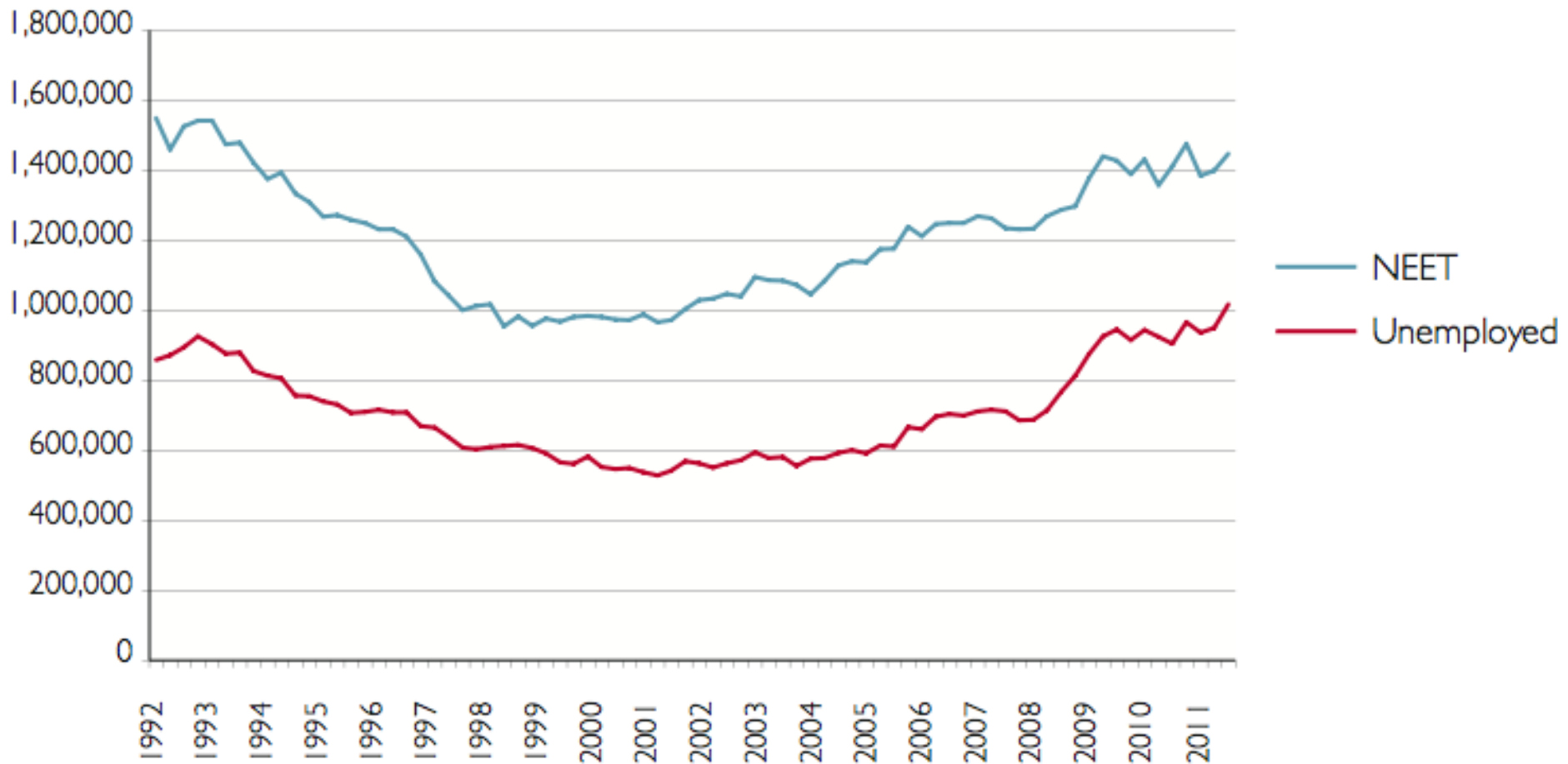


Street League's Growing Impact

☐ Total Participants ■ Total Outcomes ■ 6 Month Sustained Outcomes

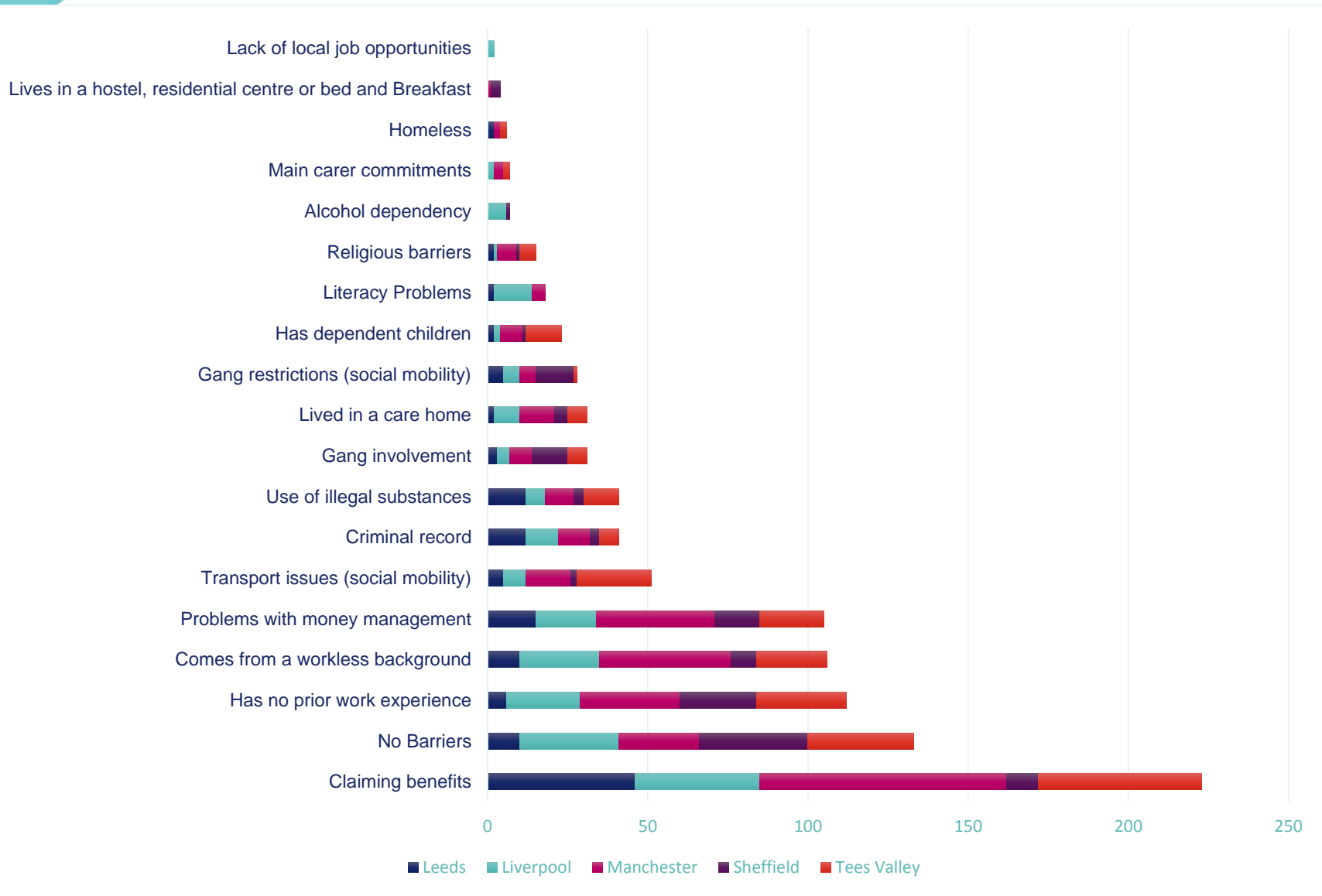


It's a structural issue



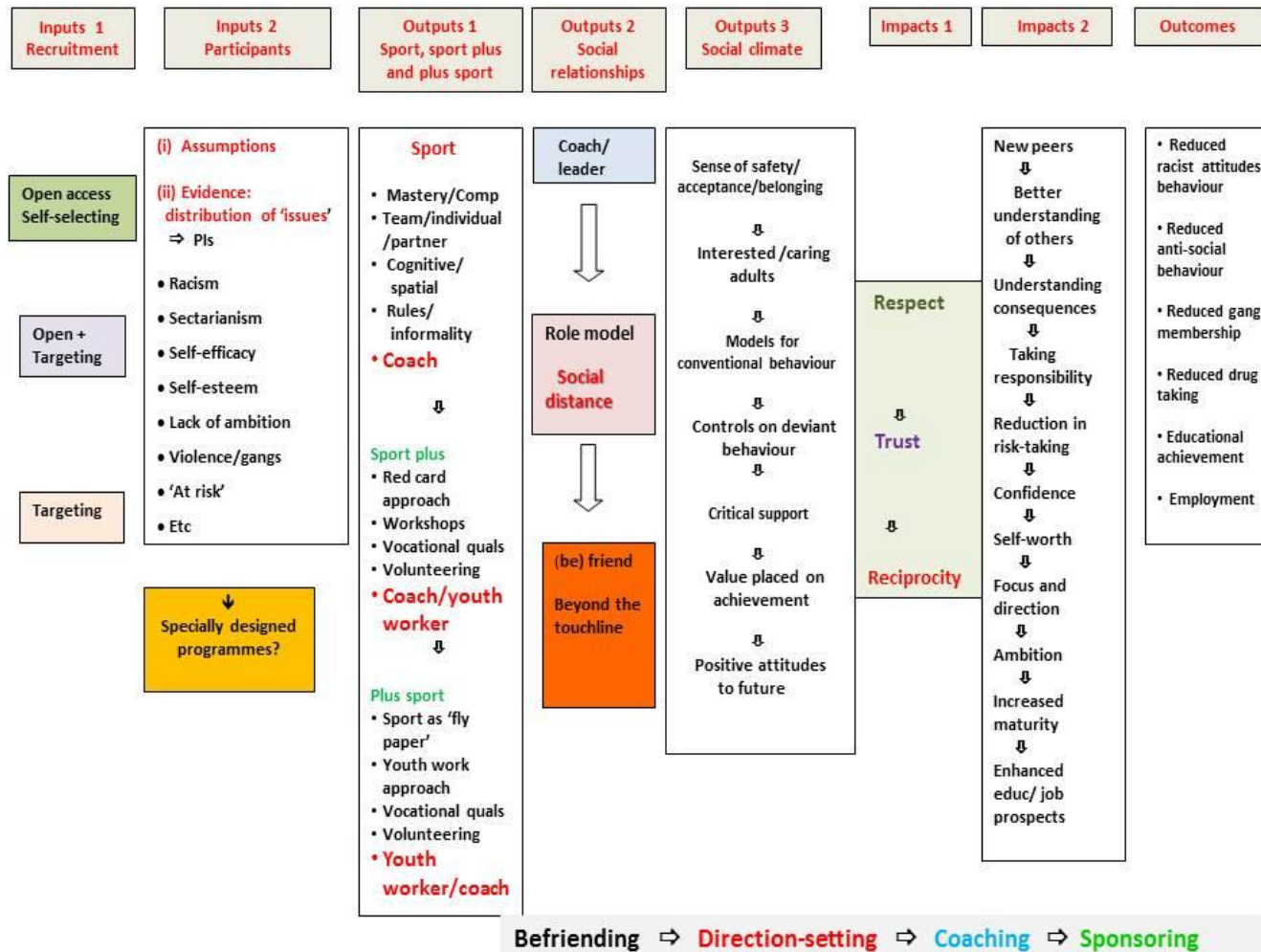
Source: Labour Force Survey

'Scarring' effect of unemployment



Sport for Employment/Employability

Figure 1: Framework for a Programme Theory



Focused Discussions

- Concerns / challenges we faced
- Potential barriers you anticipate
- Group discussions



Focus 1. Recruitment



Focus 2. Programme Design



Focus 3. Progressions

- DBS Checks?



Actions to Take Forward

- Three things you're going to do following this session

Questions?

