

2019 DATA REPORT



**This is a report of our preliminary
assessment of data collected about
the Play Captains, 2019.**

www.playcaptains.com
www.fabyouthphilly.com

TEENS & STREETS*

11

number of teens hired
with funding from
Impact, up from 5 teens
in 2018

2

number of alumni
returning from 2018

6

number of active Play
Streets, including the
library in Kensington,
compared to two Play
Streets in 2018

*these numbers on this page are specifically for Kensington, 2019

WHAT WE'VE LEARNED FROM THE DATA

As we mine through this and other data, we're discovering some interesting things, which will help us to continue to revise how we support teens and modify the program design. This report features some highlights.

Play Captains, teens ages 15-19 years old, are formally surveyed three times over a six-week period to capture changes in their perceptions over the life of the program. The first-time youth are surveyed is at the beginning of the training week (i.e., pre-training) to capture a baseline, then, 4 days later at the end of the training week (appx. 30 hours of training) with a post-training survey made up of similar questions. The final survey is administered 5 weeks later at the end of their employment experience.

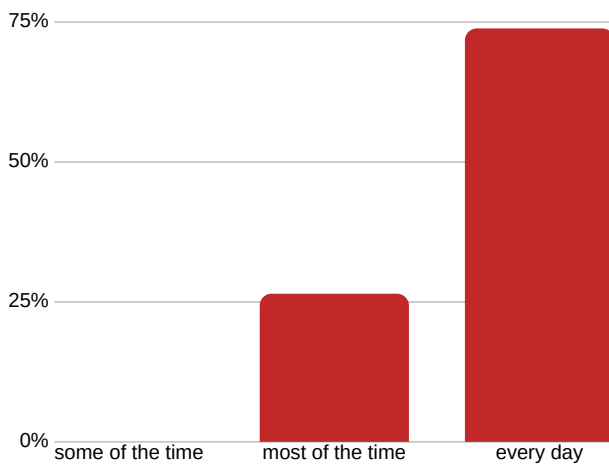
One of the most interesting things we observed in the data is a decrease in some areas from pre-training to post-employment, that we had thought may increase. Specifically teens are rating themselves high in areas like showing up on time and teamwork PRIOR to their actual employment on the Play Streets. This makes some sense to us in that for 80% of our Play Captains this is their first job, so they don't actually have a lot of experience in these areas. At the same time, there were also areas where on-the-job experience helped Play Captains become more confident in their abilities as workers – particularly with regard to 21st century skills. Specific examples of both findings are provided.



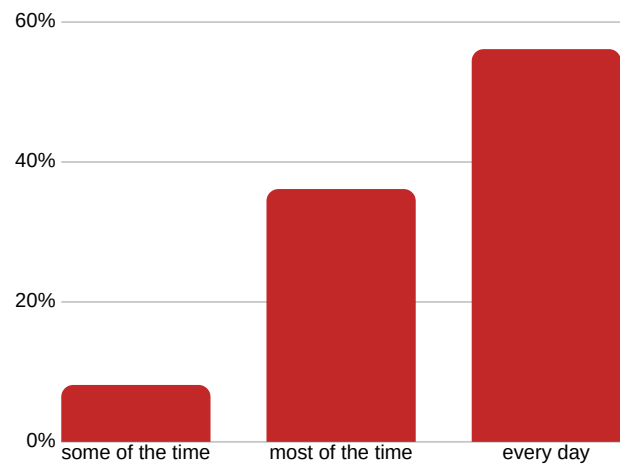
GETTING TO WORK ON TIME

On the first day of training, 74% of teens said they get to work on time, every day. By the end of the summer, reality had hit and only 56% of teens said that they were getting to work on time. Based on timecards, this is a much more realistic assessment of their actual behavior. While this may be unique to this group of teens, we can use this information to work with the next set of Play Captains during training to establish and practice time management skills.

Pre-training.



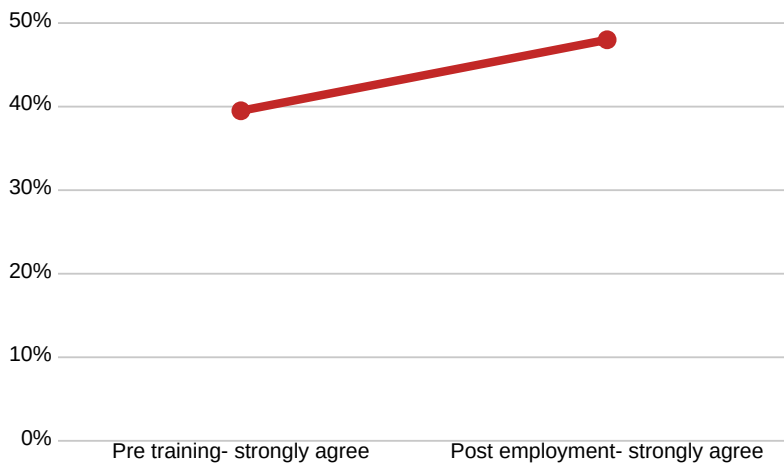
Post-employment.



• this data is across ALL Play Captains

"If you're early, you're on time. If you're on time, you're late." - Lik Hock Yap Ivan

TAKING INITIATIVE



Taking initiative is a 21st workforce skill that employers value. We ask our Play Captains at the start of training, again at the end of training and the end of employment to rate their initiative (doing something without being asked or when I see an opportunity).

After five weeks on the Play Streets, teens reported an increase in taking initiative from 40% at baseline to almost 50% after employment. More of these teens also recognized themselves as hard-workers – from 71% at baseline to 76% of the Play Captains post-employment.

Furthermore, after participating in the training and 5-weeks of employment, more Play Captains report being able to (a) communicate their thoughts clearly (from 38% to 48%) and (b) work well in groups (from 47% to 56%) of the Play Captains.

- this data is across ALL Play Captains





FACILITATION

The primary job of a Play Captain is to facilitate playful learning activities on the Play Streets (with the goals of increasing physical activity and decreasing summer slide). Our street level data tool reports our Play Captains **facilitated a total of 93 different games over a five-week period.**

Pre-training, teens are asked how many games they know how to facilitate, and 6.3% of them rate knowing 5 or fewer games. **At the end of the summer, 65% them report knowing 15 or more games.**

this data is across ALL Play Captains



playing & learning

We saw a 14% increase from pre-training to post employment in Play Captains' belief that children can play and learn at the same time.

this data is across ALL Play Captains

CONTACT US

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