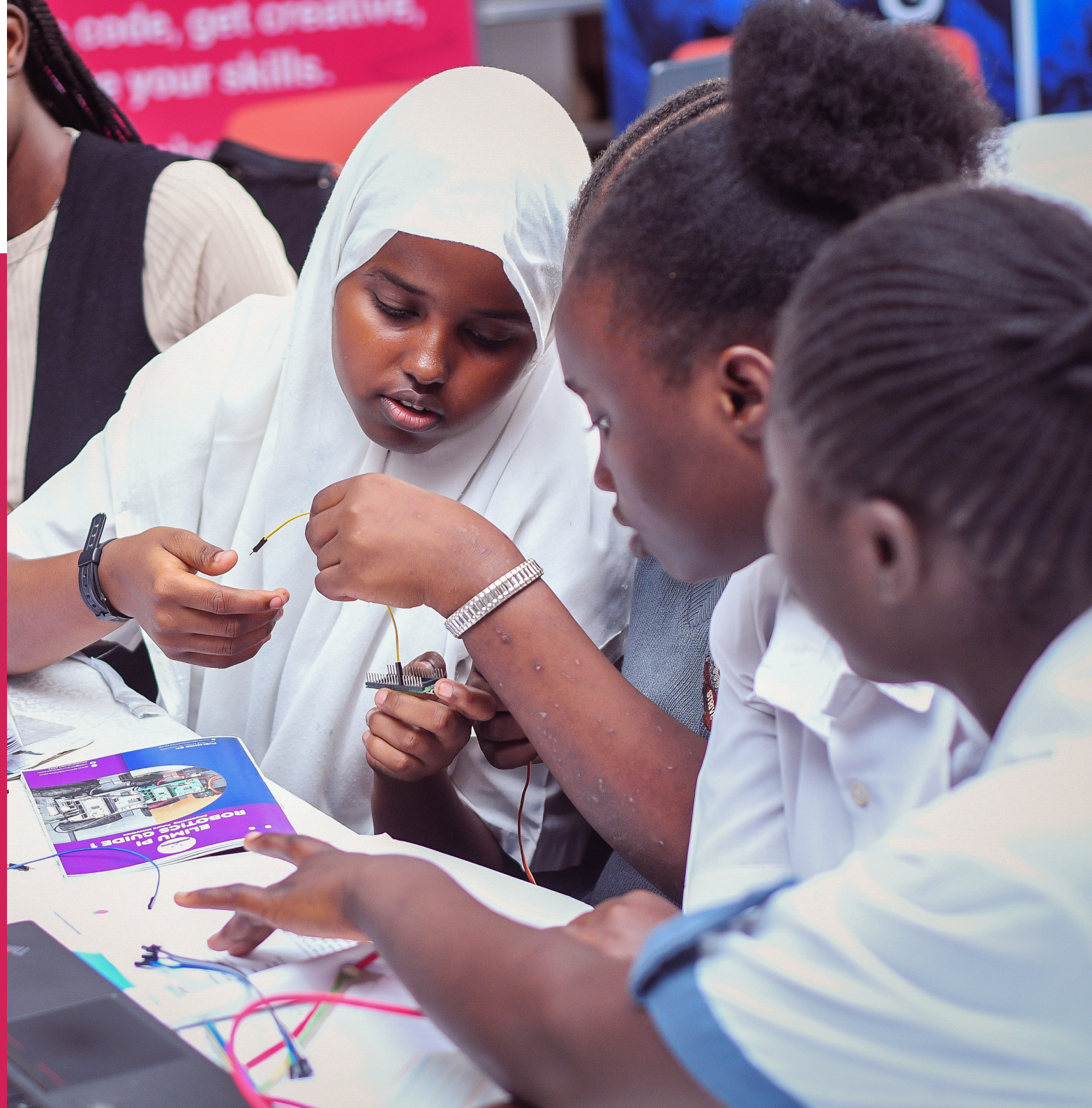


Raspberry Pi  
Foundation

# Clubs annual survey

2024 report



# Introduction

The Raspberry Pi Foundation supports the world's largest network of free informal computing clubs for young people through Code Club and CoderDojo.

Code Club is a global network of after-school coding clubs for learners aged 9 to 13. In Code Clubs, educators and volunteers help young people learn about coding and creating digital projects.

CoderDojo is a global network of community-based programming clubs for young people. In Dojos, volunteers give learners aged 7 to 17 the opportunity to learn how to create with technology.

Every year, we send out an annual survey to all Code Clubs and Dojos. The survey findings help us understand our impact and uncover insights we use to improve the experience of the club volunteers, and to support their work with young people in communities around the world.

In April 2024, we sent the survey to 9,206 Code Club volunteers and 1,592 CoderDojo champions and received a total of 332 responses that are included in our analysis. This included 168 Code Club volunteers, from 207 Code Clubs, and 164 CoderDojo volunteers from 196 Dojos. The survey was not sent to club leaders in India, where we will be running an additional survey later in the year.

We have used the findings to estimate our reach and impact and understand the experiences of young people and volunteers across our whole network of clubs. However, as the findings are based only on answers from 332 volunteers, they may not be representative of the entire clubs community.



# 200,000 young people attend our clubs

**4,557**

Code Clubs.

**35**

young people reached by each club over the course of the year on average.

**158,000**

young people reached in total.

**73% of Code Clubs**

operate in schools.

**18% of Code Clubs**

operate in libraries.

**27%** of Code Clubs in the UK meet in libraries compared to only **5%** of Code Clubs in other countries, where clubs are more likely to meet in schools or office spaces.

On average, Code Clubs meet **29** times per year.

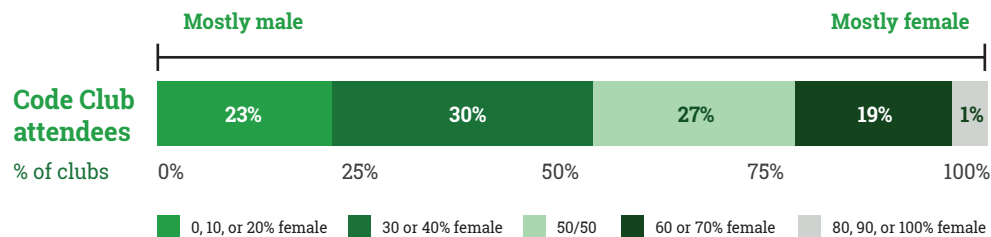
**98% of Code Clubs**

have one or more attendees in the age range of 9 to 13.



**Girls represent 40% of Code Club attendees.**

21% of Code Clubs have mostly female attendees.



**771**

CoderDojos.

**58**

young people reached by each Dojo over the course of the year on average.

**42,000**

young people reached in total.

**36% of CoderDojos**

operate in libraries.

**21% of CoderDojos**

operate in other public community spaces.

**14%** meet in schools, **8%** in office spaces, **7%** in universities, and **6%** in tech hub/maker spaces.

On average, CoderDojos meet 17 times a year.

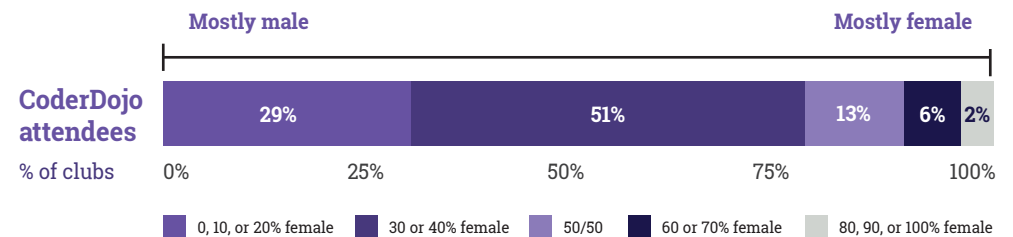
**99% of CoderDojos**

have one or more attendees in the age range of 9 to 13.



**Girls represent 35% of CoderDojo attendees.**

7% of CoderDojos have mostly female attendees.

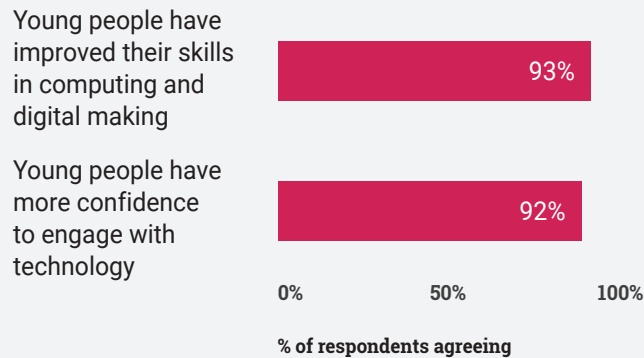


Numbers of young people for clubs in India are estimated based on 2023 survey responses

# Young people who attend a club show an increase in confidence, skills, and interest in computing

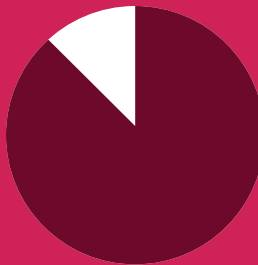
**Over 90%** of volunteers agree that young people have increased skills in computing and digital making or confidence to engage with technology.

## Perceived changes in young people's skills in computing and digital making or confidence to engage with technology



Our volunteers told us the positive impact the clubs have include:

- Young people have a sense of belonging in a community in a safe space
- Young people develop social skills and benefit from social interaction
- Young people learn to present and explain their ideas
- Young people make future plans to study/aspire in a computing field



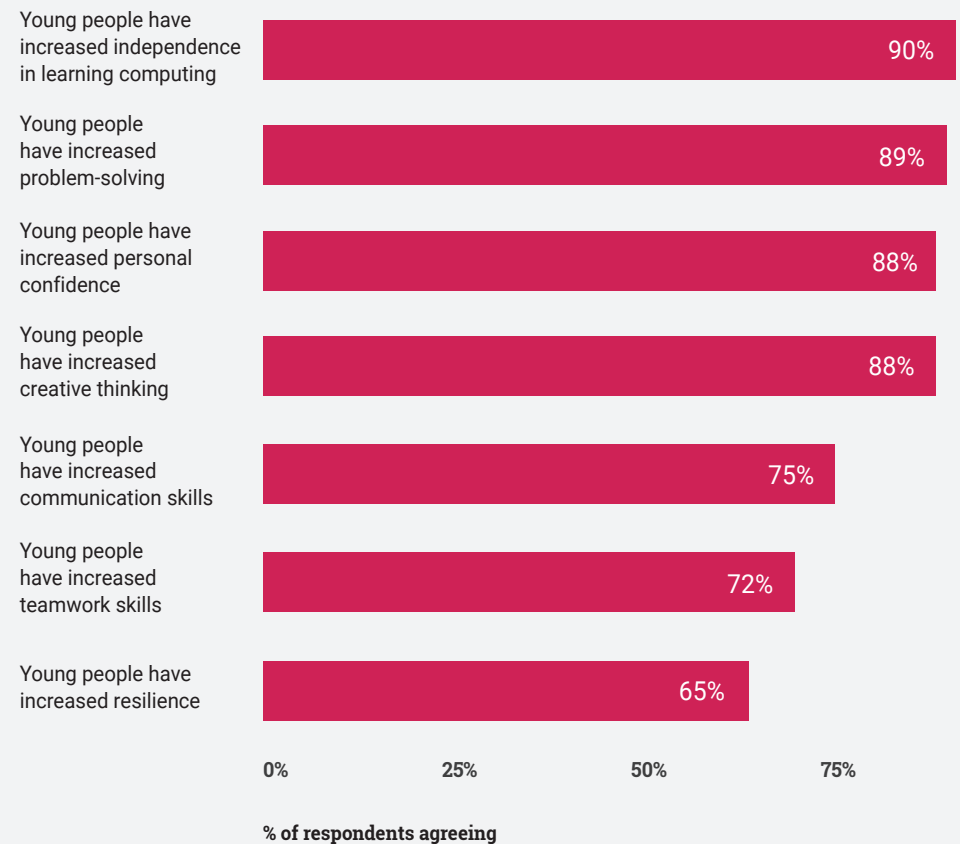
**87%**

of volunteers agree that after attending a club, young people are interested in additional experiences of learning about computing and programming.

“Most noticeable is the development in social skills and a willingness to talk their ideas through”

Code Club volunteer

## Volunteers agreed that there has been an improvement in these wider skills in young people who have attended clubs



# Our clubs are run by a volunteer community of thousands

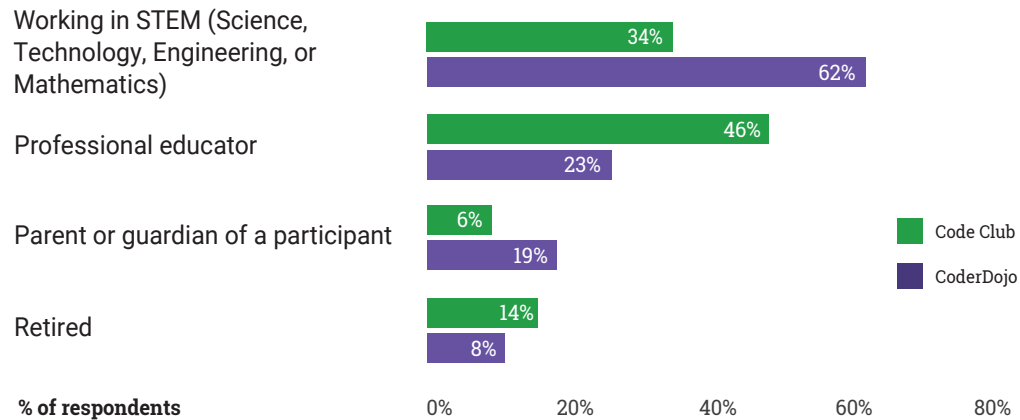
We estimate the average Code Club has **2** volunteers per club

Volunteers under age 18 support **21%** of Code Clubs.  
In total, we estimate **6,119** adults and **626** volunteers under age 18 run Code Clubs.  
Clubs in the UK (who completed more surveys) had more volunteers under 18 than other countries.

We estimate the average CoderDojo has **4** volunteers per club

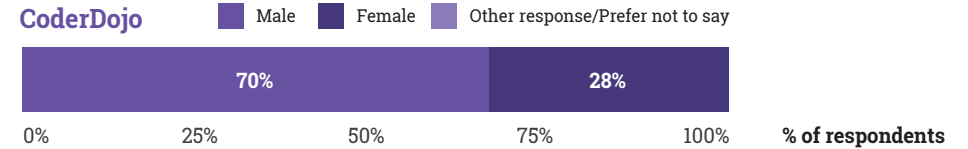
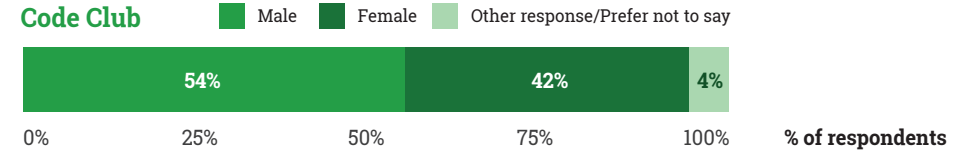
Volunteers under age 18 support **48%** of CoderDojos.  
In total, we estimate **3,161** adults and **536** volunteers under age 18 run CoderDojos.

## Club leaders are most commonly professional educators and/or working in a STEM-based occupation

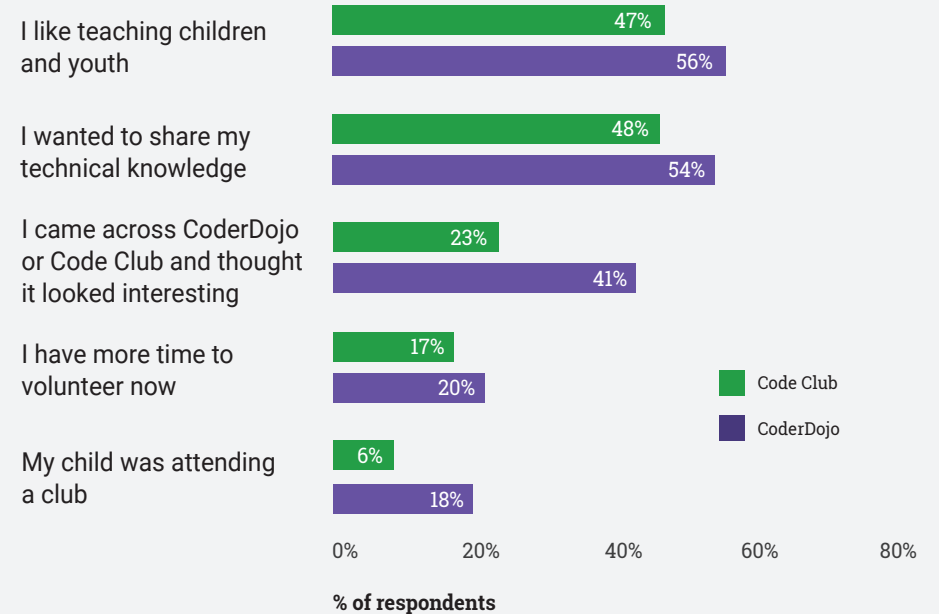


Survey responders could select more than one response. Examples of other categories less frequently chosen included youth worker and student.

## Gender of club leaders/champions



## Volunteers report that they are motivated by their enjoyment of teaching children and young people and wanting to share their technical knowledge



Survey responders could select more than one response

# Our resources and support equip and empower volunteers



74% of Code Clubs

mostly or always use the Raspberry Pi Foundation's projects or pathways.



41% of CoderDojos

## Volunteers agreed that they have the skills and confidence to facilitate club sessions

I have the skills and confidence to facilitate club sessions



I have good computing and programming skills



0% 50% 100%

% of respondents

## Being part of a global community of clubs...

Helps motivate me in volunteering at my club



Gives me access to information and resources that help me run my club



Helps answer questions or solve problems about my club



0% 25% 50% 75% 100%

% of respondents (all clubs)

Not at all To some extent To a great extent

## Challenges respondents face include:

- Not having enough time to run the sessions
- Issues with technology and equipment
- Recruiting volunteers and young people
- Motivating young people to stay engaged in the sessions

## Respondents address these challenges by:

- Providing rewards to young people (such as stickers and certificates)
- Spending time getting to know and supporting the young people to motivate them
- Getting new devices
- Using a combination of online and offline resources in the sessions
- Exhibiting at local events to advertise and showcase the club
- Running remote online sessions



Raspberry Pi Foundation, UK registered charity 1129409