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.
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.

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.

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 40% of Code Club attendees. 21% of Code Clubs have mostly female attendees.
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

- Young people have improved their skills in computing and digital making: 93%
- Young people have more confidence to engage with technology: 92%

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

- Young people have increased independence in learning computing: 90%
- Young people have increased problem-solving: 89%
- Young people have increased personal confidence: 88%
- Young people have increased creative thinking: 88%
- Young people have increased communication skills: 75%
- Young people have increased teamwork skills: 72%
- Young people have increased resilience: 65%

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

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

Code Club volunteer
Our clubs are run by a volunteer community of thousands

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.

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

<table>
<thead>
<tr>
<th>Occupation</th>
<th>Code Club</th>
<th>CoderDojo</th>
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<tbody>
<tr>
<td>Working in STEM (Science, Technology, Engineering, or Mathematics)</td>
<td>34%</td>
<td>23%</td>
</tr>
<tr>
<td>Professional educator</td>
<td>23%</td>
<td>46%</td>
</tr>
<tr>
<td>Parent or guardian of a participant</td>
<td>6%</td>
<td>19%</td>
</tr>
<tr>
<td>Retired</td>
<td>8%</td>
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</tbody>
</table>

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

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

Gender of club leaders/champions

**Code Club**

- Male: 54%
- Female: 42%
- Other response/Prefer not to say: 4%

**CoderDojo**

- Male: 70%
- Female: 28%

% of respondents
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: 88% of respondents
- I have good computing and programming skills: 83% of respondents

Being part of a global community of clubs...

- Helps motivate me in volunteering at my club: 17% Not at all, 52% To some extent, 31% To a great extent
- Gives me access to information and resources that help me run my club: 3% Not at all, 43% To some extent, 54% To a great extent
- Helps answer questions or solve problems about my club: 16% Not at all, 55% To some extent, 29% 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