**LTO - Case Study**

**Overview**

This template is designed to help capture good practice case studies that share information about **an individual LTO** which has successfully done one (or more) of the following (*e.g. via StreetGames interventions or other external funding sourced*):

1. Delivered doorstep sport activities which have **increased activity levels** and/or engaged previously **inactive** young people from LSEGs
2. Delivered doorstep sport activities which have specifically focused on engaging and increasing activity levels amongst young **females** from LSEGs
3. Delivered doorstep sport activities which have specifically focused on supporting young people from LSEGs to **access ‘mainstream’ sport and leisure facilities** locally (*e.g. leisure centres, gyms, clubs*)
4. Delivered doorstep sport activities which have specifically focused on enhancing the **mental health and well-being** of young people from LSEGs
5. Delivered doorstep sport activities which have specifically focused on young people from LSEGs in a particular area with the aim of enhancing either:
	* **Community Safety**
	* **Community cohesion**
	* **Community integration**.
6. Engaged and supported young people from LSEGs to **volunteer and take on leadership roles** (and develop personally)
7. Delivered **holiday activities** which have specifically focused on combatting issues related to: holiday hunger, isolation and low activity levels amongst young people from LSEGs
8. Effectively gathering and is using robust **M&E data to evidence** **their impact**.

**What information?**

The case study should look to collect information that describes what has taken place and where possible, identifying key success factors, lessons learnt or challenges and (where relevant) what StreetGames’ role was in this / the support or resources we provided which made these activities possible.

**How will the case studies be collected & written up?**

The case study templates can either be used by an LTO or DSA so that they can collect the information themselves directly and then send the completed template through to the R&I team to write into a case study example or alternatively if a DSA lets us know when they have seen something that they think would make a good case study and provides us with the relevant contact details the R&I team will make contact and collect the information and write up the case study. ceris.anderson@streetgames.org

N.B. It’s absolutely fine for case studies to vary in length – they could be short, mini case study (e.g. just a couple of paragraphs) or a longer, more detailed case study (e.g. 1-2 pages).

**How will the case studies be used or shared?**

It is intended that the case studies will be shared on the StreetGames website and in our comms to the network and shared with funders like Sport England, potential new funding partners and also for LTOs to share locally with their partners, funders and stakeholders.

Case Study Template provided overleaf which can be used as a guide. N.B. we understand that it will not be possible to collect all of the information for every case study.

**LTO Case Study: Suggested Content**

|  |  |
| --- | --- |
| **Who** | Name of LTO: |
| **Where** | Location of the LTO / which cluster?  |
| **What** | What is the focus of this LTO case study? 🞏 Delivering activities which have **increased activity levels** and/or engaged previously **inactive** young people from LSEGs🞏 Delivering activities which have specifically focused on engaging and increasing activity levels amongst **young females** from LSEGs 🞏 Delivering activities which have specifically focused on supporting young people from LSEGs to **access ‘mainstream’** sport and leisure facilities locally (*e.g. leisure centres, gyms, clubs*) 🞏 Delivering activities which have specifically focused on **enhancing the** mental health and well-being of young people from LSEGs 🞏 Delivering doorstep sport activities which have specifically focused on young people from LSEGs in a particular area with the aim of enhancing either: **Community** **Safety**, Community **cohesion** / **integration**🞏 Engaging and supporting young people from LSEGs to **volunteer** and take on leadership roles (and develop personally)🞏 Delivering **holiday activities** which have specifically focused on combatting issues related to: holiday hunger, isolation and low activity levels amongst young people from LSEGs 🞏 Gathering and using robust **M&E data to evidence i**mpact. 🞏 Other, please specify:  |
| **Background** | *What is the background – was there a particular issue locally which this project was looking to address?* |
| **Details** | Please provide information about this work *(i.e. what activities were provided, style/format, when do they take place, how were they funded, where, how were the young people initially identified and engaged and What methods are used to keep them coming back, were any partners involved?)* |
| **Difference** | What difference has this made and do they have any data or information to evidence this? *(if available include survey feedback, external evaluation quotes, or data from use of any evaluation tools, awards success or recognition)* |
| **StreetGames Involvement** |  What role did StreetGames’ play in this work – e.g. funding or resources for delivery, training workshops, insight or DSA support or advice etc. |
| **Challenges** | Were there any specific challenges – if yes, were they able to overcome these and if so how? |
| **Key Success Factors** | *Were there specific things which helped to make this project a success?* |
| **Lessons Learnt** | *Any key lessons learnt/ things they would do differently if they were starting again?* |
| **Future** | *Any plans for the future/next steps* |
| **Contact** | Contact name and email/phone number |
| **Other additions** | Include photos, logos and quotes where possible. |

N.B – The **content for any case study must be ‘signed off’** and approved by the relevant project lead and/or individual and explained where it may be used.