



# **About Moving Communities**



Local leisure plays a vital role in the health and wellbeing of local communities by providing accessible opportunities to get active. This is why Sport England has developed Moving Communities.

#### What is Moving Communities

- Over 1,300 sites in England.
- Insights captured across 6 KPIs: participation, throughput, social value, finance, customer experience, and service delivery.
- It is free for Local Authorities and where relevant, their service delivery providers, to sign up.

#### What are the benefits

- Ability to benchmark performance and filter based on various criteria
- Explore financial performance alongside understanding how effective the service is and for whom and the impact on local communities
- Use to drive decision making and investment

# Our vision is clear

Where live data and insight informs and inspires public leisure decision making, supporting all communities to get moving



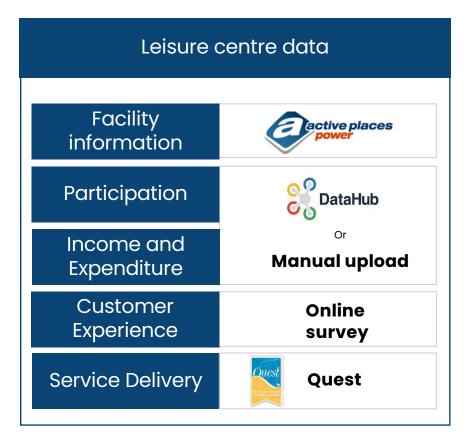
Empowering decision makers.....meeting needs.....improving standards... moving communities



# **How it works**



Data collection and quality checks





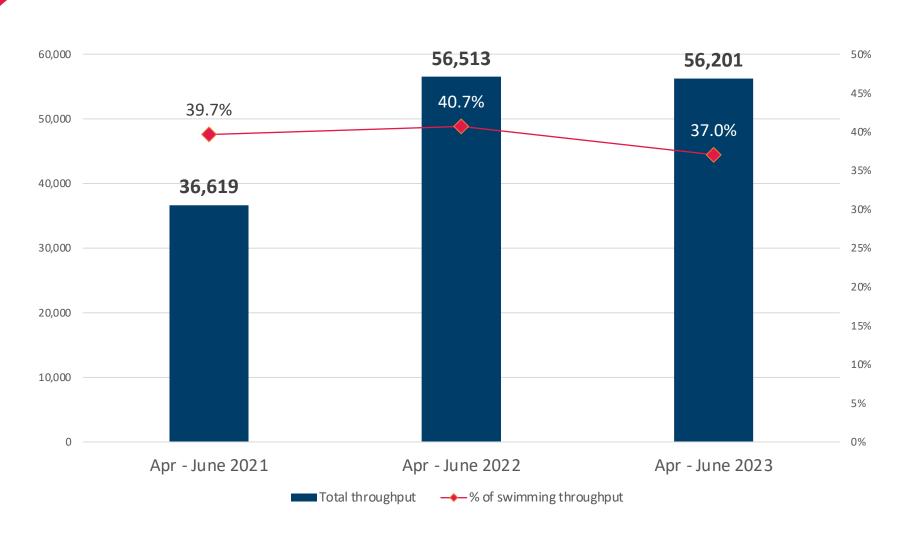
User groups **Sport England &** sector bodies Service providers Local & national government Active **Partnerships NGBs** 



# Moving Communities latest sector insights

# Average quarterly throughput by site





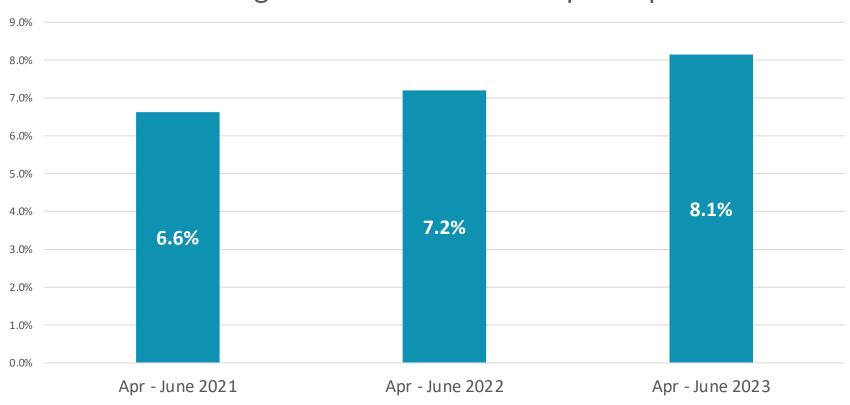
 Throughput has increased from 2021 to 2022, but plateaued from 2022 to 2023

Swimming has decreased slightly year on year

# Over 65s participation has increased



#### Percentage of over 65s out of all participants



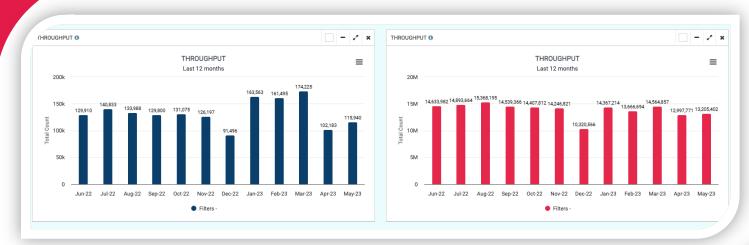
Older adults participation has grown year on year since facilities reopened in April 2021



# What are the benefits to my organisation?

# Live insight into throughput breakdown





Track throughput change over time to understand seasonality and growth

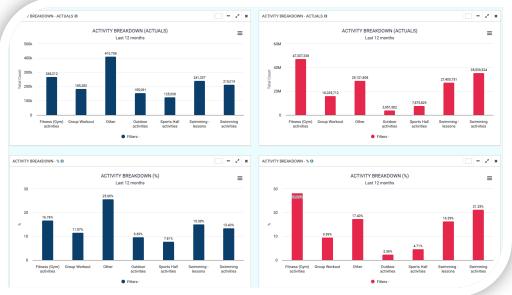
Measure monthly and annual changes compared to sector and local benchmarks

Track throughput changes across different activities

Analyse throughput rates compared to the sector

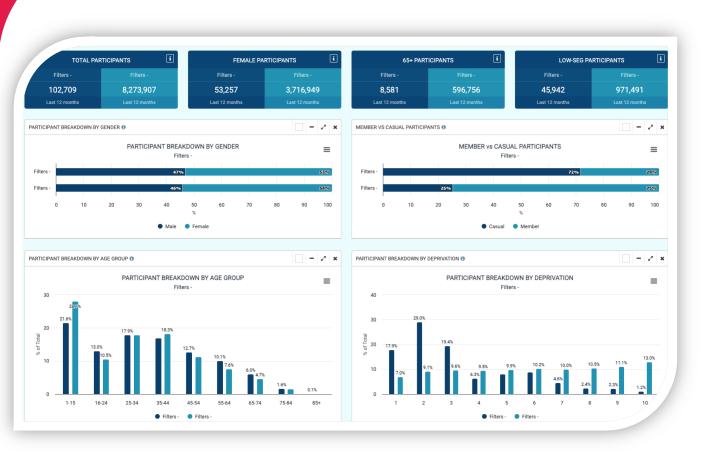
Compare throughput breakdown by activity type





# In-depth understanding of local participation





Understand the demographics of participants, including age, gender, and deprivation

Measure how participation varies across sites and different activity types

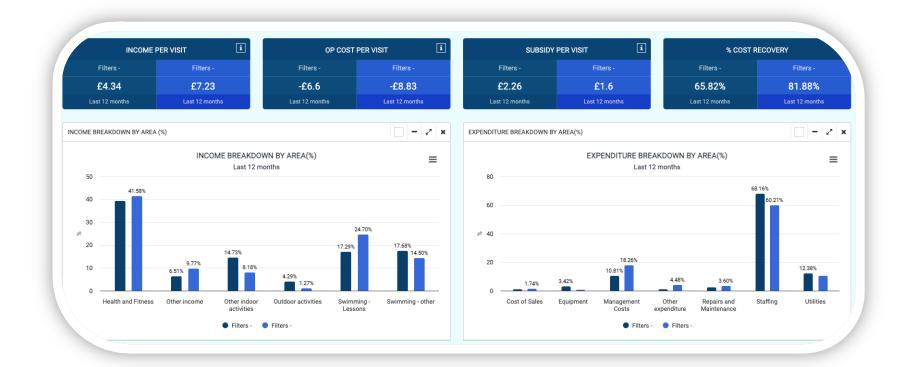
Analyse participation rates compared to the sector and local benchmarks

Highlight priority demographic groups to target

# Understand financial performance

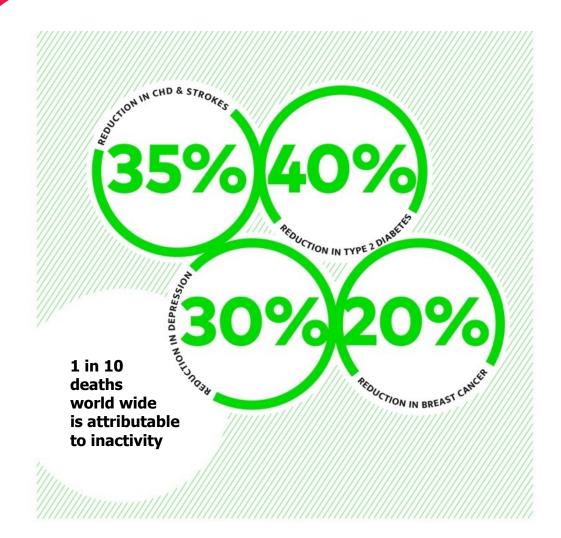


- ✓ Measure income and operational cost per visit compared to local and sector benchmarks
- ✓ Track % cost recovery and how this varies over time and the impact of seasonality or growth
- ✓ Analyse income and expenditure breakdown by area and see how this compares



# What is Social Value?





SOCIAL VALUE OF SPORT AND PHYSICAL ACTIVITY Total Social Value of sport and physical activity in England:

£71.6bn

£1 invested in sport (or getting people active) returns

£4

Impact in health, wellbeing, individual and community development

Physical and Mental Health: £9.6 billion

**Subjective Wellbeing:** £42 billion

Individual Development: £282 million

Community Development: £20 billion

# How is Social Value calculated?



#### **OUTPUTS**

Total Social Value attributable to each leisure centre / gym (e.g. £1m Social Value generated in total over a year)

Total Social Value generated by each member and casual participant (e.g. £350 Social Value generated per person over a year)

**ANALYSIS** 

Physical and Mental Health Subjective Wellbeing

Individual Development Social and Community Development

Sheffield Hallam University

Activity, Demographic, Mosaic segmentation for each member



**INPUTS** 

Participation data for each member (Age, gender, postcode and duration of activity)



## What are the outcomes?



#### Physical and mental health

Total savings in health and social care costs achieved through the reduced risk of various health conditions and the average annual costs per person diagnosed with the condition

#### **Subjective wellbeing**

The value of higher wellbeing derived by sports participants from engagement in sport (using the wellbeing valuation approach)

### **Social Value**

### Individual development

Improved educational attainment through sports participation valued using lifetime productivity returns and higher starting salaries after graduation

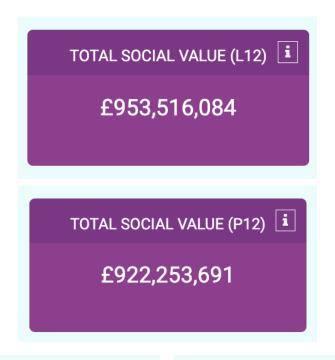
#### Social and community development

Savings in the criminal justice system costs derived from the reduced crime rates for young people, plus increased social capital derived from enhanced social networks, trust and reciprocity

# MC Social Value Dashboard

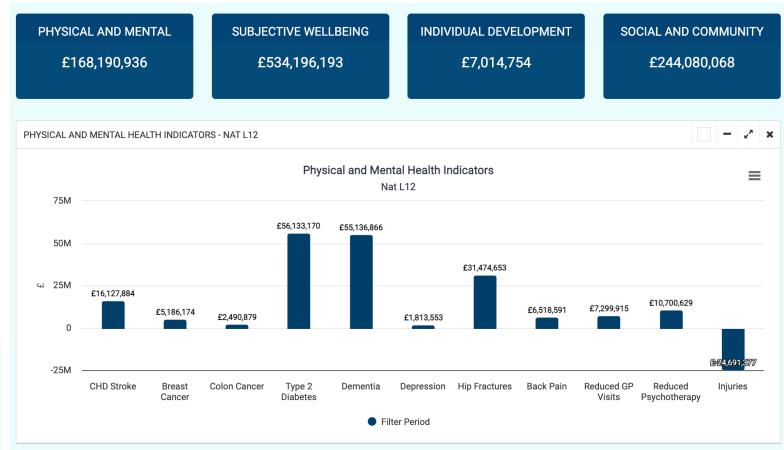


The Total Social Value generated by MC Members (Last 12 months):



TOTAL SV PARTICIPANTS i
8,135,072

AV. SV PER PERSON i







movingcommunities@4global.com