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A Ganar 2-Country Impact Evaluation—Guatemala

THE PROGRAM

A Ganar is a sports-based youth workforce development program targeting at-risk youth. Implemented by Partners of the Americas, the program combats youth unemployment in Latin America and the Caribbean by utilizing soccer and other team sports to help at-risk youth finding employment, re-enter education, or start their own business.

A Ganar is structured in four phases: **Sport-Based Employability Training** (80 - 100 hours), **Vocational training** (150+ hours), **Internships, apprenticeships or other activities** (40 hours), and **Follow-On support**, including career counseling.

From 2009 to 2015, USAID invested \$8.9 million in A Ganar. During this period, the program provided training to over 6,000 youth across 8 countries¹.



EVALUATION QUESTIONS

Question 1 (Proof of Concept): To what extent does participation and completion of the A Ganar program increase the likelihood that youth will obtain and maintain jobs, return to school, start their own business or reduce risky behavior?²

Question 2 (Use of Sports): Does the use of sports in A Ganar increase the retention rate, job insertion rate and effectiveness of the program to teach life skills, language, math, IT and other complimentary activities?

THE EVALUATION

KEY FINDINGS

A Ganar led to significant improvements in youths' job quality. Beneficiaries reported higher wages and a higher prevalence of formal employment. However, the program did not have an impact on employment rates.

Sports programming had a positive impact on gender attitudes. Qualitative evidence suggests that the sports component of A Ganar played a large role in improving gender equitable perspectives. A Ganar led to significantly more equitable gender perspectives as compared to the non-sports program and control groups.

METHODOLOGY

Social Impact implemented randomized control trial impact evaluations of A Ganar in Guatemala and Honduras. This policy brief discusses endline findings for Guatemala, where A Ganar youth were compared to beneficiaries of a similar, non-sport program as well as control youth.

The study follows a cohort of 3,000+ youth (1,210 in Guatemala) over 2.25 years. The design includes quantitative and qualitative components, with data collection at Baseline, Midline (immediately following the conclusion of the program) and Endline (approximately 18 months after program conclusion).

1. Honduras, Guatemala, Jamaica, Dominican Republic, St. Kitts & Nevis, St. Vincent and the Grenadines, Suriname and Dominica.

2. USAID funded A Ganar as a workforce development program, and it was never intended to be a violence prevention program. However, due to the target population, USAID decided to collect data on risky behavior.

ENDLINE FINDINGS—GUATEMALA

KEY OUTCOME: EMPLOYMENT

A Ganar had a significant positive impact on aspects of job quality. Compared to control youth, A Ganar beneficiaries had 15% higher hourly wages and were 93% more likely to have a work contract. While the employment rate among A Ganar youth tripled over the course of the study, the program did not have any impact on employment because the other two groups experienced comparable trends. A Ganar did not have an impact on measures of job quantity such as employment rate, number of jobs, and hours worked.³

ADDITIONAL PRIMARY OUTCOMES

Education: While A Ganar youth were less likely to be enrolled in school than control youth, they were 4.26 times more likely to report a desire to return to school. One possible explanation is that beneficiaries determined the opportunity cost of returning to school to be too high relative to employment.

Entrepreneurship: A Ganar had no impact on entrepreneurship. Rates of business ownership were low in both groups.

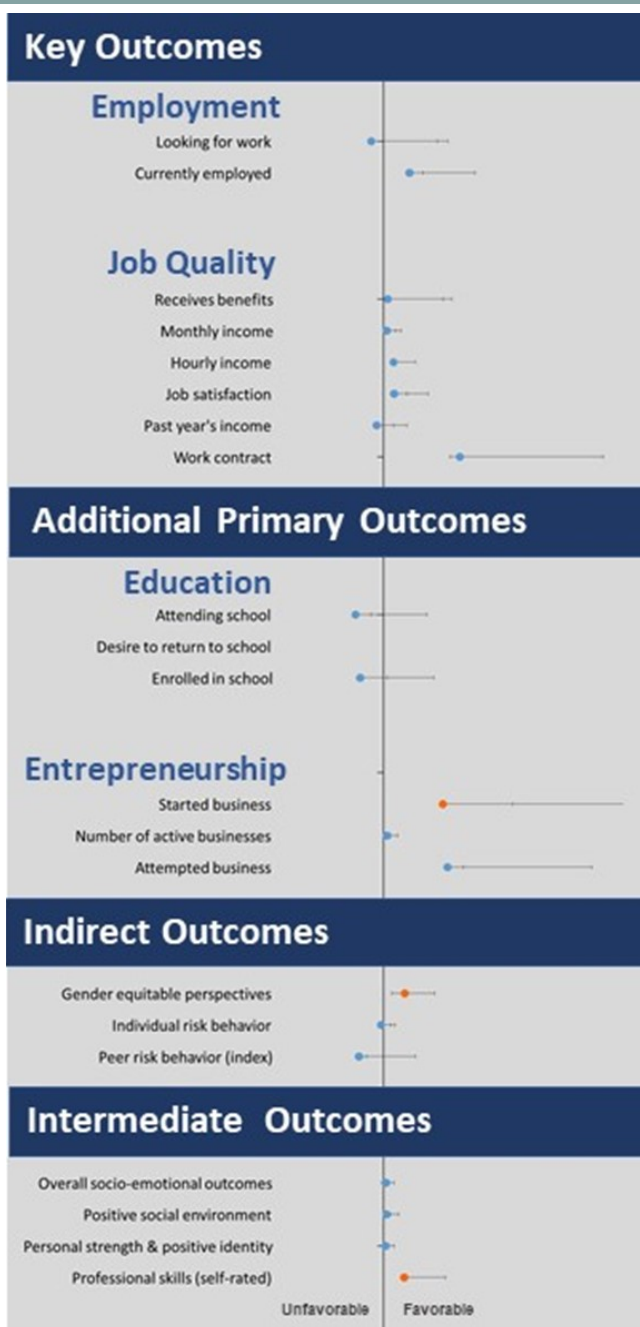
INDIRECT OUTCOMES

Risk Behavior: At endline, A Ganar youth had significantly more friends who engaged in a range of risk behaviors. This phenomenon is possibly driven by the mixing of youth with different risk profiles during the program. This increased exposure to risk behavior does not seem to have been internalized by A Ganar youth, who were no more likely to engage in risk behavior than control youth.

INTERMEDIATE OUTCOMES

A Ganar had a positive impact on some **Socio-emotional outcomes** such as youth sense of positive identity, social competencies, commitment to learning, constructive use of time, and empowerment.

While **professional skills** improved for all groups, A Ganar youth experienced significantly greater improvement in CV writing skills.



KEY:

- The location of the dot indicates whether the A Ganar outcome was favorable or unfavorable relative to the control group
- Horizontal bars indicate the likely range of each outcome. Those highlighted in orange are statistically significant because they do not intersect with the vertical axis
- The size of the dot indicates the strength of the relationship⁴

Prepared by **Social Impact** as part of the A Ganar Impact Evaluation



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3. Significant refers to statistical significance with p values less than or equal to 0.1

4. Based on Cohen's D