



Out-of-School Time | Youth Leadership

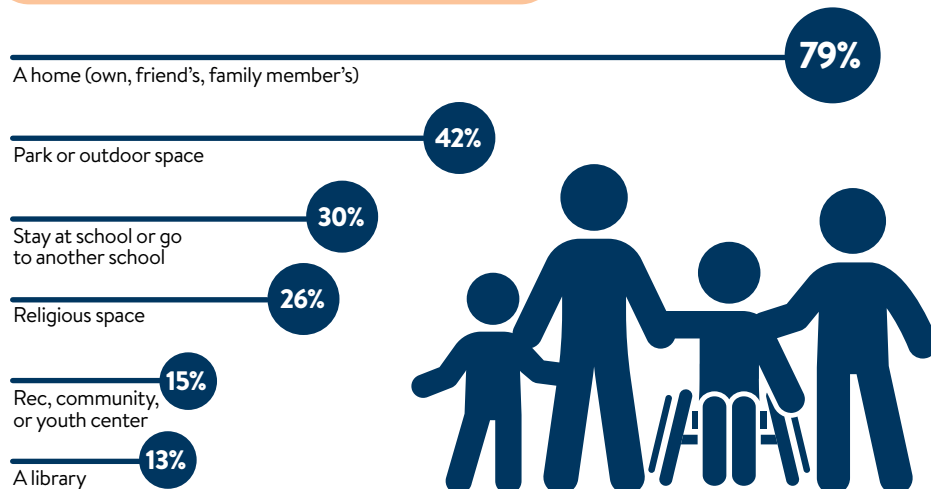
OPPORTUNITIES FOR YOUTH TO ENGAGE



Young people grow and thrive best when actively engaged with their community and have meaningful leadership opportunities.

Where students go after school

The most common place for students to go after school is a house.



What students do after school

Sports teams	50%
Artistic (music, dance, drawing, pottery, etc.)	27%
Activity lessons like karate or tennis	25%
Religious activities	22%
School sponsored activities or clubs	20%
Tutoring, homework help, academic programs	12%
Leadership activities	9%
Community clubs (4H, Scouts, community ed)	7%
Cultural heritage programs	5%

63% of students in 5th, 8th, 9th, and 11th grade state that their school or community offers a variety of programs for people their age to participate in outside of the regular school day.

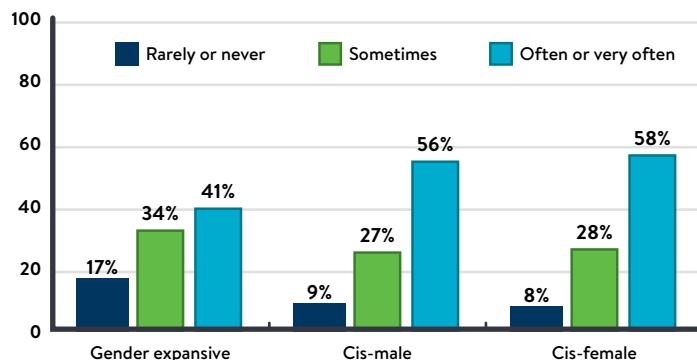
According to Ignite Afterschool, over 144,000 of Minnesota's youth are **alone and unsupervised** after school.

Youth leadership

It is important to increase opportunities for young people that allow them to actively influence issues that affect their health and development.

Almost
50%
of students help make decisions in their out of school time activities.

Over 50% of students overall reported learning leadership skills often or very often while doing out of school activities. Gender expansive youth were less likely to report learning leadership skills while doing out of school activities.



For more information, read the complete [Adolescent Health Data Book](http://www.health.state.mn.us/people/adolescent/youth/databook.html) (www.health.state.mn.us/people/adolescent/youth/databook.html).

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