

# **WE ARE TEMPO**

## **Tempo Time Credits Impact 2022**

### **Mental and Physical Health**



# NET WELLBEING IMPACT IN UK



reported improved quality of life



feel more positive about the future



reported improved physical health



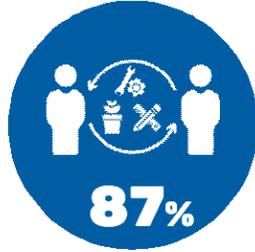
feel more confident



feel healthier overall



Time Credits helped me get a job



learned a new skill



can afford to do more things



feel less isolated and lonely



report improved mental health



feel more able to contribute to the community and other people



know more about community based services and support available to them



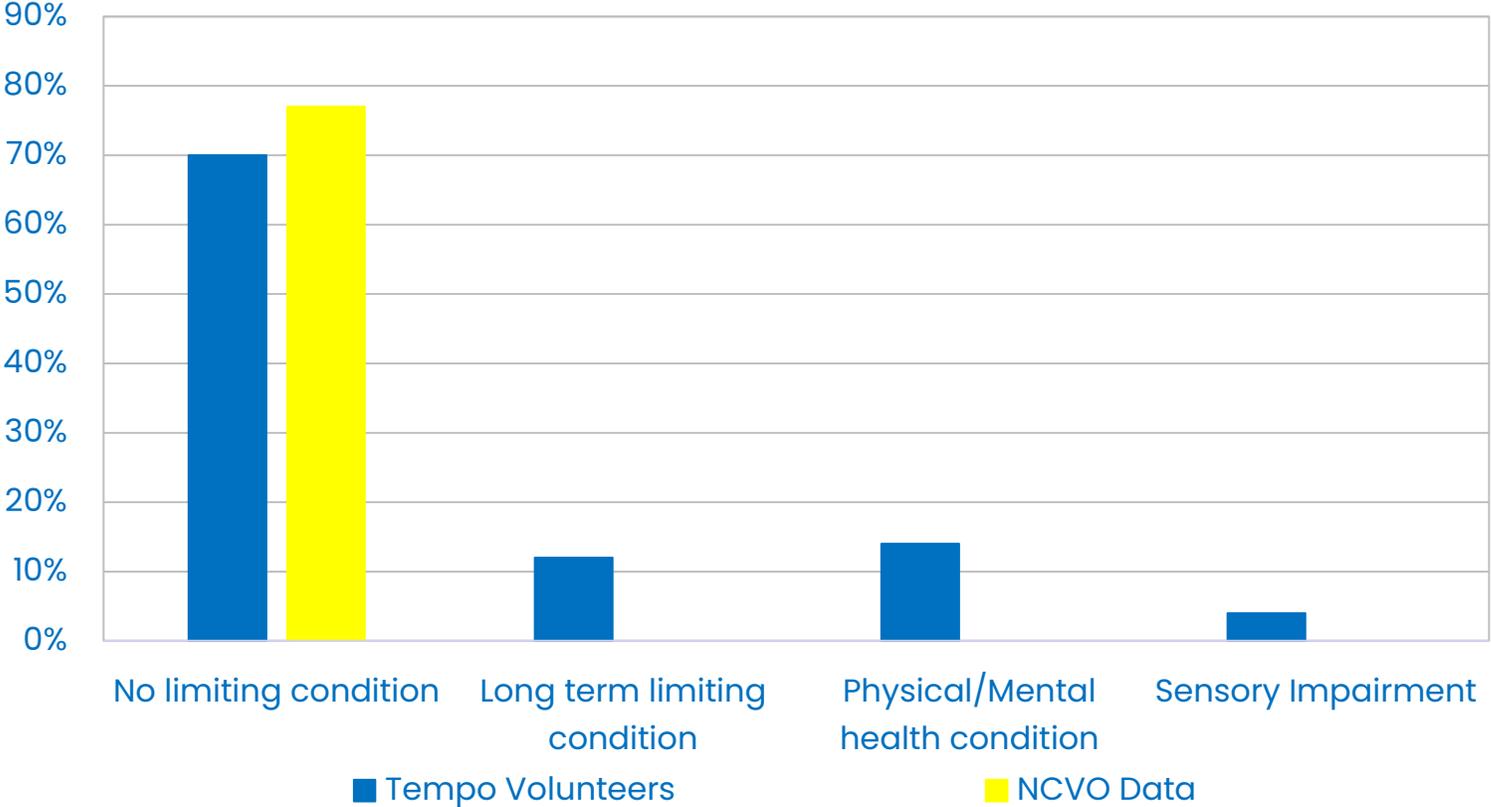
## IMPACT SURVEY 2022 IN UK

The economic impact (net wellbeing uplifts) of Tempo Time Credits (to the 10,712 volunteers earning them) is estimated at £16.6m (2019 prices). (Externally reviewed process)

69% of the community organisations that use Tempo Time Credits value their ability to recruit and retain volunteers This is estimated to have saved the 1,100 organisations using Tempo Time Credits £167,400 in the last year.

# VOLUNTEERING ACTIVITY

## Volunteers Self Identified as having a Limiting Condition

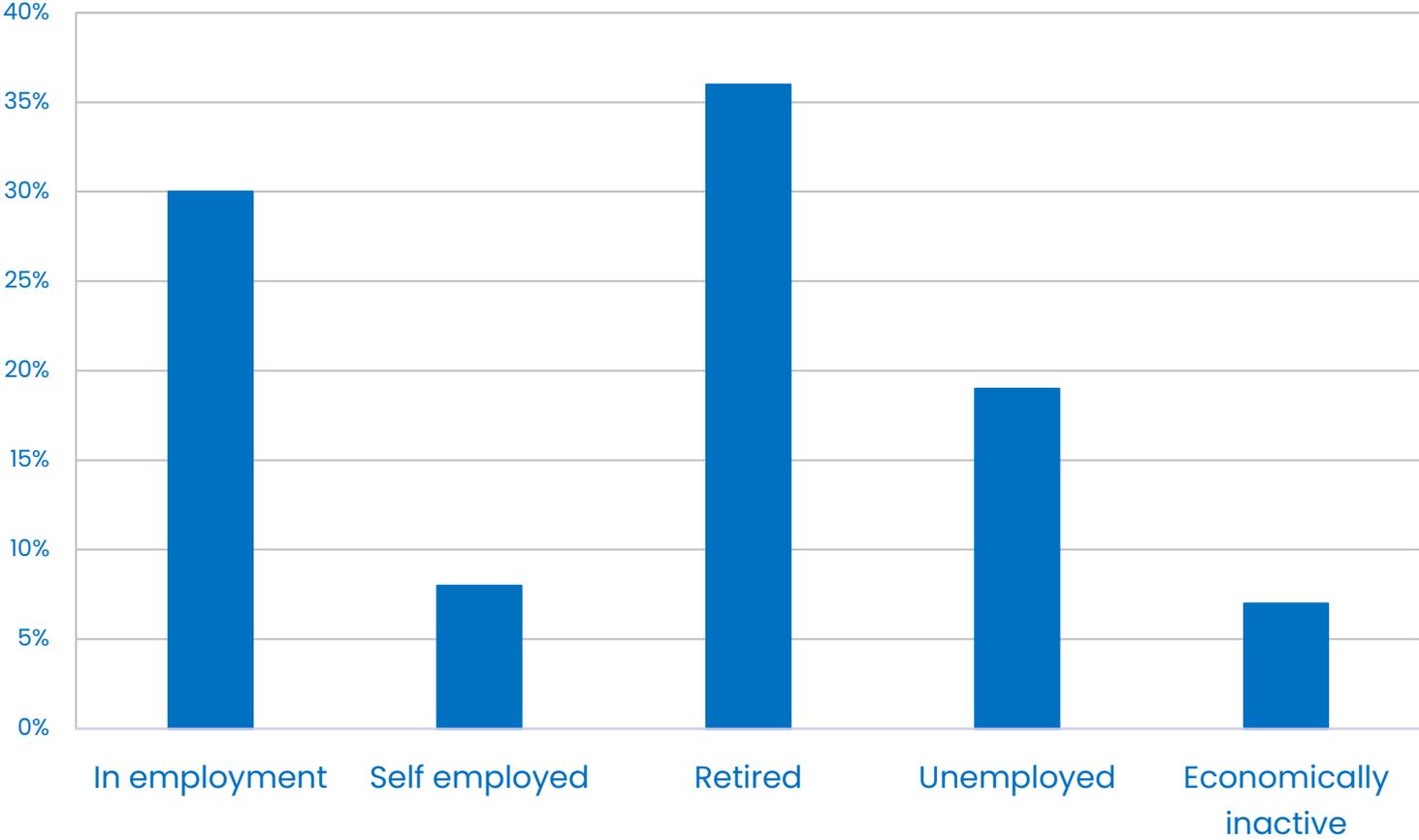


30% of Tempo Time Credit volunteers have some form of limiting condition.

23% of those in the NCVO survey 2019 had some form of limiting condition.

# VOLUNTEERING ACTIVITY

Economic Position of Volunteers



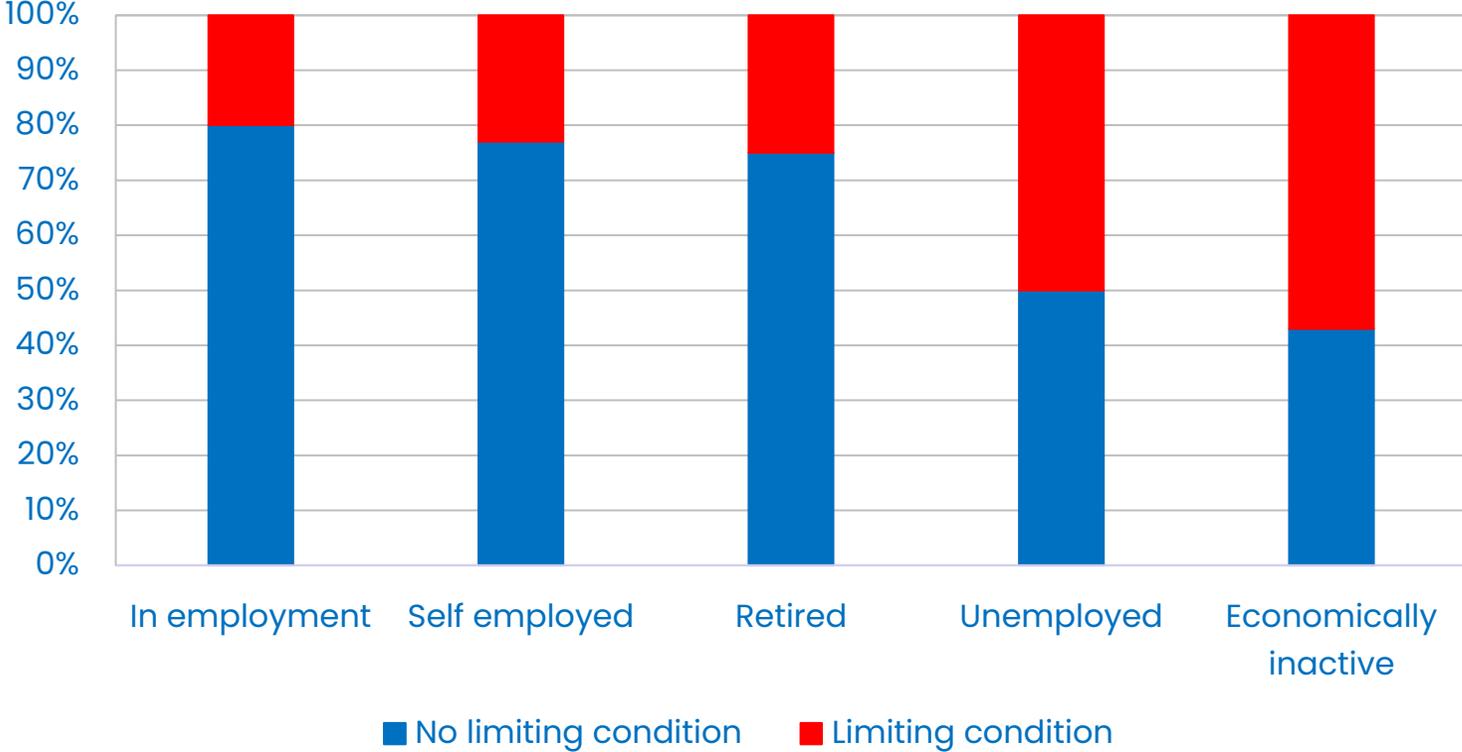
Tempo Time Credit volunteers come from a diverse variety of economic backgrounds.

62% of those in the NCVO survey 2019 were in employment/self employment.

It also reflects the age profile, with 36% above the typical retirement age.

# VOLUNTEERING ACTIVITY

## Limiting Condition and Economic Position of Volunteers

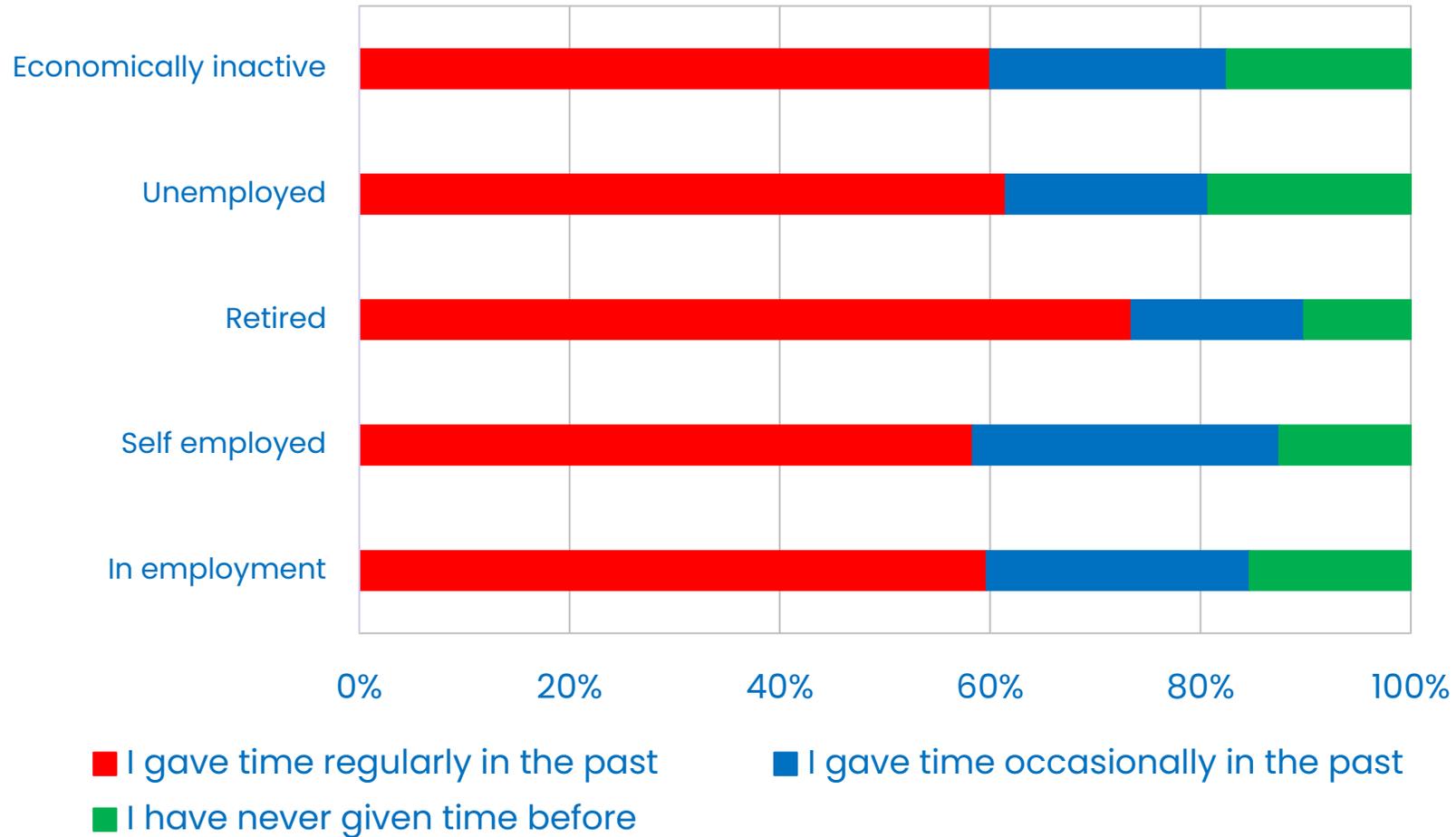


Sensory, physical and mental health conditions that are limiting are concentrated among those volunteers who are unemployed and economically inactive.

This presents these people with multiple disadvantages.

# IMPACT IN UK

## Economic position and volunteering history

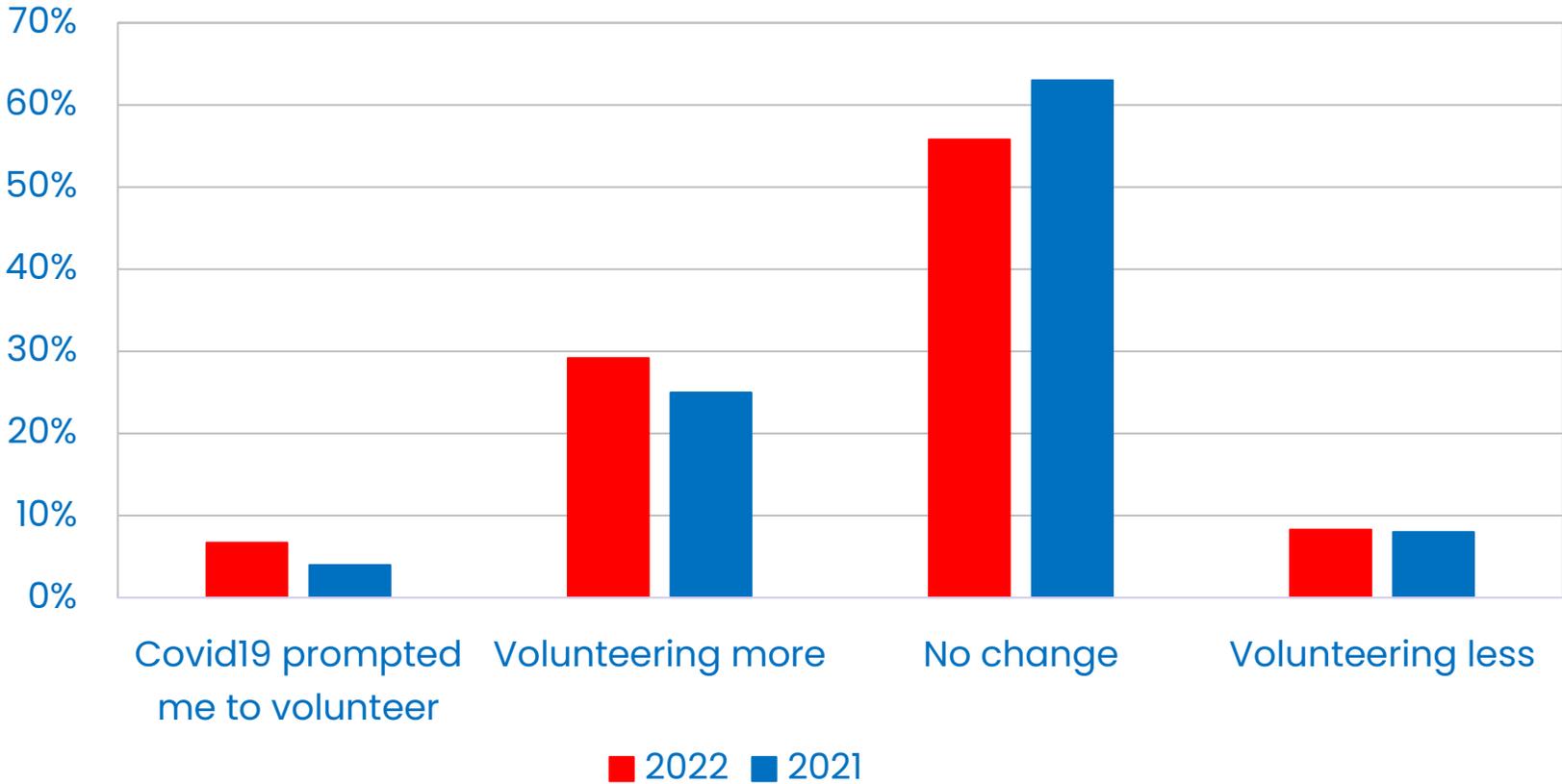


Unemployed and economically inactive people are more likely to be new to volunteering.

74% of retired people have volunteered regularly or occasionally in the past compared to 60% of the other economic groups

# VOLUNTEERING ACTIVITY

## Covid Impact on Volunteering Propensity



COVID-19 had a positive impact on volunteering. 36% of volunteers stated they had started (7%) or increased (29%) their volunteering in response to the pandemic.

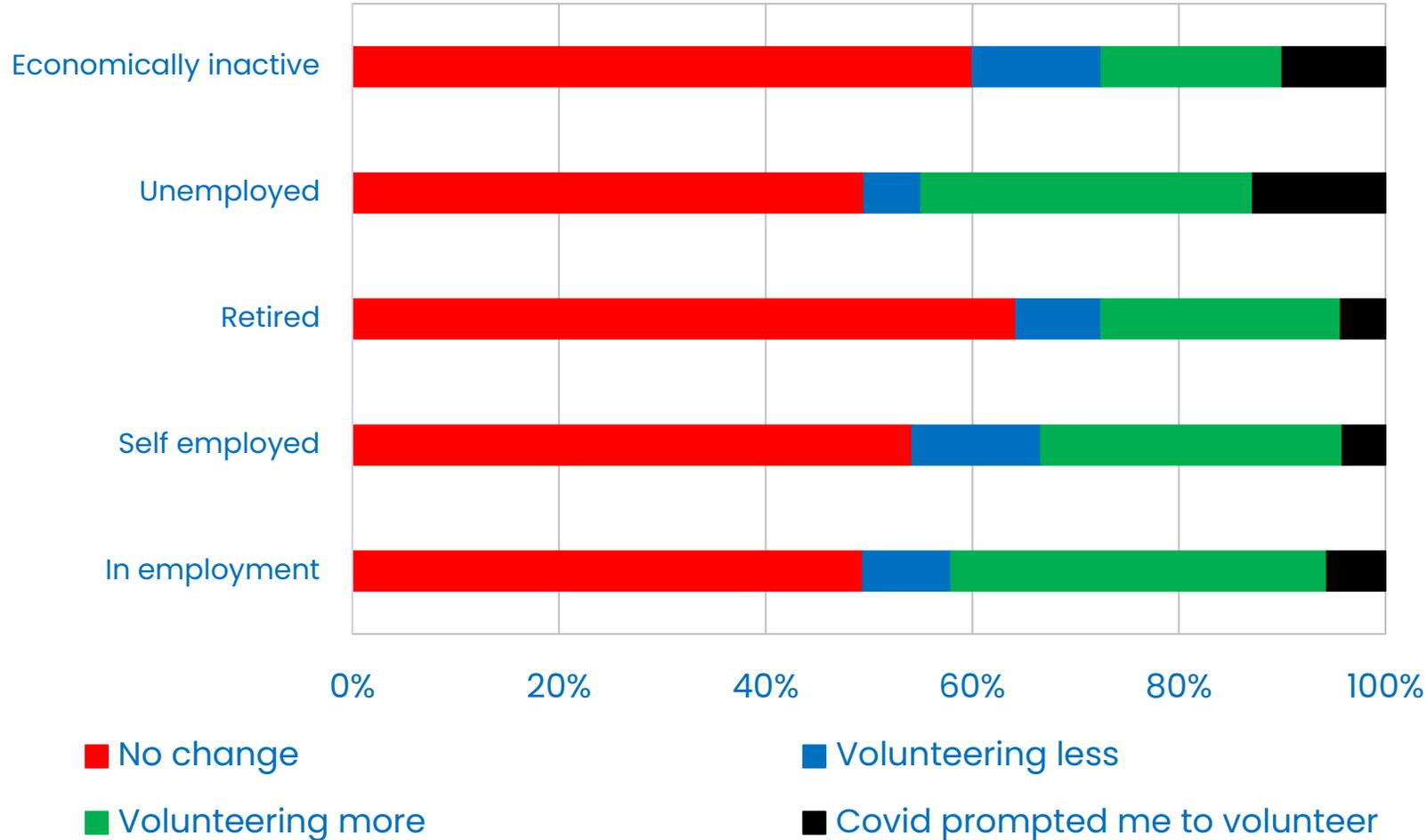
This is an increase of 7% from 2021.

The key will be to retain these volunteers.

Only 8% stated that they volunteered less.

# VOLUNTEERING ACTIVITY

## Economic position and Covid volunteering propensity

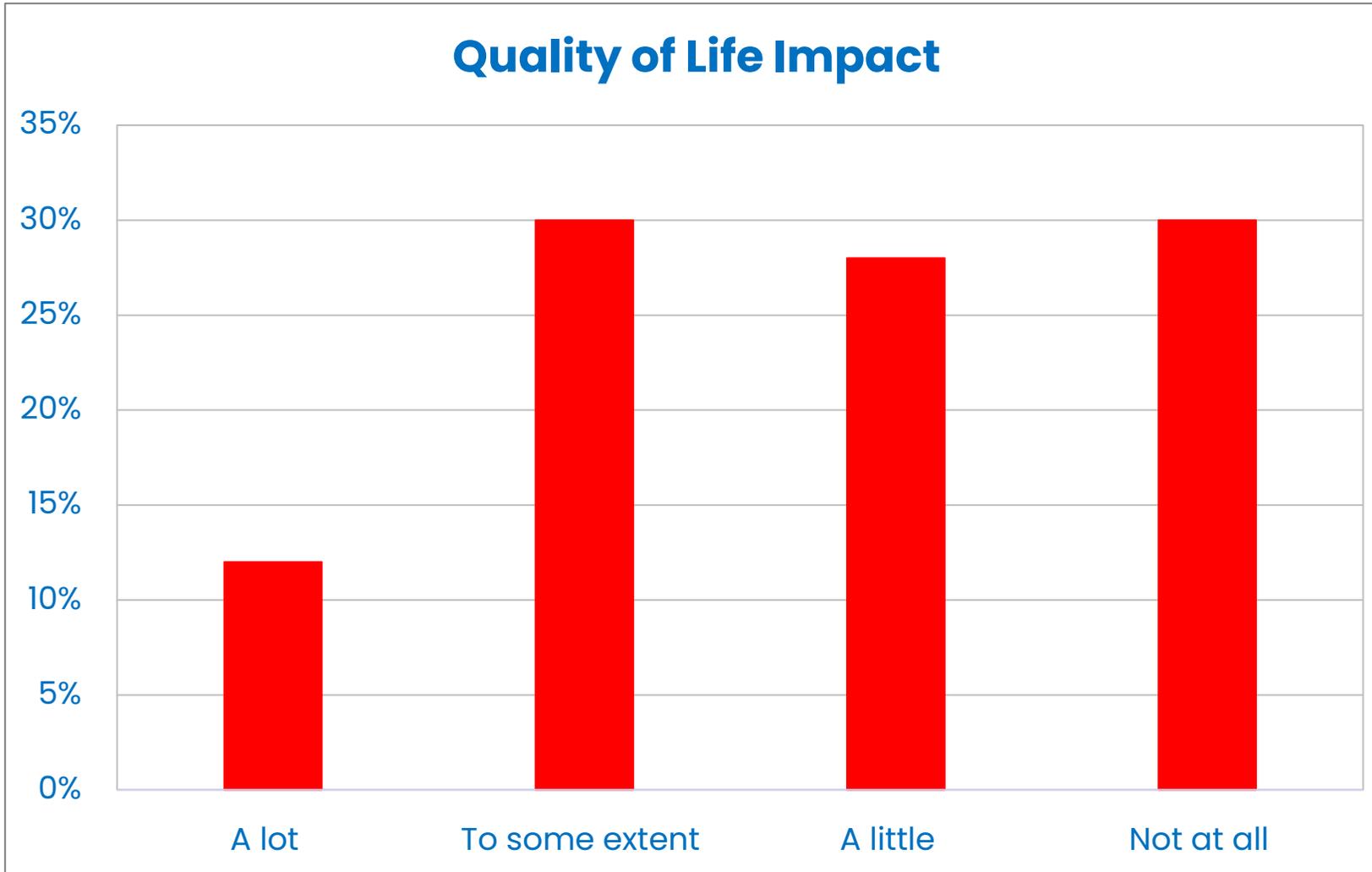


Unemployed and economically inactive people are more than twice as likely to have started volunteering during the pandemic.

Retired people are the least likely to have started or increased their volunteering during the pandemic.

Nearly 50% of unemployed people started or increased their volunteering during the pandemic.

# QUALITY OF LIFE IMPACT

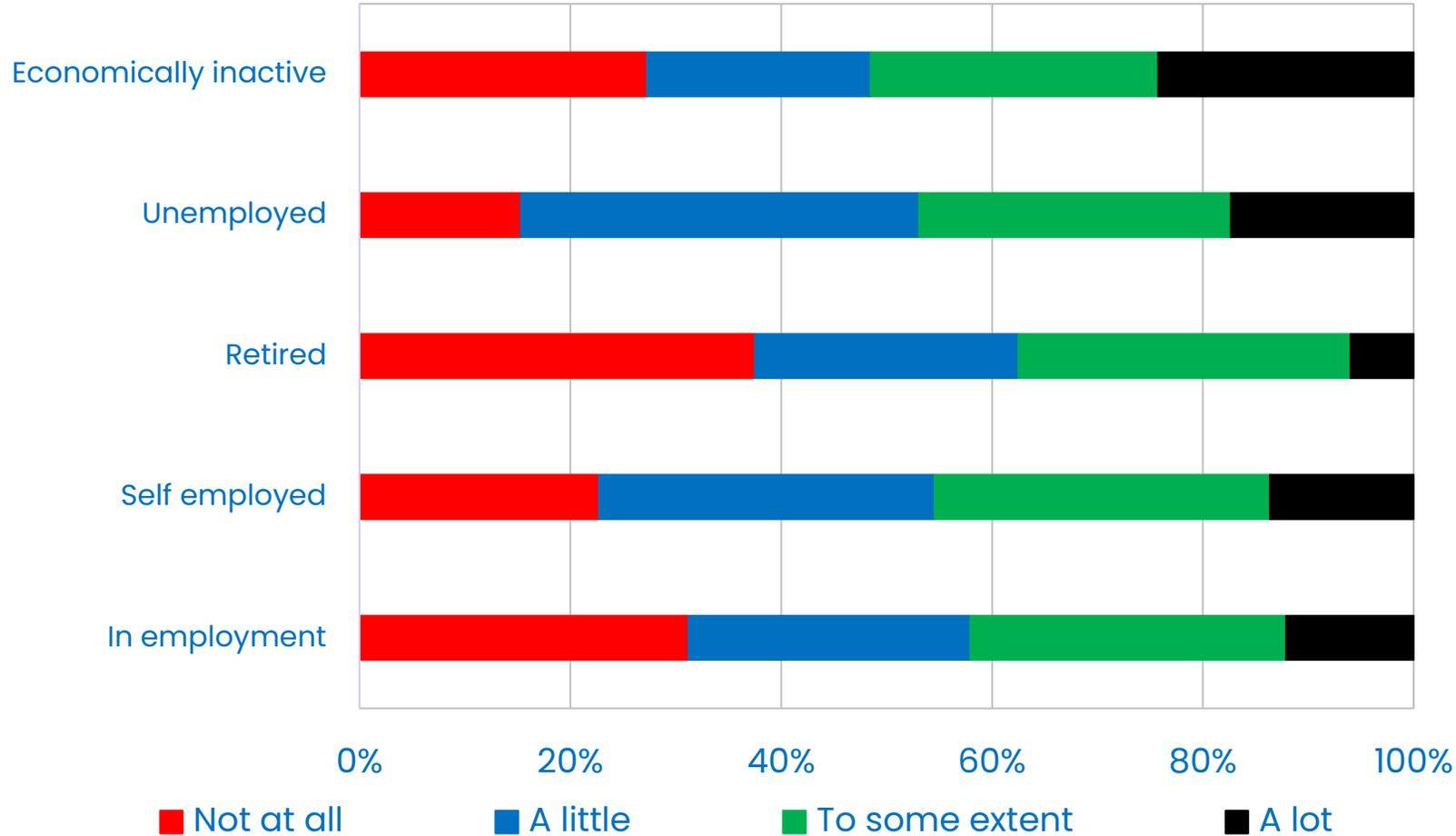


70% of Tempo volunteers think that their quality of life has improved as a result of earning and using Tempo Time Credits

12% said that it has increased their quality of life a lot. This is the same as in 2021.

# QUALITY OF LIFE IMPACT

## Limiting Condition and Quality of Life Impact

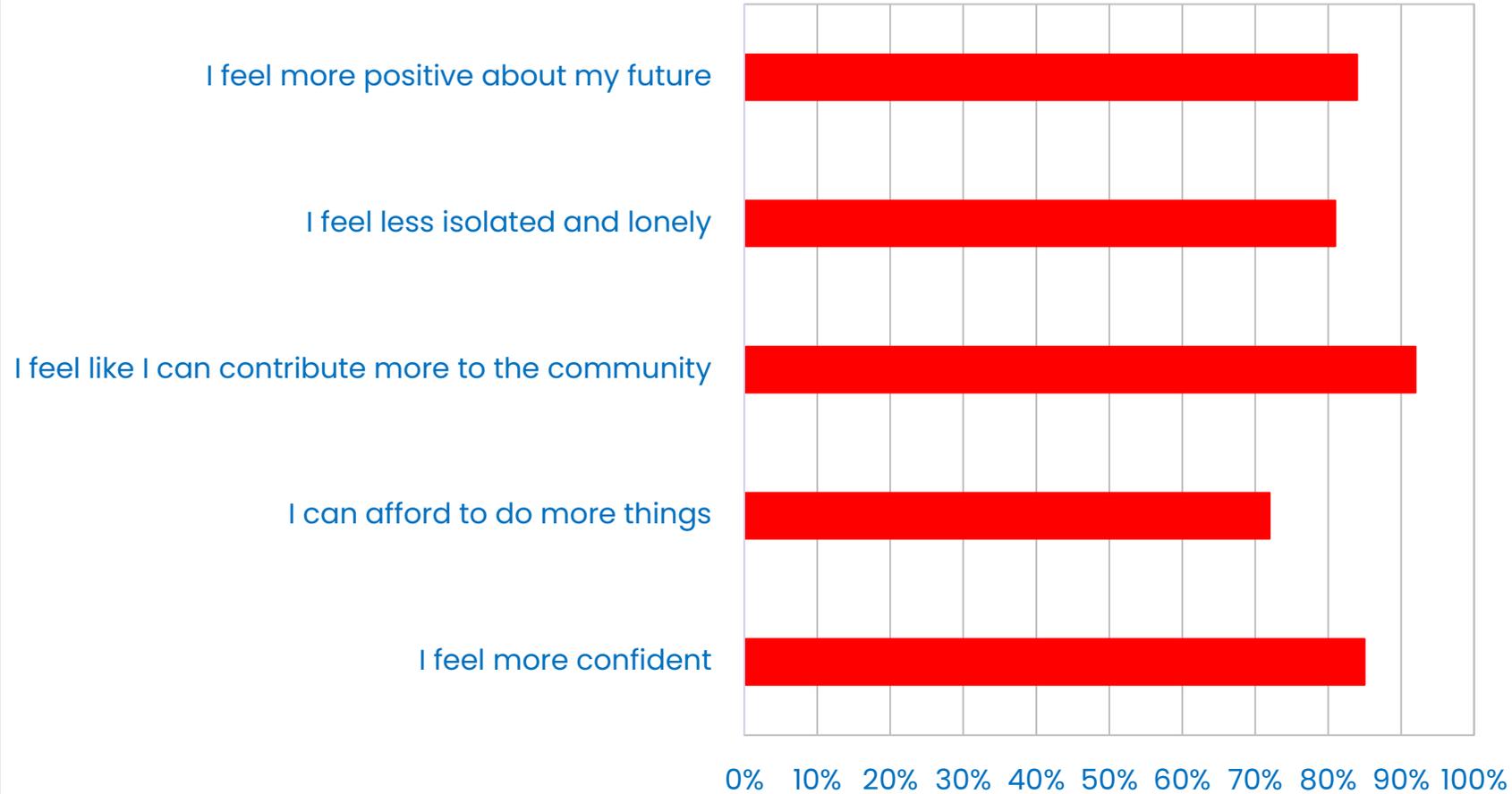


Unemployed and economically inactive people are twice as likely to consider that Time Credits had a significant impact on their quality of life.

Time Credits have the least impact on the quality of life of retired people (62% recognised a positive impact).

# QUALITY OF LIFE IMPACT

## Positive Impact



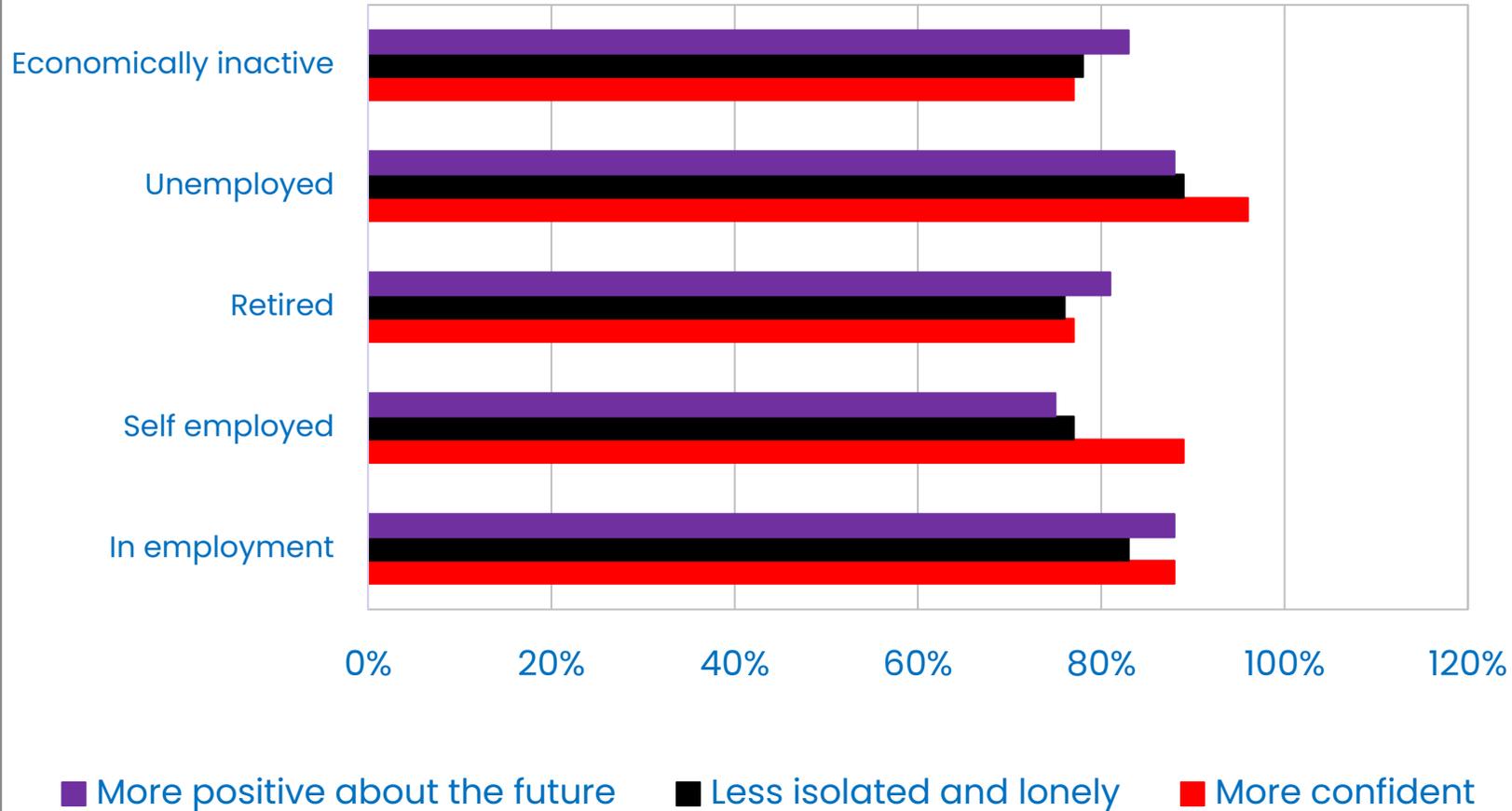
Tempo Time Credits have a positive impact in many ways, with each of these impacts scoring over 70%.

The positive impact on Tempo volunteers rose in 2022. A 10% rise in confidence is particularly positive.

The ability to contribute to the local community (a key aspect of the Tempo programme) scored over 90%.

# QUALITY OF LIFE IMPACT

## Economic position and Positive Impact

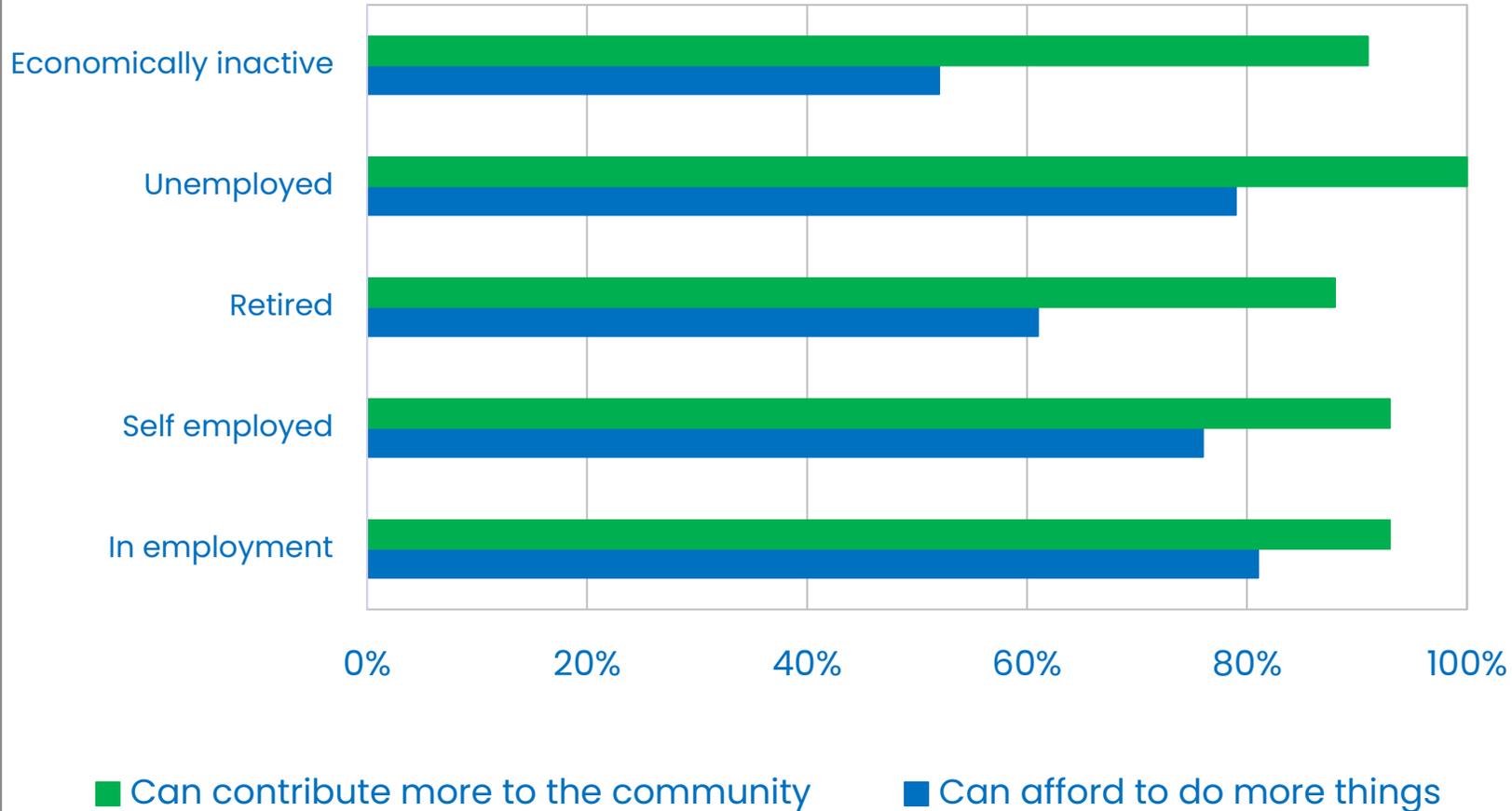


Unemployed people record the strongest positive impact on each measure.

Employed volunteers scored each measure over 80%.

# QUALITY OF LIFE IMPACT

## Economic position and Positive Impact



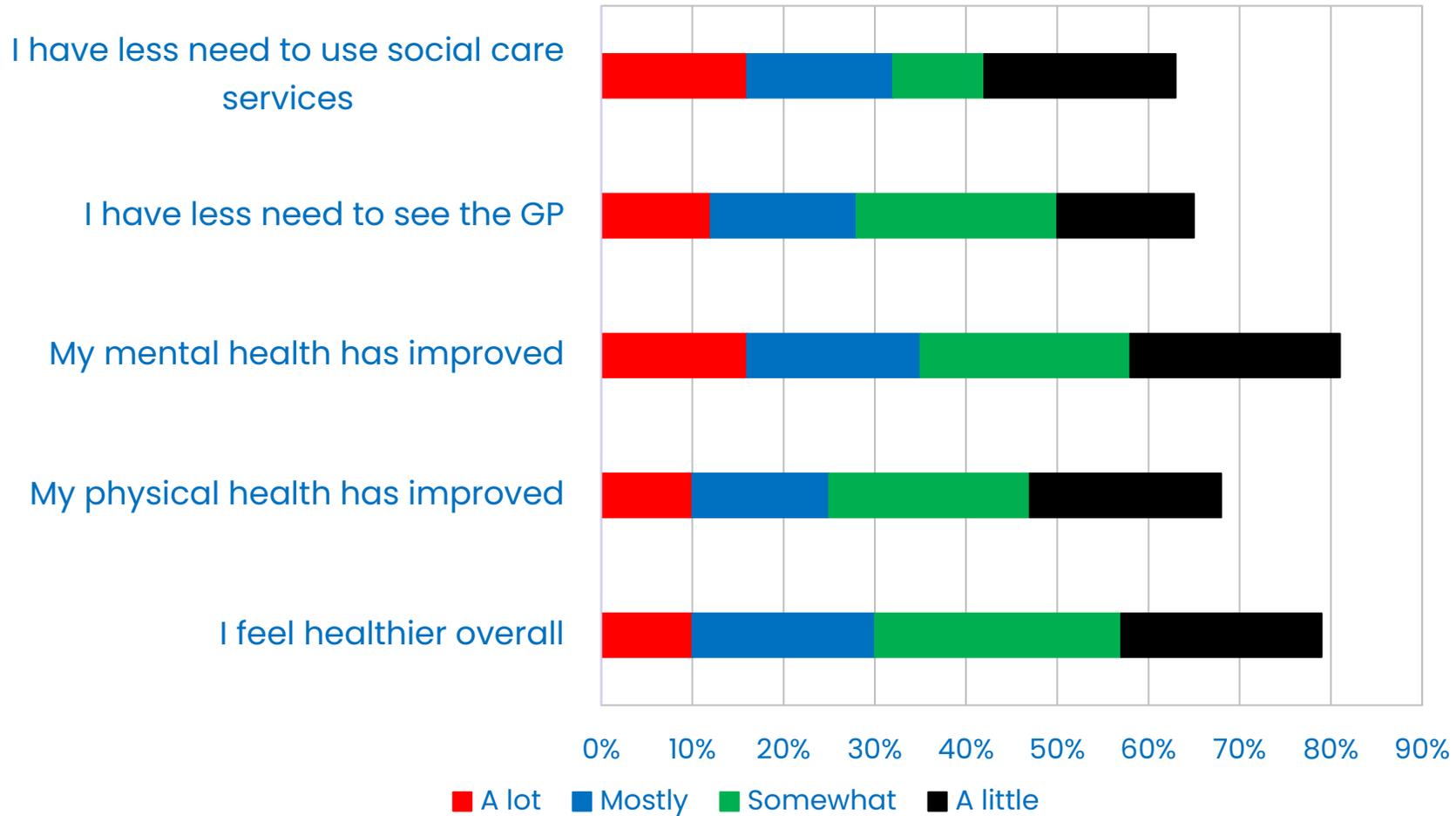
All volunteers scored community contribution at over 88%. This is one of the core aims of Tempo Time Credits: To build community engagement and resilience.

Unemployed people record the strongest positive impact on both measures.

Employed volunteers scored each measure over 80%.

# HEALTH IMPACT

## Health Impact



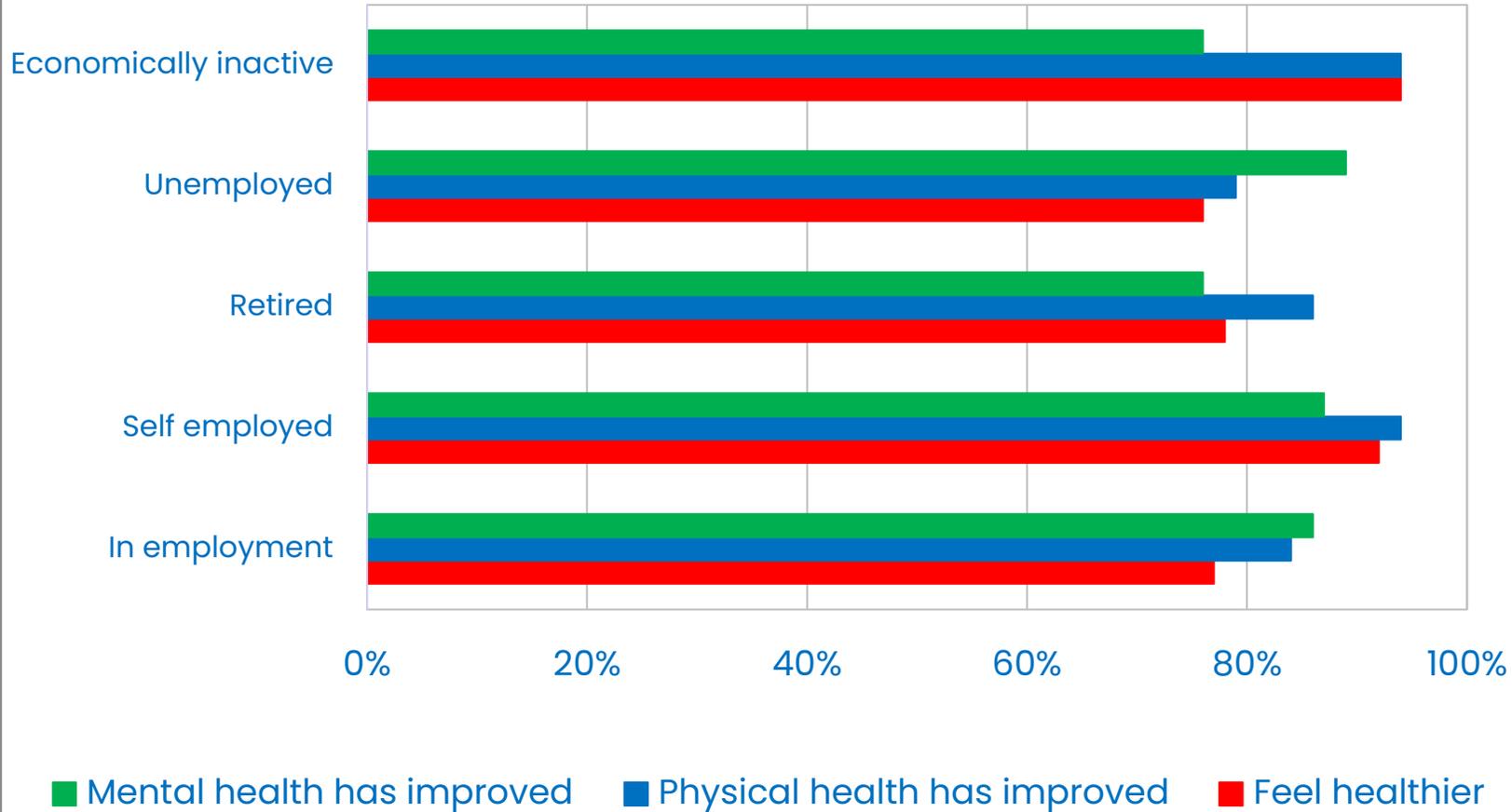
79% feel healthier.

Mental health benefits are stronger than physical health benefits.

Close to two thirds need to use their GP and social care services less. This will save these services money and reduce the pressure on service provision.

# HEALTH IMPACT

## Economic position and Health Impact

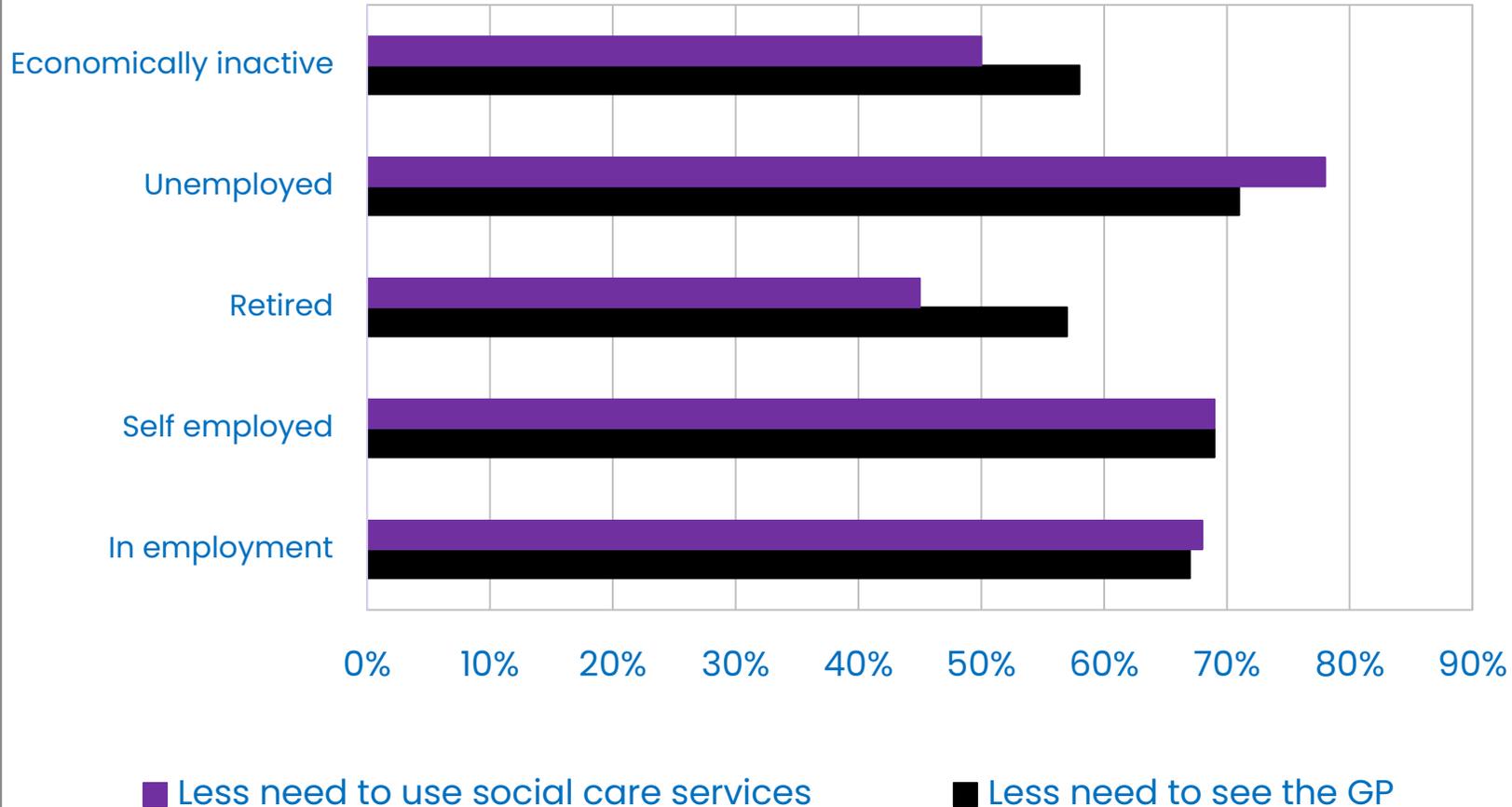


Mental health benefits are strongest among those who are unemployed, employed and self-employed.

Mental health benefits are significantly greater (compared to physical health benefits) for unemployed people.

# HEALTH IMPACT

## Economic position and Health Impact



Earning Tempo Time Credits reduces the pressure on GPs and social care services by over 50%. It has a particularly beneficial impact on the unemployed, the employed and the self-employed.

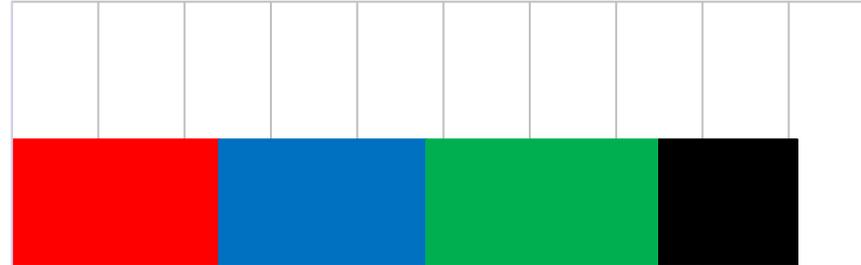
45% of retired volunteers report a need to use social care services less, and 57% need to use their GP less.

There is potential for Tempo Time Credits to reduce demand on these services if used as part of a social prescribing package

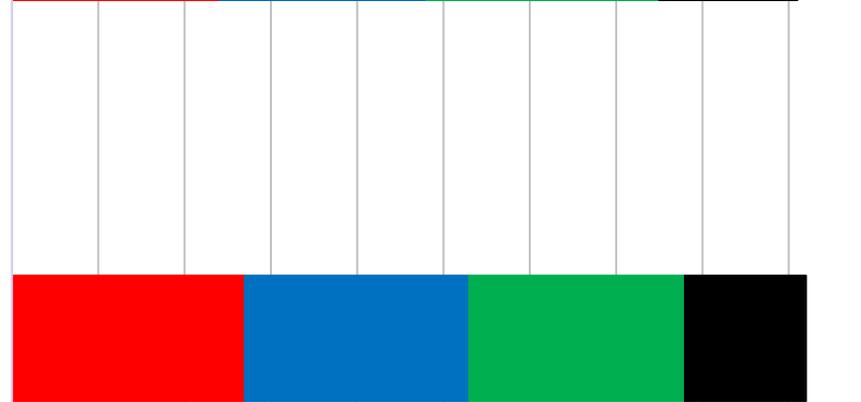
# COMMUNITY IMPACT

## Community Impact

I know more about community-based services and the support available



Feel more able to contribute to the community and other people



0% 10% 20% 30% 40% 50% 60% 70% 80% 90% 100%

■ A lot ■ Mostly ■ Somewhat ■ A little

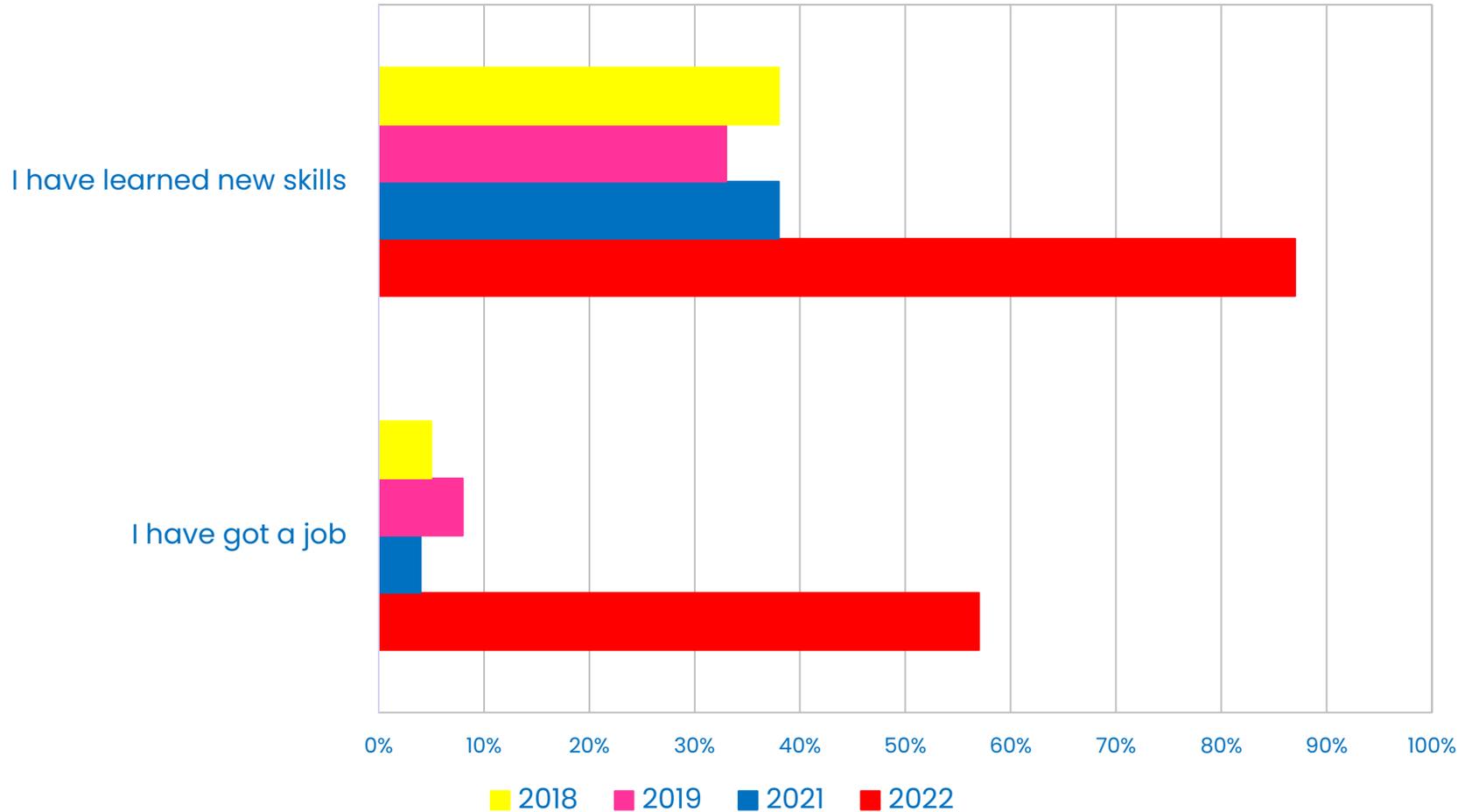
Over 90% of Tempo volunteers are more able to understand and contribute to community development.

A quarter of Tempo volunteers are able to understand and contribute to community development a lot.

This aspect of community development is a major driver of the work Tempo does.

# EMPLOYMENT IMPACT

## Employment and skills opportunities

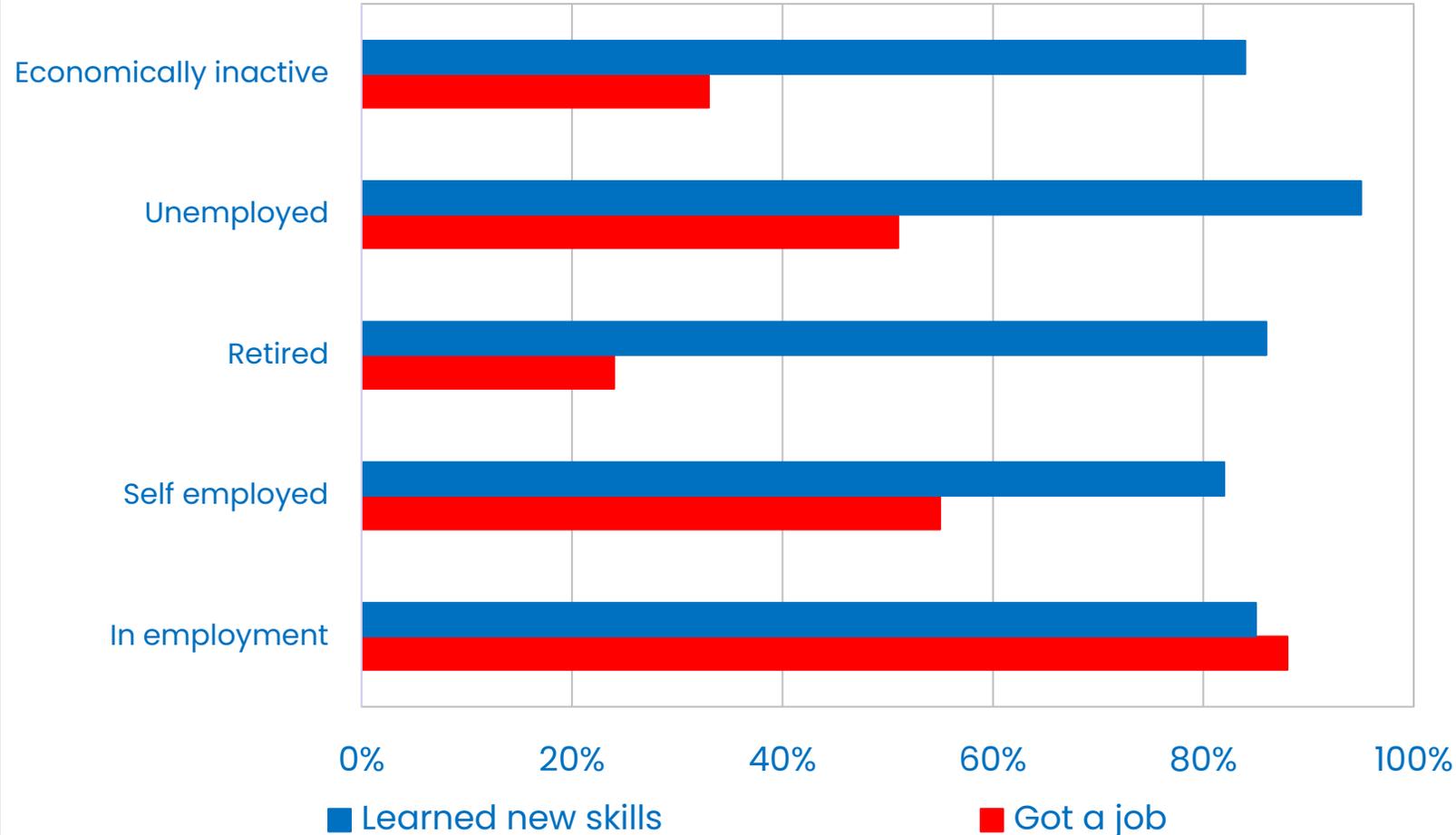


In 2022 there was a significant growth in the positive impacts on employment and training from earning Tempo Time Credits.

This is partly due to working with more organisations who are see volunteering as a pathway to employment.

# EMPLOYMENT IMPACT

## Economic position and Employment Impact



Learning new skills from volunteering takes place in each of the economic groups.

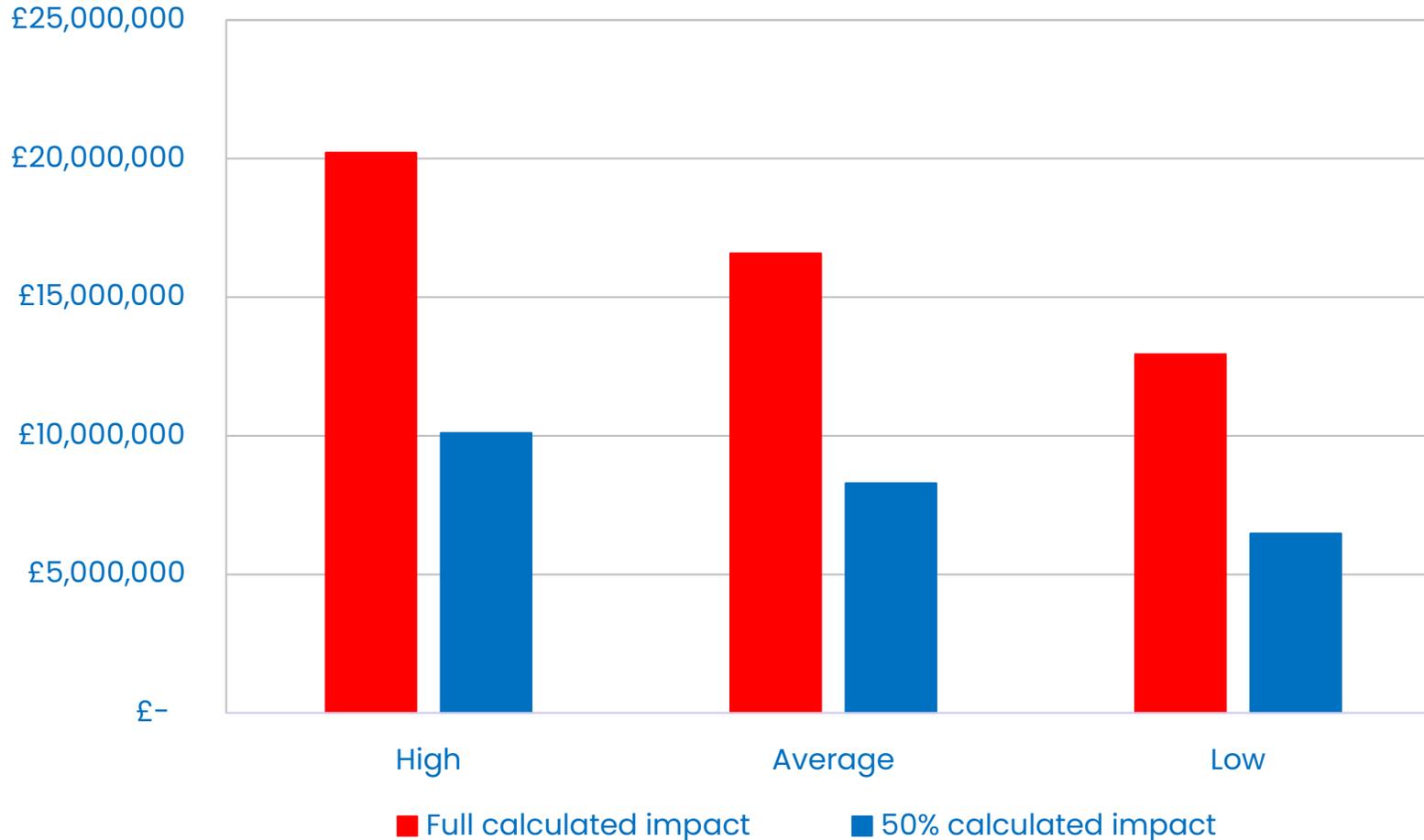
Unsurprisingly, the proportion of retired people viewing Tempo Time Credits as helping them get a job is small, but not insubstantial (24%).

Over one-third of the economically active and half of the unemployed Tempo Time Credit earners got a job.

Volunteering is also a positive benefit to employed people getting a job.

# IMPACT IN UK

## WELLBY Impact of Tempo Time Credits



The average Quality of Life score increased by 0.73 (6.39-7.12) between 2021 and 2022

Using a recognised methodology, we estimate the impact of volunteers earning Tempo Time Credits is £101m (0.73x£12,836x10,712 volunteers) at 2019 prices.

Based on the size of the quality of life change attributable to Tempo Time Credits, we estimate the impact of Tempo Time Credits is £16.6m. (RoI 12.5:1).

We take a very cautious view and even by halving this figure the impact is £8.3m (RoI 6.3:1).

# NET WELLBEING IMPACT IN UK



reported improved quality of life



feel more positive about the future



reported improved physical health



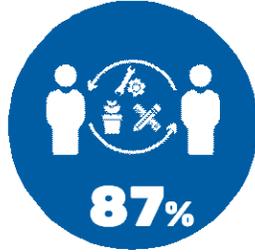
feel more confident



feel healthier overall



Time Credits helped me get a job



learned a new skill



can afford to do more things



feel less isolated and lonely



report improved mental health



feel more able to contribute to the community and other people



know more about community based services and support available to them



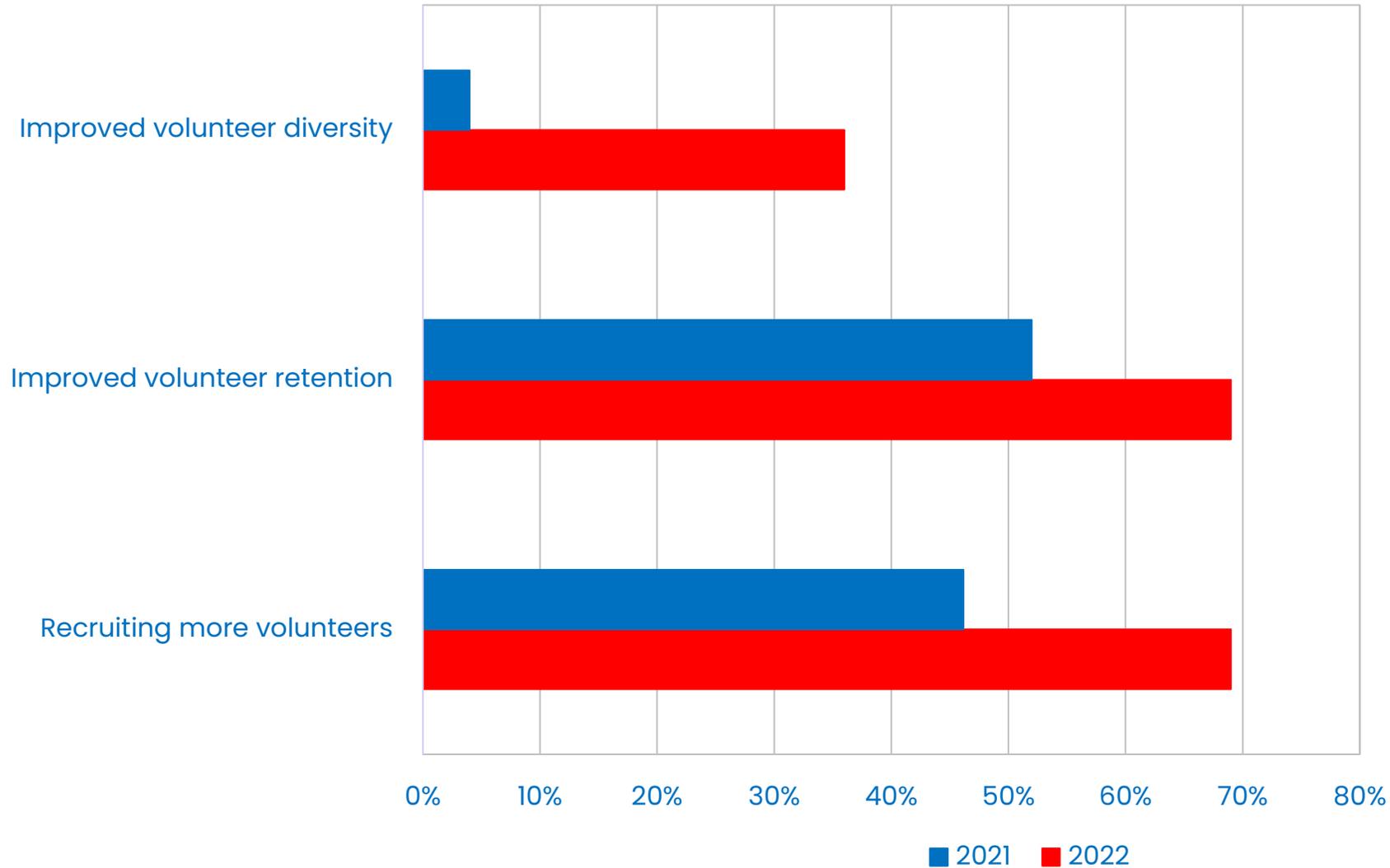
## IMPACT SURVEY 2022 IN UK

The economic impact (net wellbeing uplifts) of Tempo Time Credits (to the 10,712 volunteers earning them) is estimated at £16.6m (2019 prices). (Externally reviewed process)

69% of the community organisations that use Tempo Time Credits value their ability to recruit and retain volunteers This is estimated to have saved the 1,100 organisations using Tempo Time Credits £167,400 in the last year.

# IMPACT ON COMMUNITY ORGANISATIONS

## Making a Difference to Organisations



Community organisations on average deliver 4.6 different types of service to one or many groups in their community.

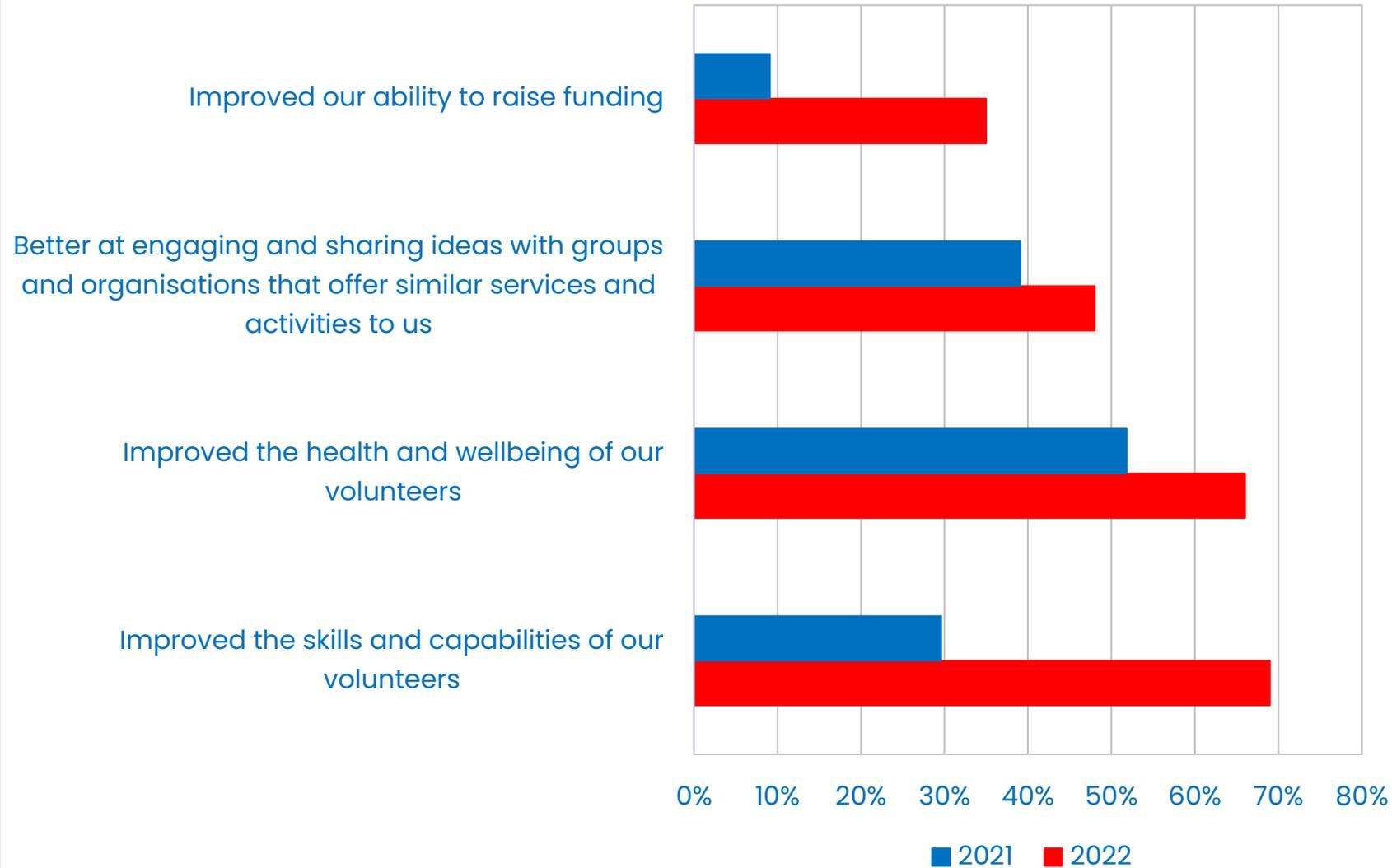
69% of organisations which use Tempo Time Credits value their ability to help recruit and retain volunteers.

It is estimated to have saved the 1,100 organisations using Tempo Time Credits £167,400 in the last year.

Tempo Time Credits help 36% of community organisations improve their volunteer diversity.

# IMPACT ON COMMUNITY ORGANISATIONS

## Making a Difference to Organisations



Over two-thirds of community organisations using Tempo Time Credits reported they improved volunteer skills and their health and wellbeing. This supports the findings of the survey of volunteers.

35% of community organisations stated that having information from the system about their volunteers helped them raise more funding.

# **WE ARE TEMPO**



**Tempo Time Credits Impact 2022**

**Full UK, Wales and topic reports**

**can be found at**

**[www.wearetempo.org/impact-reports/](http://www.wearetempo.org/impact-reports/)**

# 2022 IMPACT RESEARCH



## Volunteer survey

- Timescale March to June 2022
- Potential respondents: 10,000 volunteers. 594 responses received (6%)
- Error margin +/- 2% (at 95% confidence levels)
- Responses analysed ignore: Don't know and Not answered unless specified
- Economic impact (net wellbeing uplifts) externally reviewed process

## Community Group survey

- Potential respondents: 1,000 community groups. 92 responses received (9%)
- Error margin +/- 10% (at 95% confidence levels)
- Responses analysed ignore: Don't know and Not answered unless specified