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## A Ganar 2-Country Impact Evaluation—Honduras

### THE PROGRAM

A Ganar, implemented by Partners of the Americas, combats youth unemployment through the application of an integrated four phase job training program, transforming lessons and skills developed through sports into marketable job skills. From 2009 to 2015, USAID invested \$8.9 million in the A Ganar program to help over 5,500 youth in 8 countries<sup>1</sup> in Latin America and the Caribbean find jobs, re-enter education or start their own business.

The program targets at-risk youth who are:

- 16 to 24 (17 to 24 in Honduras)
- Unemployed or underemployed
- Economically disadvantaged
- From high-violence/underserved communities
- Motivated to participate

#### WHY EVALUATE?

- Little evidence about effectiveness of sport for development programs
- Lack of data on sustainability of effects
- Investigate how the program can improve
- Inform program targeting



#### EVALUATION QUESTION

- **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?<sup>2</sup>

### THE EVALUATION

#### KEY FINDINGS

**A Ganar led to significant improvements in youths' job quality.** Program youth reported higher wages, higher prevalence of benefits, and higher job satisfaction. Employment rates, however, were similar in both groups.

**Intermediate outcomes showed very positive results.** A Ganar led to significant increases in both personal strength and a supportive social environment. A Ganar youth achieved better self reported professional capabilities in almost all categories, with significantly better skills in CV-writing.

#### METHODOLOGY

The evaluations in Guatemala and Honduras are randomized control trials (RCTs) that attempt to measure changes in development outcomes due to participation in A Ganar. This report contains endline findings for Honduras; endline analysis of Guatemala forthcoming in 2017.

The study is longitudinal, following over 3,000 (1850 in Honduras and 1210 in Guatemala) youth over more than 2 years. It includes quantitative and qualitative components. Data collection occurs at three points in time: 1) Baseline—before the program begins, 2) Midline—immediately following the conclusion of the program, and 3) Endline—approximately 18 months after program conclusion.

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

<sup>2</sup> 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—HONDURAS

## KEY OUTCOME: JOBS

A Ganar had a significant positive impact on job quality. Compared with non-participants over the timeframe, A Ganar youth had significantly higher wages (300 more lempiras per month on average), higher prevalence of benefits (64% more likely), and marginally higher job satisfaction.

Over the time period, employment increased similarly for program participants and non-participants. There were no significant differences between groups in employment rate, number of jobs, hours worked.<sup>3</sup>

## ADDITIONAL PRIMARY OUTCOMES

**Education:** Endline results showed negative association between program and school enrollment. One possible explanation is that the program placed more emphasis on job placement than on school outcomes, and youth found that the opportunity cost of returning to school was too high and chose to work instead.

**Entrepreneurship:** Rates of entrepreneurship were low in both groups.

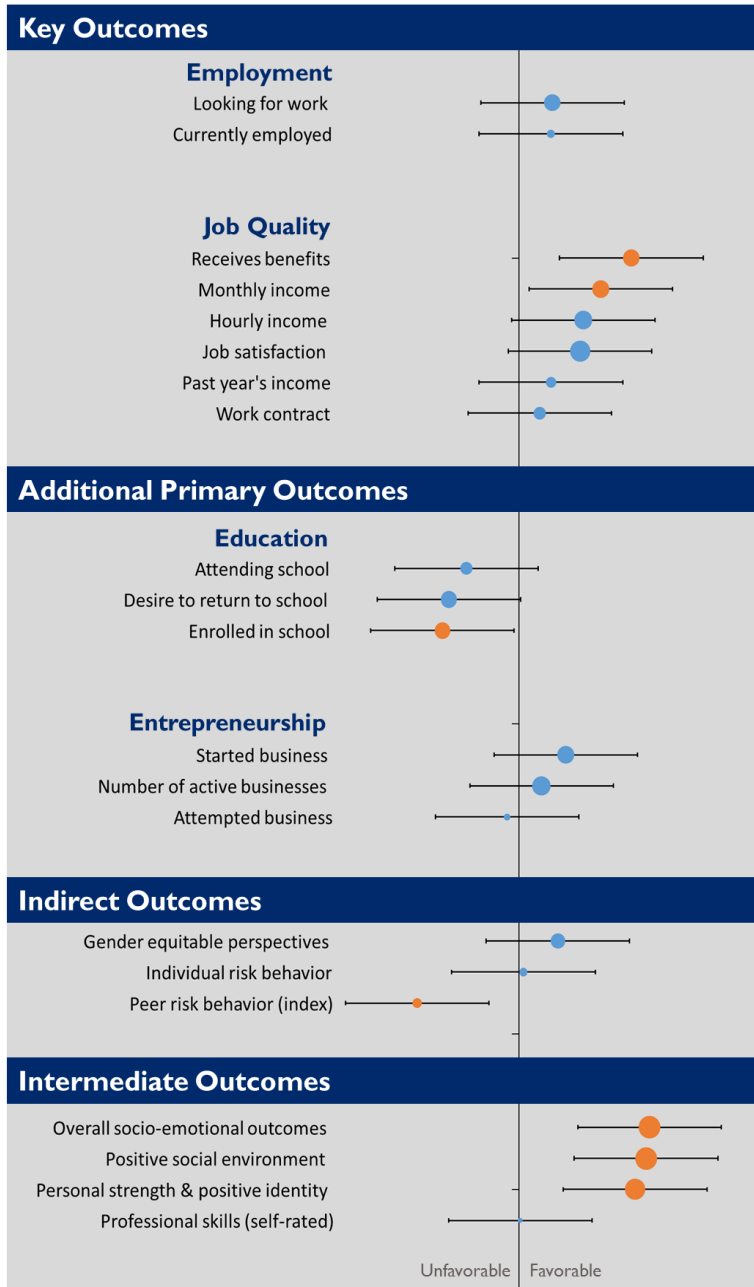
## INDIRECT OUTCOMES

**Risk Behavior:** Individual risk behavior was similar for youth in both groups. However, A Ganar youth gained significantly more friends who were engaging in risk behavior, possibly indicating that the program mixed youth of different risk profiles.

## INTERMEDIATE OUTCOMES

**Socio-Emotional Outcomes:** Both personal strength and supportive social environment increased significantly for participants. This is consistent with qualitative impacts, which showed much improvement in socio-emotional outcomes.

While professional skills improved in both groups from baseline to endline, 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 relationship<sup>4</sup>

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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