## Children and Youth

What do they do?


\#1. Watch movies on TV/ streaming services (49.9\%)
\#2. Gaming (39.9\%)
\#3. Play outside (34.6\%)

What do boys prefer to do?


Gaming
56.8\%


Watch movies
42.4\%


Play outside 40.0\%


Play sport
35.3\%


## Gaming

\% who prefer to game



Watch movies
\% who prefer to watch movies



Play outside
\% who prefer to play outside



## Play sport

\% who prefer to play sport



Draw/crafts
\% who prefer to draw/crafts



## Go to the beach

\% who prefer to go to the beach



Chat/facetime/message
\% who prefer to chat/facetime/message






- Males

Females

## Males

Top 3 sports:

- Soccer (40.2\%)
- Swimming (20.2\%)
- Baseball (18.6\%)


## Females

Top 3 sports:

- Swimming (32.8\%)
- Ballet/dance (13.4\%)
- Soccer (13.3\%)


## Males

Top 3 sports:

- Soccer (18.9\%)
- Baseball (10.62\%)
- Basketball (9.2\%)



## Females

Top 3 sports:

- Swimming (13.2\%)
- Soccer (10.0\%)
- Gymnastics (7.3\%)

Top 3 reasons not participating in sports they wish

No time 43.3\%

Issues with
 transportation 19.2\%


No money
18.9\%


## Participation in a clu

$9.4 \%$ of males and $8.2 \%$ of females participate in a club/organization

Q
Sport club 29.9\%


Scouting
29.8\%


Service Club 21.1\%
Use of
mobile phone and electronic devices

## Access to a

 mobile phone- $68.1 \%$ of children and youth $4+$ own a mobile phone
- $86.6 \%$ has access to a mobile phone


Owns a mobile phone

## Access to a mobile phone



Access to a mobile phone


Use of
electronic devices
$83.8 \%$ of $4+$ use at least one electronic device
\% using electronic devices



Top 4 reasons for using an electronic device Females
$56.7 \%$
Social media $\quad 56.0 \% \quad 45.1 \% \quad 37.6 \%$


Top 4 reasons for using an electronic device Males
60.6\%

For gaming
51.5\%

To chat
49.2\%

Social media
38.5\%

For school projects

Top4 reasons for using electronic devices by age category


Social media


To chat


For school projects
For gaming


■ 4-9 yrs

- 10-14 yrs
- 15-17 yrs
- 18-24 yrs


Males
3 hours per day
7 days per week
social media and on gaming 10+


Males
2 hours per day
4 days per week

Social media


Females 4 hours per day
7 days per week


Females
<1 hour per day
3 days per week

# How did you feel in relation to social media? 



## How did you feel in relation to gaming?

Females
Was not able to game less while others
were telling you to do so

$\square$ Males

Got into an argument with other because of your gaming behaviour
4.9\%


For hours did not think of anything else
but the moment you could go gaming
again
3.5\%
7.6\%

Felt dissatisfied because you wanted to $\quad 7.5 \%$
do some more gaming
10.2\%

Used gaming to avoid thinking about
11.5\%

## What do they do when stressed?

Males 10+
Females 10+

40.5\%

Gaming

20.8\%

Use social media

16.0\%

Gaming

27.9\%

Use social media


