# Active Duty Peer-to-Peer Base A Cohort 7 Survey Results Nov. 2024

**BUILDING RESILIENCE & LEADERSHIP SKILLS** 

www.giveanhour.org

## PEER-TO-PEER TRAINING

Give an Hour provides peer-to-peer support, recognizing the value of lived experience in building resilience, and cultivating a supportive community among service members. The specialized and tailored training is aimed at empowering military leaders with essential tools to support their peers.

This data is based on survey results from the seventh cohort at one active duty Army base following the delivery of three 90minute trainings led by Give an Hour facilitators for 13 active duty Army soldiers.

# **PERCEPTIONS OF PERSONAL EXPERIENCES**

Some participants suggested increasing engagement and fostering connection in future trainings through interactive activities (i.e: videos) and fun activities (i.e: role-playing), however general delivery was rated highly (4.6/5). Participants also sought more time to interact with each other to build trust.

Takeaways from this training cohort highlighted the signs of withdrawal and isolation, emphasizing the nuanced distinction between someone appearing introverted or needing space versus those who are silently struggling. Many participants who exhibited these behaviors shared that they would have appreciated someone reaching out to them during those times.

# **FEEDBACK**

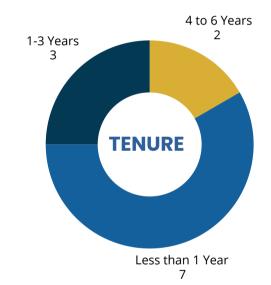
Many participants are interested in having a greater understanding and actionable knowledge about mental health, such as improving their communication skills, and developing coping mechanisms.

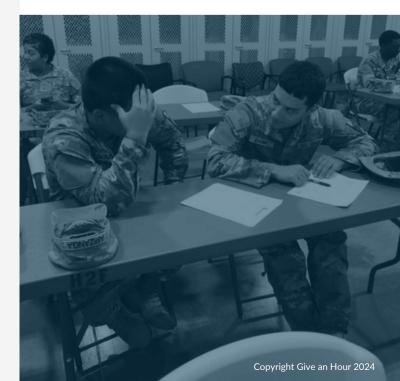
During the on-site training soldiers noted a need for more open discussions around the difficulty of connecting with family while on base as well as the impact of perceived generational barriers such as not having parents/grandparents understand who you are becoming and how you are changing.

## **ATTENDEE DEMOGRAPHICS**



### Average Age 25 years





# POST TRAINING SURVEY RESULTS



There was a significant improvement in participants' familiarity with identifying Give an Hour's Five Signs (180%).



Average growth in confidence for active listening skills (44%).



Significant increase in their comfortability offering mental health support to others, with an average growth (140%).



Growth in comfortability in asking open-ended questions for deeper conversation (36%).



Significant increase in comfortability in engaging in conversations with peers about mental health 98%.



Considerable increase in comfortability was reported in seeking mental health support from others (205%).

# COMMENTS FROM SOLDIERS



"Outside of work it is hard to find somebody that relates to military issues."

"I don't realy know my peers like I know my family or close friends so it gets uncomfortable."



"I found the deeper dive into the 5 signs of emotional suffering was very eye opening for me."

"

"5 signs of emotional suffering Why? because I've encountered it everyday with friends and family. Now I understand what situations I've come across what to do and who to talk to."



"I feel like covering work/life balance again would be helpful."

FACE the FIVE Signs Everyone Needs to Know



hcharacteristically Withdrawal or isolation from care & engage in overvolvemed by circumstances isolation from risky behavior overvolvemed by circumstances THESE ARE FIVE SIGNS THAT MAY MEAN SOMEONE IS IN EMOTIONAL PAIN & MIGHT NEED HELP.

# **Customer satisfaction**



NET PROMOTER SCORE

Neglect Self Care & Engage in Risky Behavior was the most recognized sign: 100%

By the end of the training, 80% of participants were confidently able to identify the Five Signs of Emotional Struggle.

### Positive impact Give an Hour has had on their life.



## NET TRANSFORMATION SCORE

SCORE NET

#### Sense of empowerment to overcome barriers in their life.



NET EMPOWERMENT SCORE

-100 -75 -50 -25 0 +25 +50 +75 +100

Neutral



A Net Promoter Score (NPS) of 0 is considered neutral, indicating a balance of promoters and detractors. Each increase reflects stronger strength of score in either direction.