

ANNUAL REPORT

2017

ANNUAL WELLNESS REPORT FOR

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**Syngenta Global**



# Executive Summary

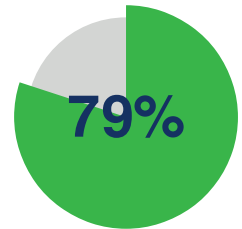
## WHAT THIS REPORT CONTAINS

This Annual Wellness Report contains all the corporate wellness data for Syngenta Global for the year 2017 through its partnership with WellSteps. The purpose of providing this data is to help your company understand where you're succeeding and where to improve.

## PERSONAL HEALTH ASSESSMENT

The Personal Health Assessment is completed by employees annually. Participants receive a health grade, actionable tips in a feedback section, and the opportunity to immediately set a behavior change goal.

### PARTICIPATION



## BEHAVIOR CHANGE CAMPAIGNS

WellSteps campaigns are designed to improve lifestyle behaviors. There are campaigns on several topics including physical activity, healthy eating, stress, and more.

	PERCENT ENGAGED	PERCENT COMPLETED	PERCENT LEARNED	PERCENT CHANGED
Get Your Move On!	76	92	96	97
AVERAGE	76	92	96	97

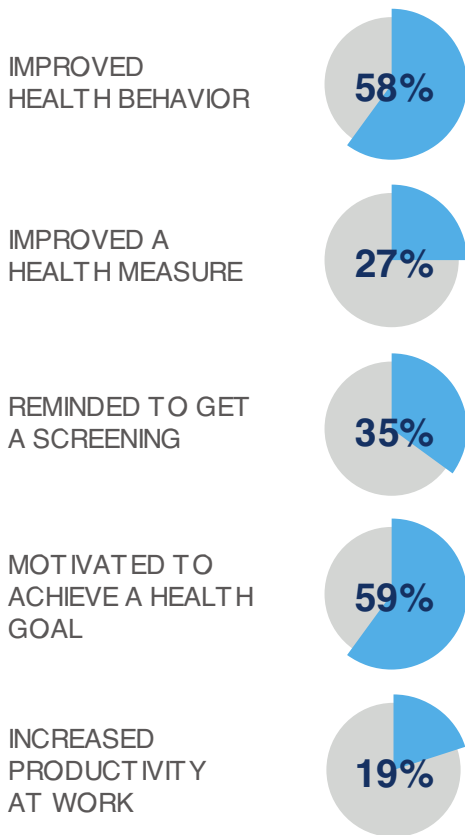
## TESTIMONIALS

*"It encouraged me to be more active and aware of my daily activity. it really brought the teams together!"*

# Executive Summary

## REWARDS PROGRAM

### EMPLOYEE OUTCOMES



WellSteps Rewards is a wellness activity tracker that allows employees to earn points for wellness activities. The points can be redeemed at the end of the year for prizes.

### REWARDS PROGRAM ACHIEVEMENTS



18

23% of registered users



13

16% of registered users



10

13% of registered users

## TESTIMONIALS

*"I'm very grateful for this program. The fact that I am physically and financially rewarded for taking care of myself is a win-win opportunity for me."*

*"I can't reverse aging but I stay young through attitude, exercise, rest, stress management and diet. I have become very aware of the importance of these things."*

*"I've reached my goals to lose weight and exercise 3 to 4 days a week. I like to have something to help me to be accountable for what I decide to do."*

## PROGRAM HIGHLIGHTS

**4** | Four Behavior Change Campaigns completed

**52** | 52% of employees reached a rewards level

**76** | An average of 76% employee engagement

**85** | 85% employee satisfaction with the program



### PARTICIPATION

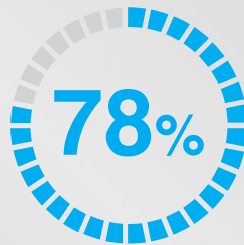
ENROLLED

85

ELIGIBLE

109

PERCENT REGISTERED



### ENGAGEMENT

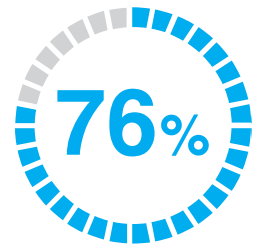
ENGAGED

65

REGISTERED

85

PERCENT ENGAGED



### COMPLETION

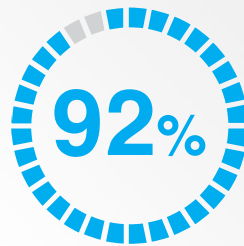
COMPLETED

60

ENGAGED

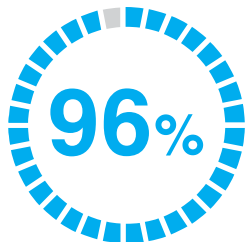
65

PERCENT COMPLETED

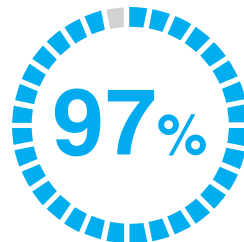


### EFFECTIVENESS

PARTICIPANTS WHO LEARNED SOMETHING NEW



PARTICIPANTS WHO CHANGED ONE BEHAVIOR



### TESTIMONIALS

*"It encouraged me to be more active and aware of my daily activity. It really brought the teams together!"*

*"I like how easy it was to track everything! makes it a pleasure, rather than a burden to keep it up."*

*"I liked the competition! It helped me get in some extra steps in addition to my regular workout routine. It also reminded me to move more during the day."*

# Syngenta Global

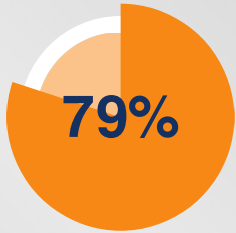
2017 | REWARDS REPORT

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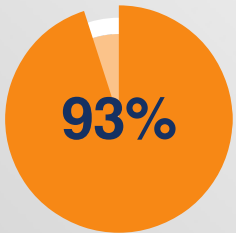
## PARTICIPATION

PERCENT REGISTERED



Out of # eligible

PERCENT ENGAGED



Out of # registered

## SUCCESS STORIES

"I'm very grateful for this program. The fact that I am physically and financially rewarded for taking care of myself is a win-win opportunity for me."

"I can't reverse aging but I stay young through attitude, exercise, rest, stress management and diet. I have become very aware of the importance of these things."

## REWARDS PROGRAM

LOGIN FREQUENCY

At least once monthly

**81%**

Once every 2 months

**9%**

Once every 3 months

**2%**

Very infrequently

**5%**

Never logged in

**2%**

EMPLOYEE OUTCOMES

Improved a health behavior

**58%**

Improved a health measure

**27%**

Reminded to get screening

**35%**

Motivated to achieve a goal

**59%**

Increased productivity

**19%**

EASE OF USE

Very easy

**65%**

Somewhat easy

**29%**

Not very easy

**5%**

FUTURE ACTIVITIES REQUESTED

Exercise

**52%**

Nutrition

**49%**

Stress Management

**45%**

Community involvement

**18%**

Financial

**29%**

## REWARDS PROGRAM ACHIEVEMENTS



**23%**  
of engaged users

**18**



**16%**  
of engaged users

**13**



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of engaged users

**10**