

Comprehensive Sexual Health Education Instructional Materials Review 2022

Native It's Your Game 2.0

Year Published/Revised: 2021

Publisher: Healthy Native Youth

Website: <https://www.healthynativeyouth.org/curricula/native-its-your-game/>

Full or Supplemental: Full

Grade Level: Middle School (6-8)

Student Population: Developed for American Indian and Alaskan Native (AI/AN) youth.

Duration/Number of Lessons: 13 lessons (30-50 minutes each)

Format and Features: Web-based; Print/Digital materials, Facilitator Manual, homework and class handouts.

Available in Multiple Languages: N/A

Evidence-based/informed: Yes, evidence-based

National Standards Alignment: Not indicated

Consistent with WA Health Education Standards? Yes

Consistent with Comprehensive Sexual Health Education Law? Yes, with supplementation – see list of topics covered

Consistent with AIDS Omnibus Act? Yes

Inclusive Materials/Strategies: Yes

Bias-Free Materials: Yes



Primary Subject Areas and Topics Required by Law:

- Anatomy and Physiology, Reproduction, and Pregnancy (Pregnancy for Grade 6+)
- Growth and Development/Puberty
- Self-Identity (gender stereotypes, gender identity, sexual orientation, etc.)
- Prevention (general)
 - HIV/AIDS Prevention
 - Pregnancy Prevention
 - STD Prevention
 - Health Care and Prevention Resources
- Healthy Relationships (general)
 - Affirmative Consent
 - Bystander Training
 - Intrapersonal and Interpersonal Communication Skills for Healthy Relationships
 - The development of meaningful relationships and avoidance of exploitative relationships
 - Understanding the influences of family, peers, community, and the media throughout life on healthy sexual relationships

Reviewer Comments:

Accuracy

Reviewer 223

No medical/scientific concerns.

Reviewer 224

Overall, this resource focused predominantly on interpersonal skills with relatively less medical or scientific information. In the medical information presented, there were few inaccuracies. However, there was a lack of citations, which were particularly needed for statistics.

Inaccuracies:

- Menstrual cycle length on about menstruation handout: According to *UpToDate.com*, the average menstrual cycle lasts 28-35 days.
- Facilitator Guide page 116: It is more accurate to describe condoms as internal/external than male/female.
- Handout Body Art page 3: Hepatitis C can be cured.



Citations needed for following claims:

- Percent of teens who will get pregnant without birth control (Facilitator Guide appendix quiz 9 and Teacher Key quiz 9)
- Youth who begin drinking before age 15 are more likely to become dependent and for effects of drugs and alcohol (About drugs and alcohol)
- Prevalence of Candidiasis (About STIs)
- Citations are needed broadly in the About Drugs and Alcohol handout. In particular, they're needed in the risk factors, facts, and ways to help yourself sections.

Update citations/statistics:

- Statistics on slides 4 and 5 of the PowerPoint are based on resources about 10 years old.

Full

Reviewer 214

The reason I wouldn't utilize this in my personal classroom is simply because it is so culturally specific. The culture it is targeting is a minority at my public school. I do appreciate that those working in a school where this culture is the majority may find this curriculum agreeable. One other shortcoming of the material was the lack of relationship diversity when discussing sexual health. Couples represented throughout the curriculum seemed to be heterosexual only. Also, there were a couple of lessons where student experience was based on which gender they chose best represented them, but it was unclear if there were only binary options, or if "non-binary" options were included.

Reviewer 216

N-IYG is a useful curriculum for providing sexual health education that is tailored to Native Indigenous youth or AN/AI youth. This includes introductions and characters throughout the program who are AN/AI and or other BIMPOC folk. The overall product is promising based on its measured outcomes. The product is easy to use and incorporate given the proper technological set up. Community and family involvement are encouraged through homework assignments. Youth are given full length lessons online through virtual modules which are hosted throughout a virtual mall the program can lag if too many students are using it on less than 2KB.

The self-selected gender and sexual experiences of youth are used to tailor lessons to the student- meaning not all student receive the same lesson content. Some students will not receive all the harm or risk reduction education or can opt out of safety demonstrations such as proper condom use. This leaves room for youth to decide what they want to see which is possibly preferred for younger youth who are not comfortable learning these skills yet. Facilitators can view all individual and class progress in the content management system which can help assess youth learning and determine if additional lessons or topics should be covered for all youth. There is still overdependence on hetero-normative dynamics and few if any lesson activities represent queer relationships or trans+ youth. Though youth are allowed to select any



partner for sexual negotiation and refusal skill activities, meaning a male student could select the male actor to participate in the activity with, however the voices in the activity are still female/male suggesting heterosexual norms.

Reviewer 218

Native It's Your Game is a computer-based sexual health curriculum designed to be completed individually by students, and it could be utilized for remote learning or other instances when a synchronous facilitator isn't available. Each of the thirteen lessons are 30-50 minutes in length and include a variety of online activities, from films to matching to multiple choice to journal writing. The curriculum was designed in collaboration with multiple tribes and first nations to create an indigenous-inclusive sexual health program, but the information included could be used in any classroom or after-school program. The major drawbacks for this program are mostly due to its inherent computer-based design: because the program is set up to be done on individual computers, there are no whole classroom discussions, small group activities or any built-in activities for the in-person classroom. While the program does include some very engaging activities and is fully comprehensive, it does lean on a student's ability to stay on task, move along at their own pace and have a strong grasp on the content without a facilitator.

Reviewer 221

Native It's Your Game 2.0 is an innovative and high-quality digital pregnancy and STI/HIV prevention program for middle school aged students that centers Indigenous students. It uses a variety of methods to support students' knowledge and skills acquisition in the areas of physical, social, and emotional health. It empowers students to develop their own agency by focusing strengths and personal rules while offering community messages of support from elders and peers through a series of videos. The messages around relationships, negotiation, and consequences of pregnancy do focus on risks and could be improved with increased discussion of affirmative consent and added emphasis on asking for permission to engage with another person as well as accepting rejections. The handouts, quizzes, and homework focus on the most important health messages and offer welcoming opportunities for personal reflection, pursuit of additional resources, and engaging conversations with trusted adults. Program components are visually appealing and easy to use. This culturally specific program would serve students of all cultures well. It provides a rare and wonderful opportunity to experience the values and practices of the American Indian and Alaskan Native community.

