

LEARNING GOALS ALIGNED WITH STATE STANDARDS¹

1. Promoting Mental, Emotional, and Social Health

Players will feel encouraged for engaging in safe, respectful behaviors

2. Promoting Positive Social Behaviors

Players will practice patience and careful listening

Players will practice affirmative consent principles

3. Injury Prevention and Safety

Players will practice discerning between appropriate and inappropriate actions

HOW TO USE THIS GAME WITH YOUR CHILD

- **Say:** I found a game that teaches something important. Can we play it together?
- Let your child play ADRIFT at their own pace. Do not tell them they are “doing it wrong” or “doing it right.”
- If you notice your child getting frustrated (trying to rush through the gameplay, losing interest, or complaining), consider reading the console’s prompts outloud. **ask**, “Did you do exactly what the instructions say? Why not?” (**Practicing patience and careful listening**)
- When the game is over, **ask** these questions:
 - What did the AI want you to do?
 - What was the best strategy to “win”? (**Practicing affirmative consent principles**)
 - Did the AI give you any feedback along the way? (**Feeling encouraged for safe, respectful behavior**)
 - Did you have any setbacks? What caused them? (**Practicing patience and careful listening**)
 - **Ask:** Do you know what the word consent means? (Definition in the box to the right)
 - **Ask:** What are some real world scenarios where consent is important to you? (Age appropriate examples from youngest to oldest include: roughhousing, wrestling, taking your clothes off, kissing or being kissed by another person, touching someone else in a sexual way, or being touched by someone else.) (**Practice discerning between appropriate and inappropriate actions**)
 - **Ask:** How does what you learned about consent from ADRIFT connect to something you have learned at school or in the real world?



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¹ Jennifer Ann's Group uses California State Health education standards, which are among the most rigorous in the U.S. Each standard addressed is listed here; see the full list here: <https://www.cde.ca.gov/be/st/ss/documents/healthstandmar08.pdf>

About Consent

Consent is a knowing, voluntary, and mutual decision among all participants to engage in sexual activity - it is revocable and is never indicated by silence or lack of resistance.

In this guide, we hold to a definition called **affirmative consent**, which means that *the absence of a no does not mean yes*.

You can't consent to something if . . .
you do not know what it is
you are being forced to do it
someone is threatening harm if you don't do it
you are asleep or unconscious

Note: **Consent** is a legal term of art that is defined state by state; we are using the California definition.

FACTS

- Teen dating violence affects 1 in 3 adolescents.
- **Parents and educators can begin teaching even the youngest children that “no” and “stop” are important words that they have a right to use with children and adults.**
- Only 8 states and the District of Columbia mandate the topic of consent be covered in sex education. Each state includes varying detail on different topics for different ages.

About ADRIFT

ADRIFT aims to create an understanding of consent, and a vocabulary that's useful for talking about it with youth.

ADRIFT was developed by Quinn Crossley and Andrew Connell and is an award-winning video game from the Life.Love. Game Design Challenge presented by Jennifer Ann's Group, a nonprofit charity working to overcome the global problem of abusive relationships, particularly among adolescents.

From May through October 2019 ADRIFT was featured in the exhibition 'Hedonism' at MOD in Australia, with museum visitors interacting with a life-size version of the game.