

Contraception: The Board game

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CONTRACEPTION is a new board game developed as a sex and relationship educational tool by Barbara Hastings-Asatourian. Teenage pregnancy rates are higher in the UK and other English speaking countries, than much of the rest of Western Europe. In the Netherlands, for example teenagers are more likely to use contraception at their first experience of sexual intercourse. Approximately 8000 of the UK's 90000 teenage pregnancies per annum are to under -16's, and approximately half of these pregnancies end in abortion (UK National Statistics 2001). According to the UK Public Health Laboratory Service (2001), the number of cases of gonorrhoea and chlamydia in under 19 year olds has risen again. It is estimated that many young people remain unaware of the risks and the range of available screening and treatment services. There is evidence that for a significant number of young people first sexual intercourse is unintended. Some report drifting, others being talked or forced into it. Regret is frequently expressed afterwards. Therefore learning how to choose to accept and decline assertively should be central to good sex and relationships education. Research into teenage pregnancy and sexual health implicate predisposing social factors, for example poverty and family disruption. Attempts are being made to address structural issues both nationally and locally to reach people disengaged from education. The resource aims to enable open discussion and deep learning about sexual health and contraception amongst young people in a recreational context. It addresses the themes of education, accessibility, assertiveness and communication. The future: The next stage is to introduce the game to other English speaking countries and then in translation to a much wider audience.