

TEACHER'S GUIDE

About the Mission

MISSION US: "No Turning Back"

Set during the tumult of the early 1960s, "No Turning Back" immerses young people in daily life under de jure segregation and voter intimidation in the South. Playing as Verna Baker, a fictional teen from the Mississippi Delta, the player experiences and responds to racial restrictions and inequalities known as "Jim Crow," including the limited access to education, health care and voting rights. A local grassroots struggle—unfolding in the city of Greenwood and the surrounding



Delta counties—illustrates how and why young people engaged in mass protest against Jim Crow, and how their protests both built upon and accelerated the national Black freedom struggle. Amid the constant threat of economic retaliation and violence against anyone who challenges the racial status quo, Verna also interacts with characters who embody different perspectives on how to nav Set during the tumult of the early 1960s, "No Turning Back" immerses young people in daily life under de jure segregation and voter intimidation in the South. Playing as Verna Baker, a fictional teen from the Mississippi Delta, the player experiences and responds to racial restrictions and inequalities known as "Jim Crow," including the limited access to education, health care and voting rights. A local grassroots struggle—unfolding in the city of Greenwood and the surrounding Delta counties—illustrates how and why young people engaged in mass protest against Jim Crow, and how their protests both built upon and accelerated the national Black freedom struggle. Amid the constant threat of economic retaliation and violence against anyone who challenges the racial status quo, Verna also interacts with characters who embody different perspectives on how to navigate Jim Crow, make strategic choices, and vindicate their rights. The game culminates in the dramatic events of February 1963, when, in the midst of a cruel state-orchestrated food shortage, increasing numbers of ordinary Black citizens go to the courthouse to attempt to register to vote, in defiance of escalating reprisals by Greenwood police and other individuals seeking to maintain white supremacy. While the circumstances Verna confronts are based on a wealth of primary material, including oral histories, interviews, and memoirs from Mississippians, the players' own choices ultimately shape how Verna understands, experiences, and takes action in the 1960s Civil Rights Movement.

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"No Turning Back" is divided into three parts:

- an interactive prologue to establish the Baker family backstory and historical context of life under Jim Crow for African Americans in the Mississippi Delta;
- three playable "Parts," consisting of dialogues and other interactions with a variety of historically-based characters, covering 1960 to 1963; and
- an epilogue to determine the fates of the main characters and summarize some of the legacies of ongoing civil rights movements on individuals, institutions, and the nation.