TEACHER'S GUIDE
Content and Language Advisory
MISSION US: "No Turning Back"

A note to teachers: *The following content and language advisories are presented at the beginning of No Turning Back to prepare students for material that may be challenging or offensive out of context. Please review the following advisories in case your students have questions or concerns.*

No Turning Back is about the 1960s Civil Rights Movement, a period of significant change that continues to shape our nation today.

The game tells the story of how one Black community in Mississippi challenged an unjust racial system based on the idea of white supremacy. While most of the characters are fictionalized, the game is closely based on real people and events.

We hope *No Turning Back* provides a way to learn about and reflect on how ordinary citizens – including many young people – worked to expand rights for all.

Before you begin, you should know that characters in the game experience different forms of racial discrimination. They also hear about racial violence, including lynching. Your character, however, does not experience violence directly.

We recognize that the game content may be upsetting, especially to those who have been personally affected by racial discrimination or violence. (And we advise parents and teachers to fully play the game before sharing it.)

We encourage you to reach out to a family member, teacher, or other trusted adult if you have any concerns or questions about *No Turning Back* or the events that it portrays. You can also reach out directly to us at missionus@thirteen.org.

A note about language:

The *Mission US* series uses historical terms and phrases that have changed over time. Characters in this Mission use terms like "colored" and "Negro," which were considered respectful in the early 1960s, to refer to members of the Black community.

MISSION US

TEACHER'S GUIDE
Content and Language Advisory
MISSION US: "No Turning Back"

Today, some members of the Black community have reclaimed, reimagined, and repurposed "colored" and "Negro." However, it is now inappropriate and offensive for non-Black people to use these words (aside from discussing historical material).

To learn more about the history and context of these words, and our language choices, we encourage you to click on "smartwords" in *No Turning Back* and explore some of the resources provided on this website.

The words used to refer to African Americans have changed over time. Characters in this game use language commonly used by both Black and non-Black people in the early 1960s. Specifically, Black and white characters use terms like "colored," "Negro," and "black" with a lowercase "b," which were considered respectful at the time, to refer to members of the Black community. Some white characters also use the term "negro," with a lowercase "n," as a term of disrespect.

We include these words, rather than more recent ones like "Black" or "African American," because, although our games are fictionalized, we avoid having our characters use language that clearly belongs to a different time.

Some African Americans fought hard, over decades, to exercise the right to name themselves and be addressed by terms of respect. Terms such as "colored" and "negro" have often been used to degrade or oppress Black people. Today, some members of the Black community have reclaimed, reimagined, and repurposed these words. Still, we say clearly: It is inappropriate and offensive for non-Black people to use these words in the present day (aside from discussing historical material).

To learn more about the history and context of these words, and our language choices, we encourage you to click on "smartwords" in the game and explore some of the resources provided on this website.