

# **Mission US** Content and Language Advisory

## **Note to teachers:**

*The following content and language advisories are presented at the beginning of “Spirit of a Nation” 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.*

## **The Content of Spirit of a Nation**

*Spirit of a Nation* covers over 150 years of Apalachee history, including their relationships with other Indigenous people and Europeans.

Some serious topics like religious conversion, forced labor, people losing their homes, arson, and violence, are depicted but not in a graphic or interactive way. The game also includes a sequence of hunting and killing turkeys for food and ceremony.

If you are concerned about any of these topics, talk to a family member, teacher, or someone else you trust before playing.

## **The Language of Spirit of a Nation**

Most of the Apalachee language was not recorded or passed down, so characters in this Mission use non-Apalachee words to refer to people and places. Even the term “Apalachee” (“the people on the other side”) is not an Apalachee word!

This Mission refers to the people who arrived and lived in North America before the Europeans came as “Native people,” “Native Americans,” “Indigenous people,” and “Indians.” These terms are not considered offensive by most members of these communities, provided they are used respectfully.

When possible, the Mission refers to specific groups of Native Americans, including the Apalachee, Timucua, and Creek.