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# Let's Talk!

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# How might we ensure that sex education is not reproduction focused?

- We have created an introductory card game for parents. This card game allows for families to create conversations around consent, pleasure, healthy relationships and inclusivity.
- Our solution is focused on parents of elementary aged children.
- Our solution creates value through establishing that conversations about pleasure and consent must start early and at home.



# Prototype

## LET'S TALK! DECK

Try it on!

Show off your favorite outfit. No limits. No judgments.



## LET'S TALK! DECK

### Talking Points

- The clothes we wear are our choice.
- Clothes and colors have no gender.
- Self-expression is a part of a person's identity.
- Respecting the way others express themselves is important.

### Reflections

- Why did you choose this outfit as your favorite?
- How do you feel when you wear it?
- Share with your child your favorite outfit and why.

Visit [www.letstalkdeck.com](http://www.letstalkdeck.com) for more resources and support!



# Research and Testing

- Through our research we learned that when you eliminate reproduction in sex education, consent becomes the key element in establishing a sex positive comprehensive education program. Consent and pleasure are intertwined and when we start at a young age, children learn to stay connected to their sense of choice, body awareness and autonomy. We learned that parents are busy and want a quick activity to initiate difficult conversations that can continue throughout adolescence.
- We incorporated feedback by staying focused on a solution that starts at home and starts with children under the age of 12. Additionally, through prototyping we clearly labeled each card to give families a choice of intensity level based on their family's level of trust and safety.
- Our users need an easy solution to have intentional conversations at home about topics that address easily digestible themes such as: LGBTQ+ inclusivity, systems of oppression and micro-aggressions as they relate to pleasure. Our card game helps build skills for both parents and young people to establish a trusting relationship to expand conversations as they enter into adolescence.



# Next Steps

- **Next steps**

- Youth-informed content for card deck
- Online Parent Portal
- Ambassador Program

- **Next card deck iterations include:**

- Intergenerational
- Classroom-based
- Peer-to-Peer

