

It's Your Game - Logic Model

Inputs	Activities	Outputs	Short-Term Outcomes	Intermediate Outcomes	Long-Term Outcomes
<p>Time (in school day)</p> <p>Supplies</p> <p>Computers (1 per student)</p> <p>Facilitator training</p>	<p>Classroom lessons:</p> <ul style="list-style-type: none"> • Modeling (role model stories) • Skills training (refusing sex, avoiding risky situations) • Goal-setting, anticipated regret (journaling) • Cues to action (parent-child homework) <p>Computer lessons:</p> <ul style="list-style-type: none"> • Individualized • Modeling (peer videos) • Skills training (refusing sex, using condoms) • Decisional balance (pros/cons of sex) 	<p>Teens actively participate in 24 lessons:</p> <ul style="list-style-type: none"> • Role plays etc. • Journaling activities • Computer activities • Parent-child homework (8 activities) 	<ul style="list-style-type: none"> • HIV/STI knowledge • Condom & contraceptive knowledge • Self-efficacy/skills to refuse sex & use condoms • Beliefs about sex, abstinence, & condoms • Normative beliefs on sex & condoms • Perceived susceptibility • Decreased intentions to have sex • Increased intentions to use condoms • Increased parent-child communication about sexual topics 	<p>Delayed initiation of oral, vaginal, & anal sex</p> <p>Increased use of condoms</p> <p>Decreased number of sexual partners</p> <p>Decreased frequency of sex</p> <p>Decreased dating violence</p>	<p>Reductions in:</p> <ul style="list-style-type: none"> • HIV • STIs • Teen pregnancy