### Vernon Youth Voices Count Survey Results, RHS 2021



#### B. WEYLAND SMITH

CONSULTING

### Background

- Spring 2021, students from Vernon public schools in grades 6-12 participated in the Youth Voices Count Survey on youth lifestyles, substance use, mental health, bullying, related risk and protective factors, as well as impacts of COVID-19
- The survey was completely anonymous, no identifying information was collected
- Students were provided an instructional video informing them of confidentiality, right to opt out and resources if the survey brought up uncomfortable feelings



Sample Response Rates	Sample Count	<b>Population Count</b>	Response Rate (%)
Grade 6	197	243	81.07%
Grade 7	169	218	77.52%
Grade 8	198	255	77.65%
Grade 9	222	251	88.45%
Grade 10	175	230	76.09%
Grade 11	188	221	85.07%
Grade 12	125	172	72.67%
Grades 6-8	564	716	78.77%
Grades 9-12	710	874	81.24%
Grades 6-12	1274	1590	80.13%

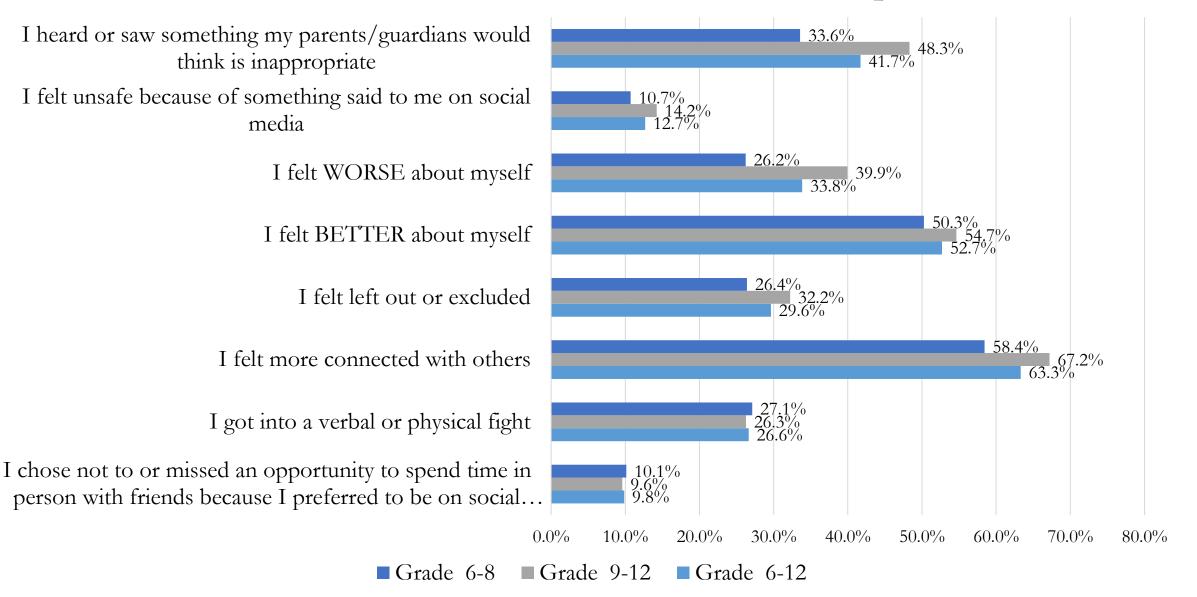
#### Race, Ethnicity and Gender Identity

	Percent Grades		
Race Ethnicity Category	6 thru 12	Gender	Total Number
White	58.16%	Identity	
Black or African American	10.83%	Male	588
Hispanic or Latino	18.52%	Female	582
Asian	5.18%	Non-binary	48
American Indian or Alaskan Native	0.31%	Transgender	4
Native Hawaiian or Other Pacific Islander	0.31%	I am not sure right now	50
Other (2 or more races selected or race not Hispanic)	5.81%	Did not Identify	2
Not Specified	0.86%		

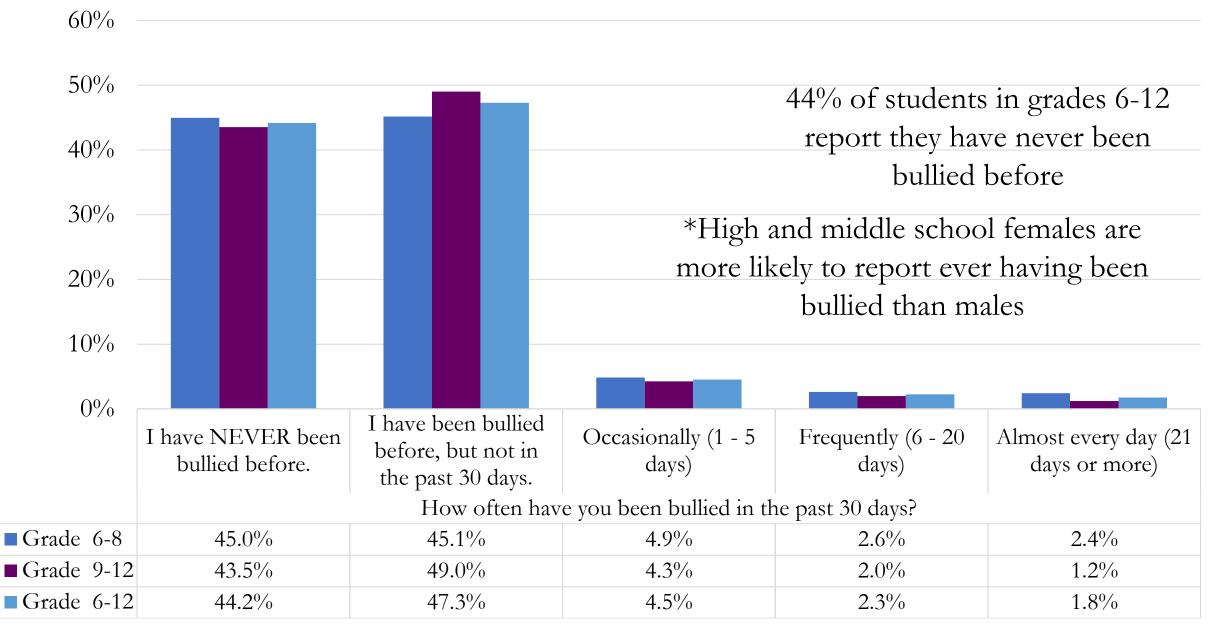
## Social Media, Bullying and Perceptions of Safety



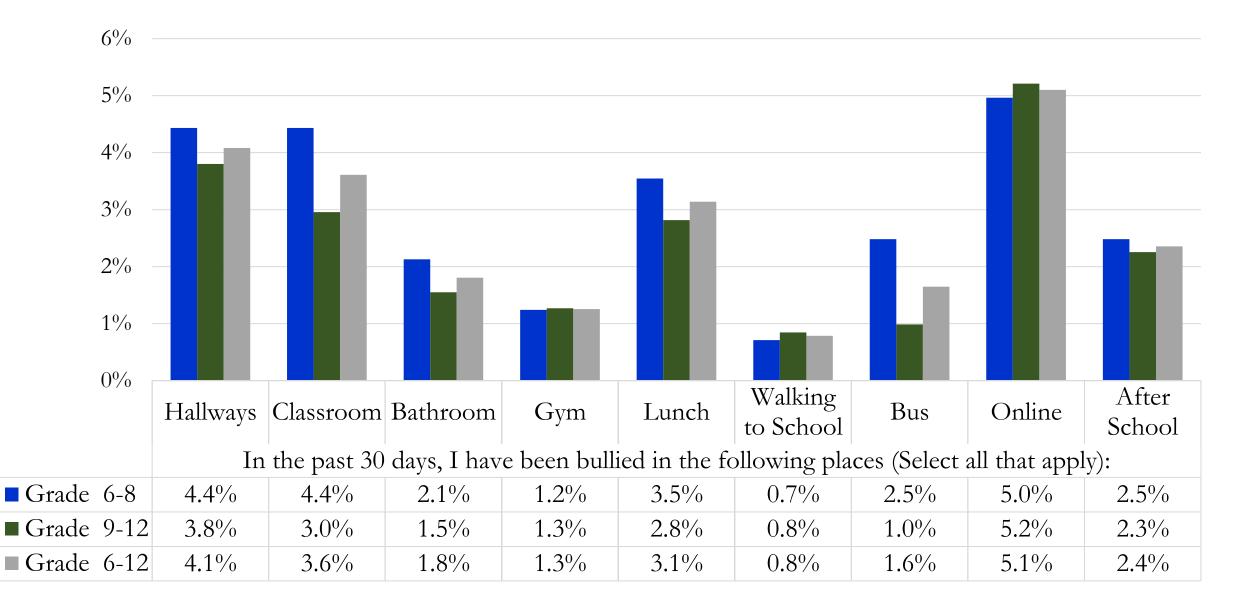
#### Perceived Social Media Assets and Consequences



#### Bullying Frequency



#### Places Students Report Being Bullied



### Emotional Health



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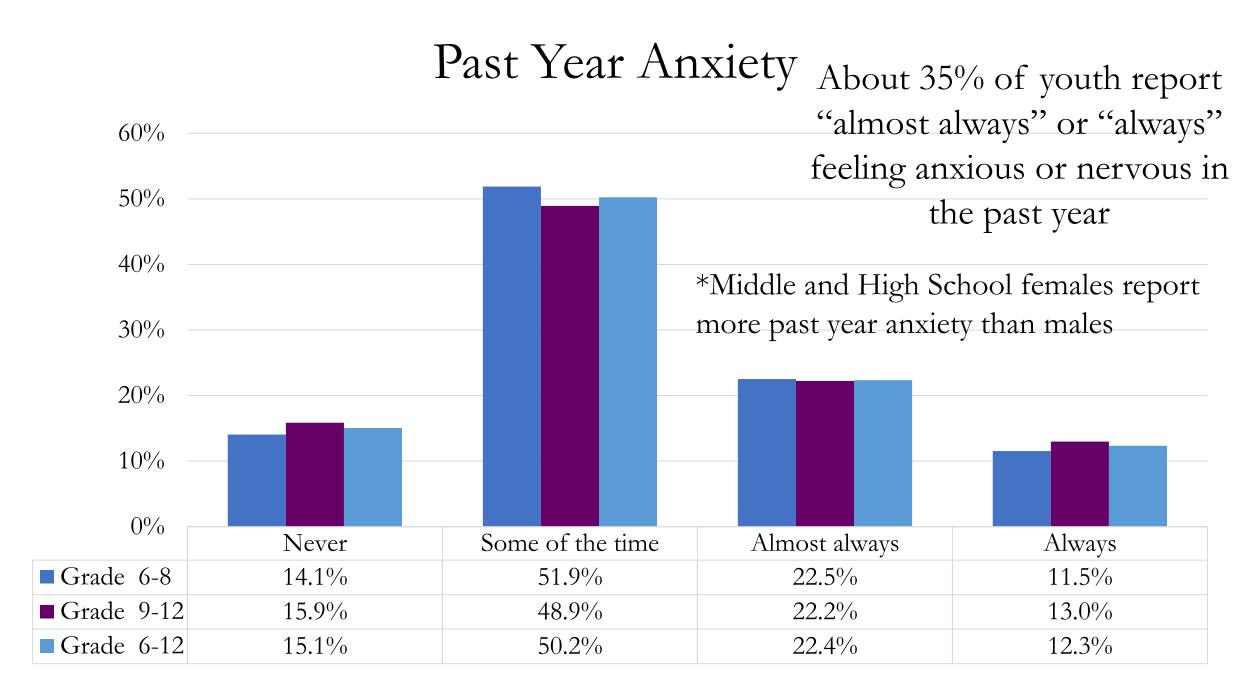
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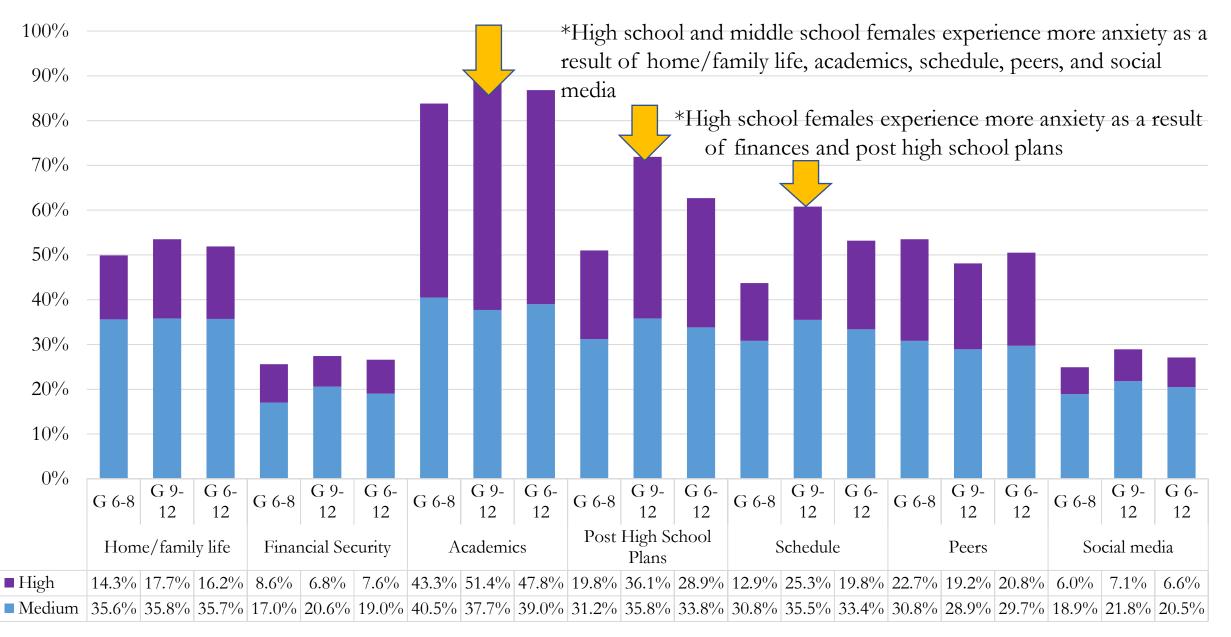
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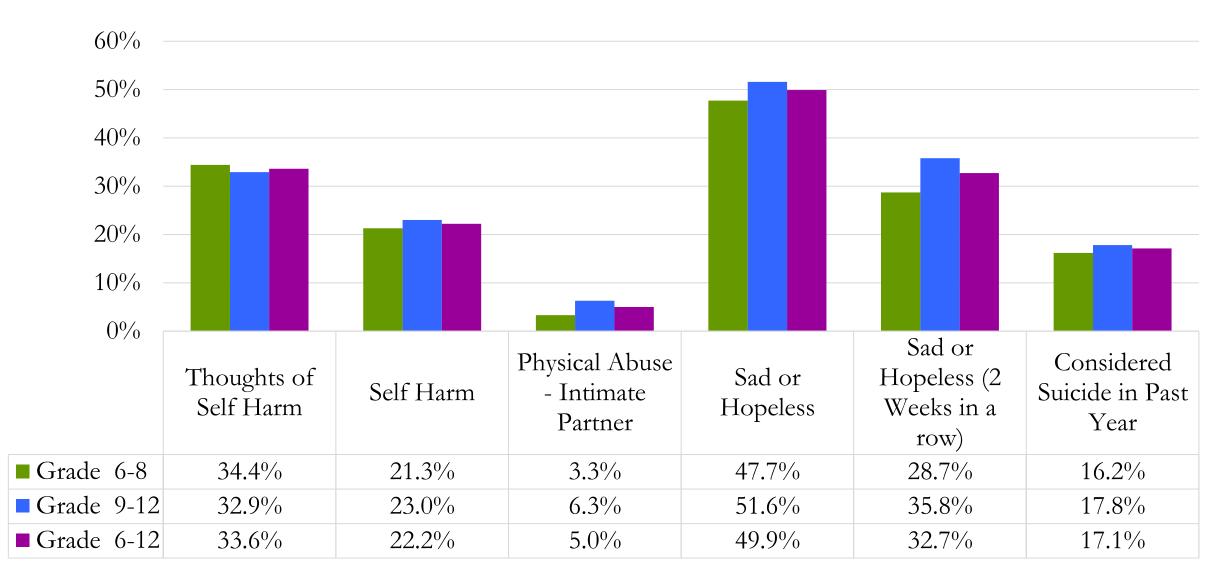
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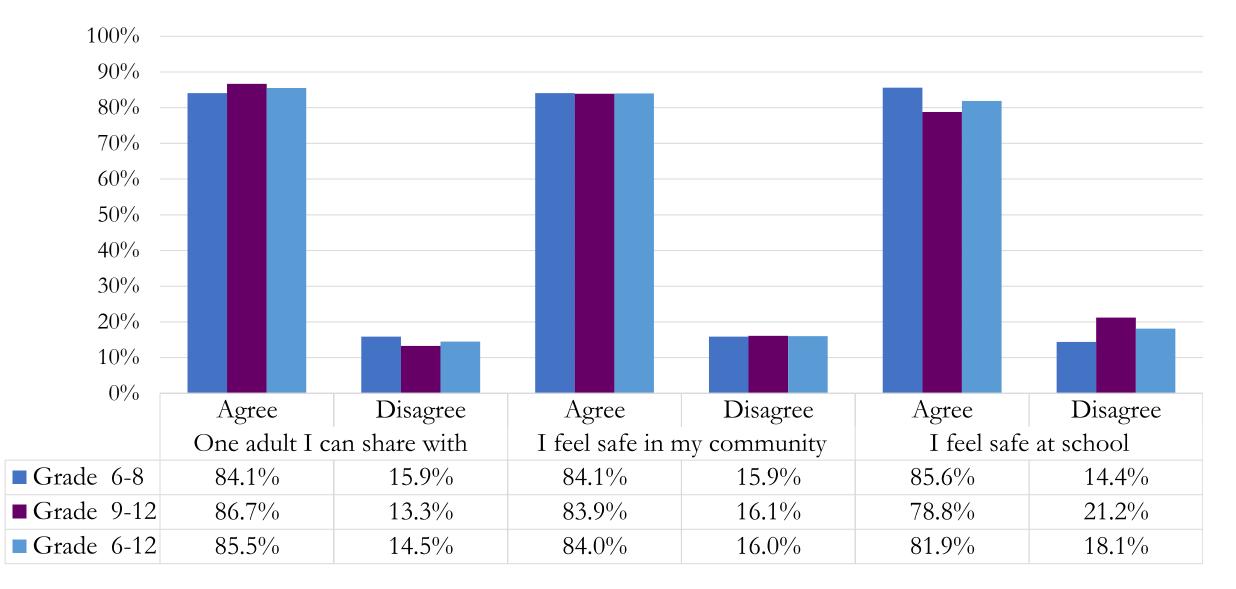
#### Sources of Stress



#### Other Emotional Health Indicators % Responding "Yes"



#### Perception of Having Trusted Adult and Feelings of Safety

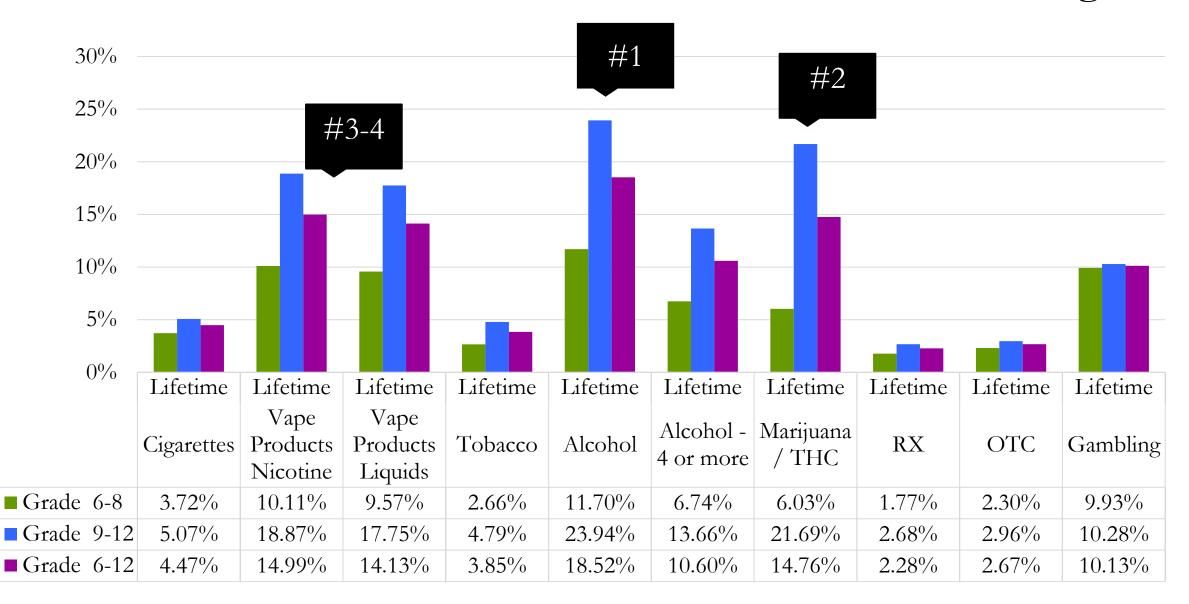


## Substance Use and Perceptions

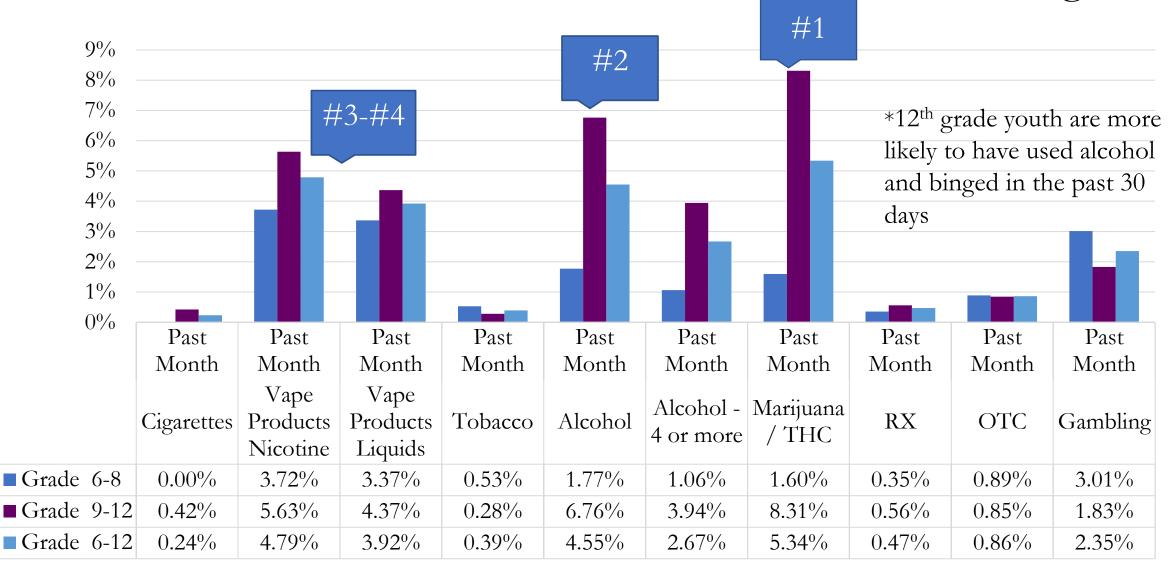


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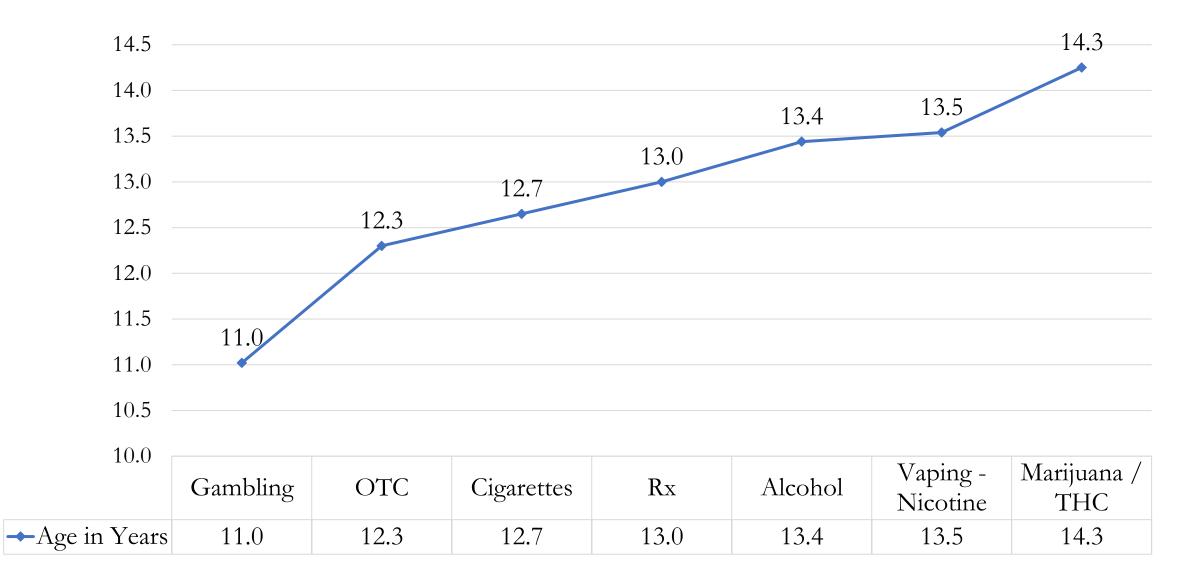
#### Lifetime Use of CORE Substances and Gambling



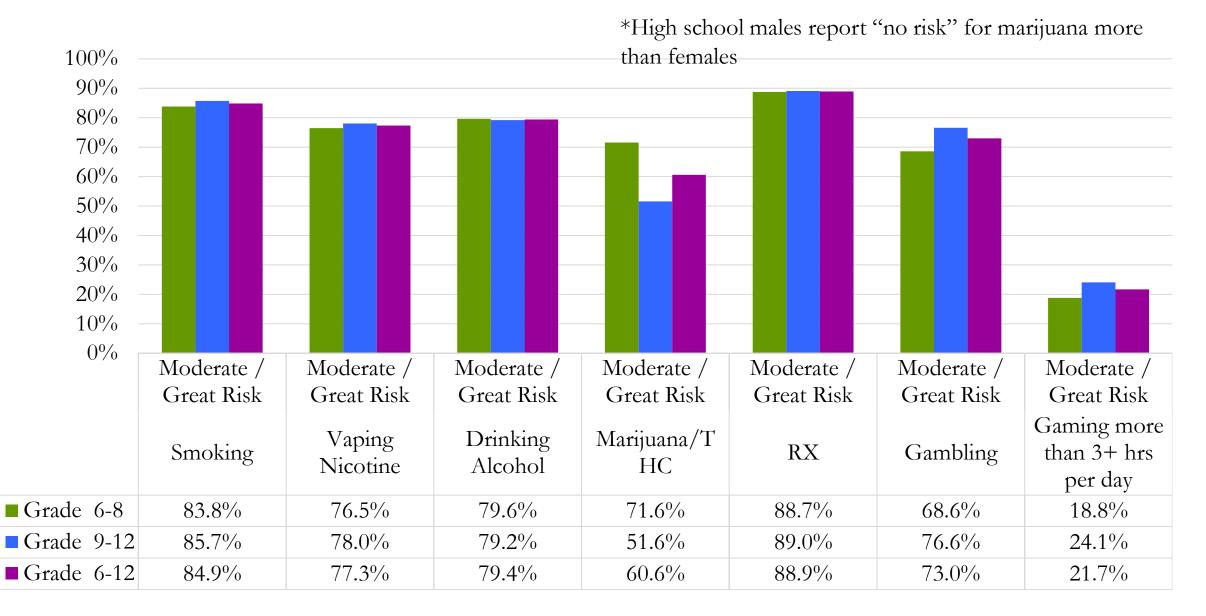
#### Past Month Use of CORE Substances and Gambling



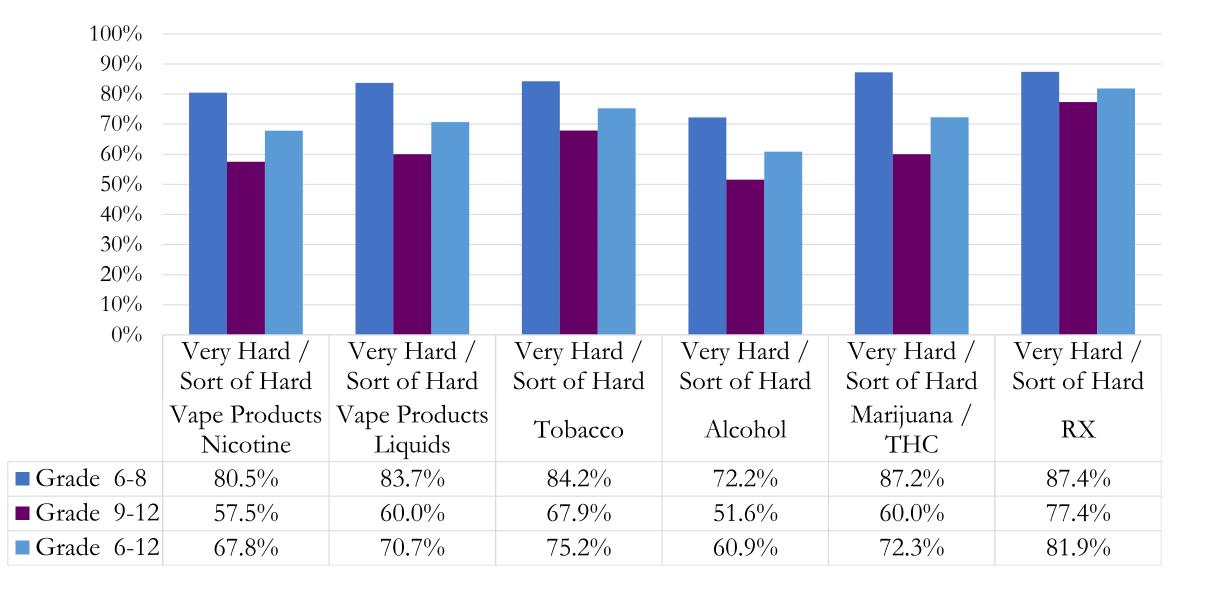
#### Age of First Use in Years



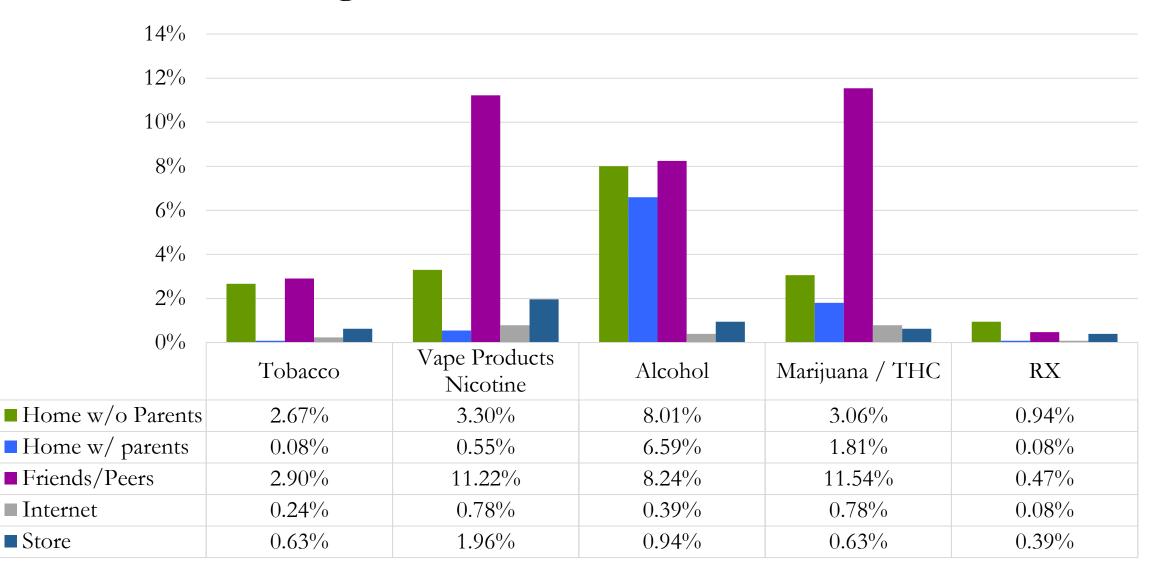
#### Perception of Risk/Harm



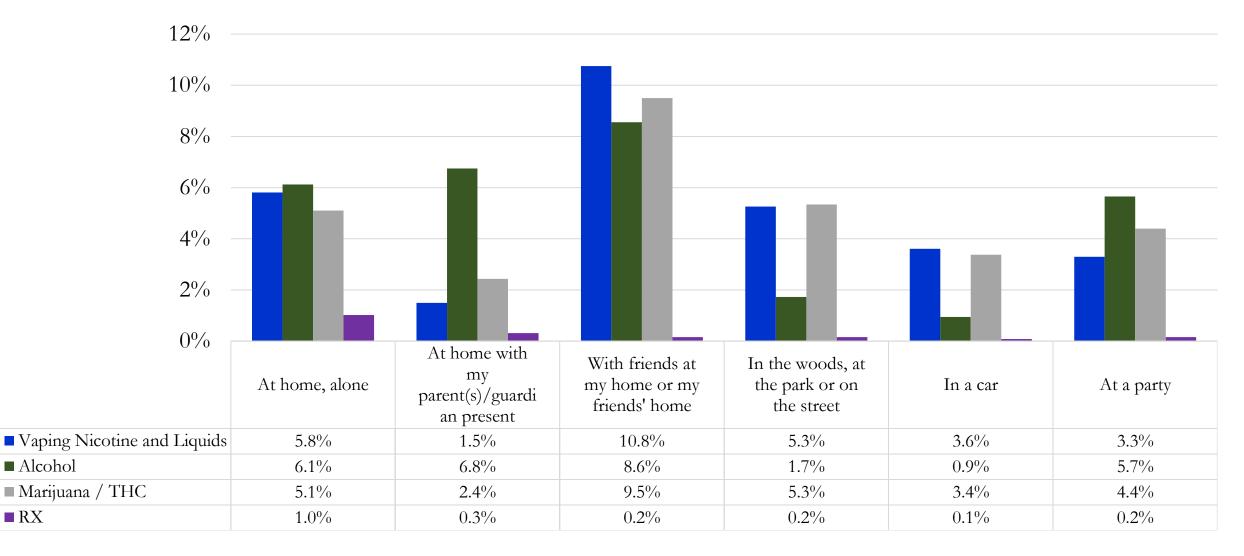
#### Ease of Access – of Youth That Accessed Substances



#### Where Substances Are Acquired Most Often Amongst Lifetime Users Grades 6-12

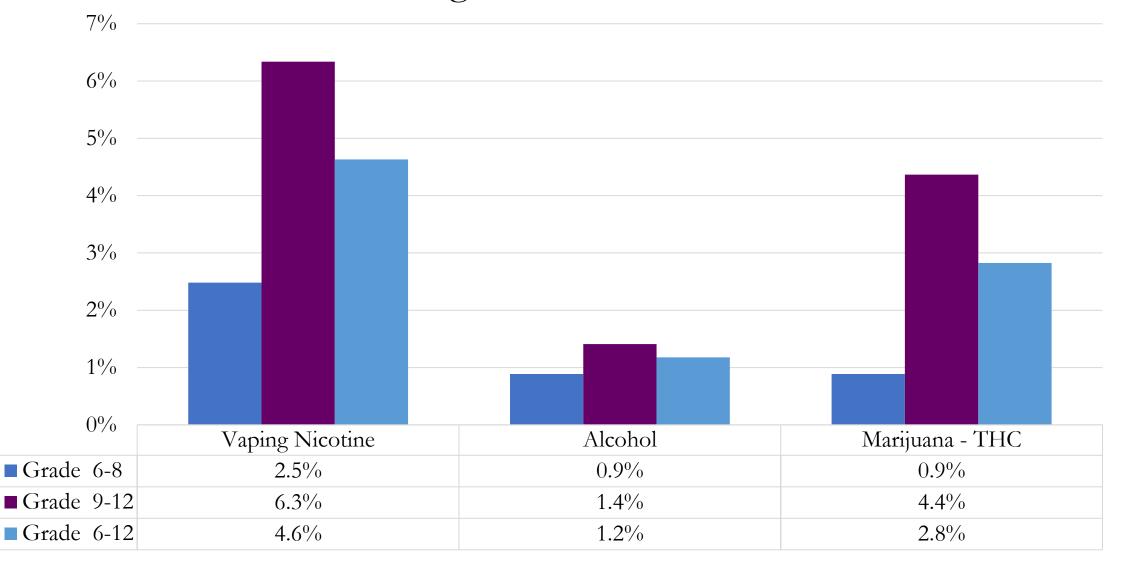


#### Where Substances Are Used Most Often Amongst Lifetime Users Grades 6-12

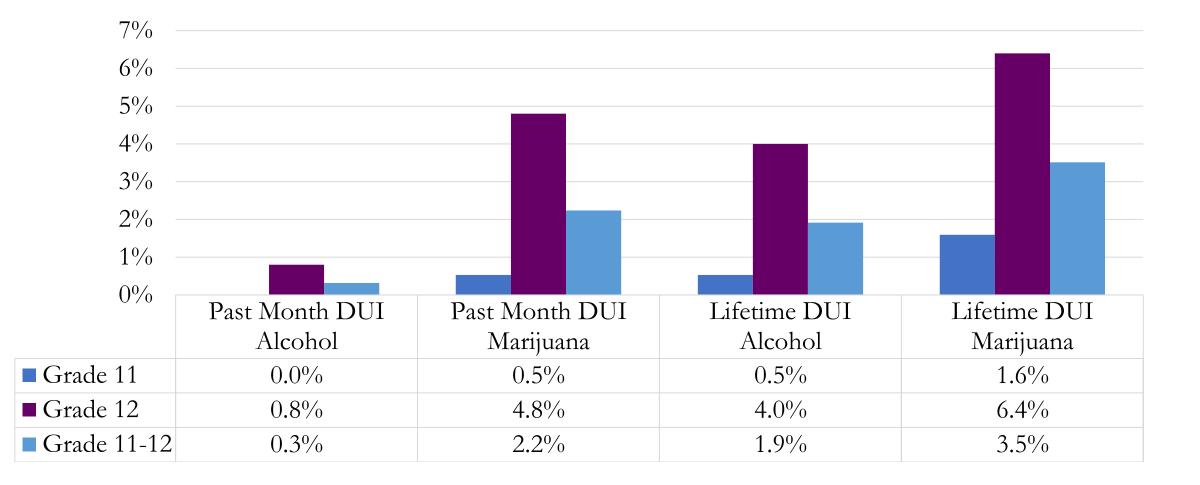


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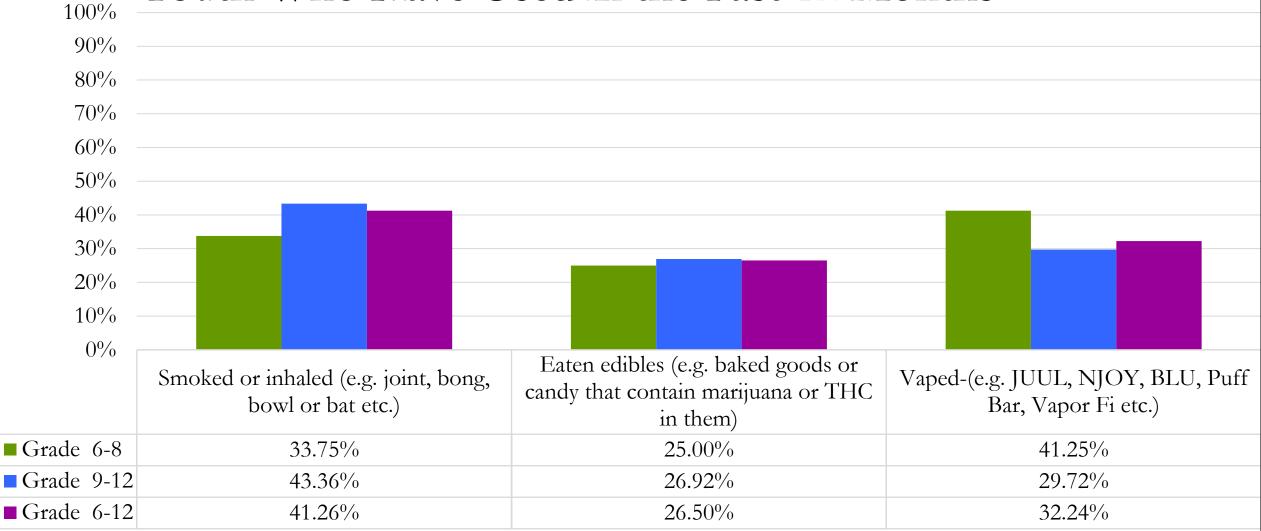
#### Youth Use of Substances at School- including school events Amongst Lifetime Users



#### Driving Under the Influence Alcohol and Marijuana Grades 11 -12



#### Methods of Marijuana Use Youth Who Have Used in the Past 12 Months



#### Risk Factors for Any Substances Use Grades 9-12

The following list includes youth reported experiences and perceptions that are statistically associated with lifetime use of any substance use. It is important to note association should not be considered causation.

<u>Vernon High School</u> youth who have used <u>any substance in their lifetime</u> are more likely to:

- Feel better about themselves due to social media
- Have more anxiety due to post high school plans, schedule
- Have reported boyfriend/girlfriend physical violence
- Feel more comfortable seeking help from friends and faith leaders
- Report less family rules for vaping liquids, nicotine, alcohol, and marijuana
- Report less access to food and basic needs due to COVID

#### Risk Factors for Any Substances Use Grades 6-12

The following list includes youth reported experiences and perceptions that are statistically associated with lifetime use of any substance use. It is important to note association should not be considered causation.

#### Vernon Middle and High School youth who have used any substance in their lifetime are more likely to:

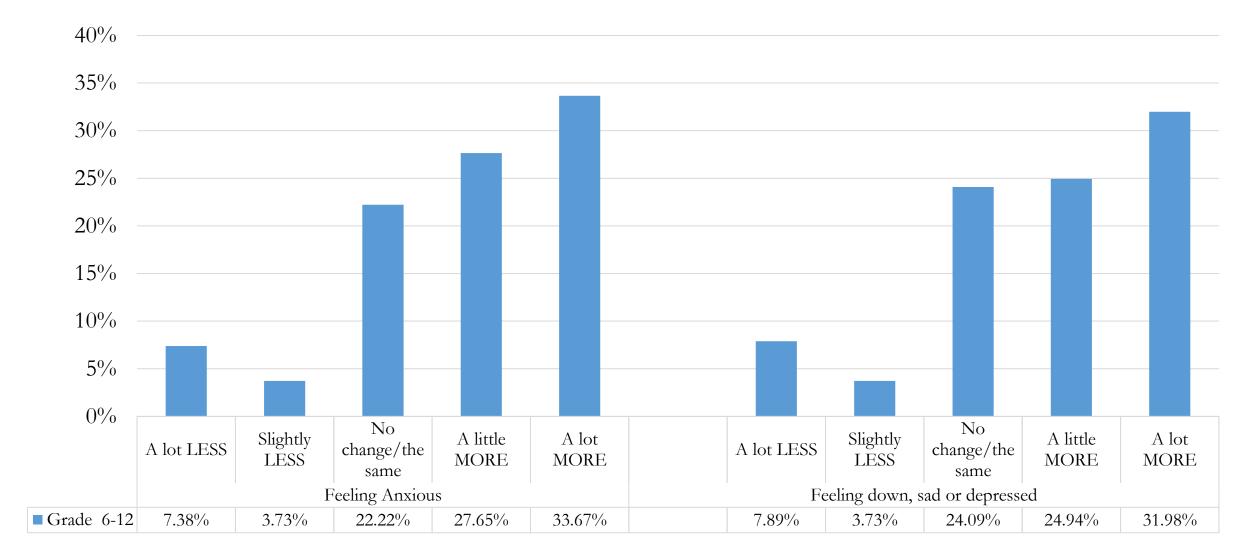
- Spend more time home alone
- Sleep less
- Get less sleep due to gaming
- Not complete homework due to gaming
- Have gotten into a verbal or physical fight because of gaming
- Have been asked for personal information due to gaming
- Have been threatened by another gamer.
- See something their parents would feel was inappropriate from gaming
- Use more social media
- Have more fights due to social media.
- Feel more connection to others from social media
- Feel left out or excluded because of social media
- Feel worse about themselves because of social media
- Feel unsafe because of social media
- See something their parents would feel was inappropriate on social media
- Report higher levels of anxiety
- Report home/family life, academics as a source of anxiety
- Have thoughts of self-harm and have acted on self-harm behavior
- Have felt sad or hopeless and sad or hopeless two weeks in a row or more
- Consider suicide in the past year
- Feel less comfortable seeking support from a parent/guardian
- Feel less comfortable seeking support from doctors
- Report more family substance use problems
- Perceive less parental disapproval for cigarettes, vaping, alcohol use, marijuana use and gambling
- Perceive less peer disapproval for cigarettes, vaping, alcohol use, marijuana use, rx and gambling
- Perceive less risk in vaping, marijuana, and gaming
- Have more anxiety, depression, family problems, and substance use due to COVID
- Feel less safe at home due to COVID

## COVID-19 Impact on Youth Wellbeing and Substance Use

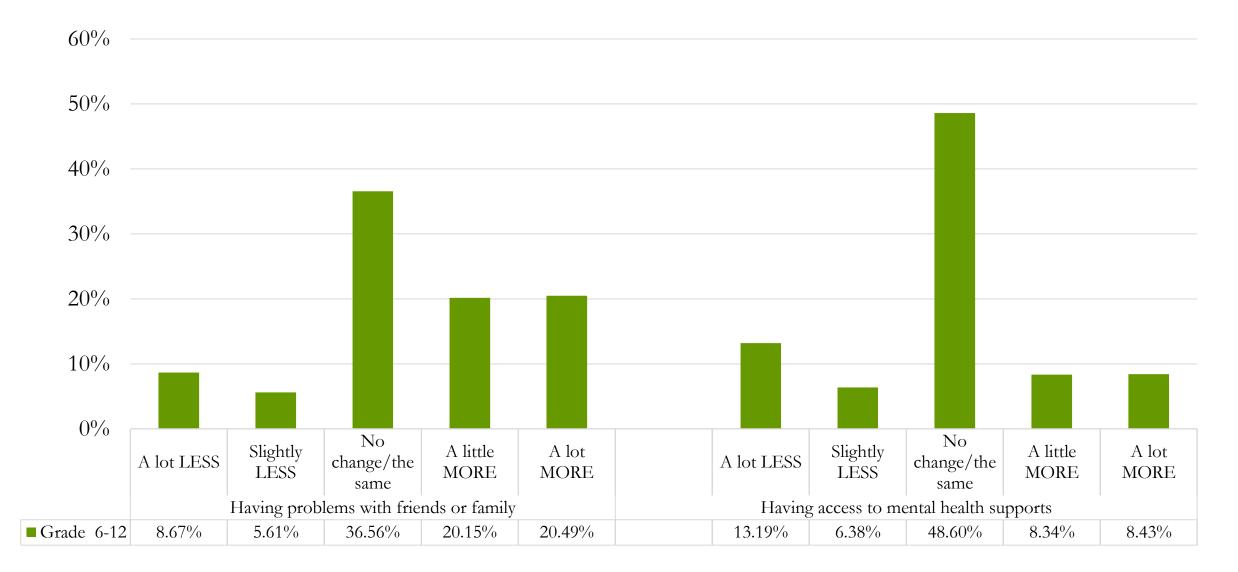


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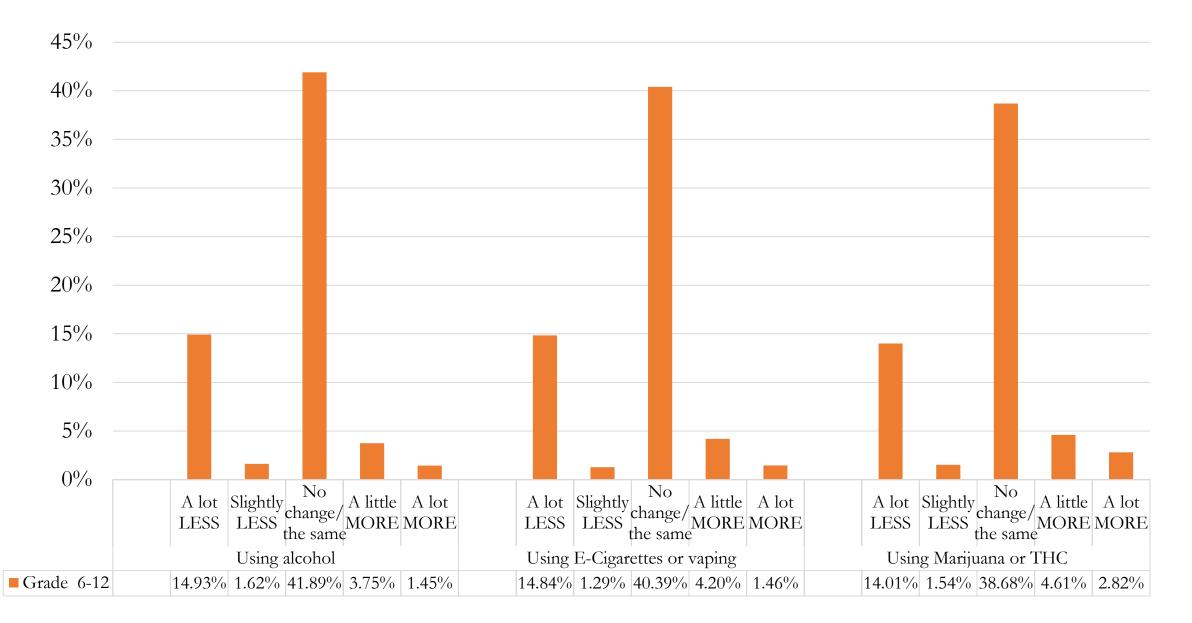
#### COVID Impact on Emotional Well Being



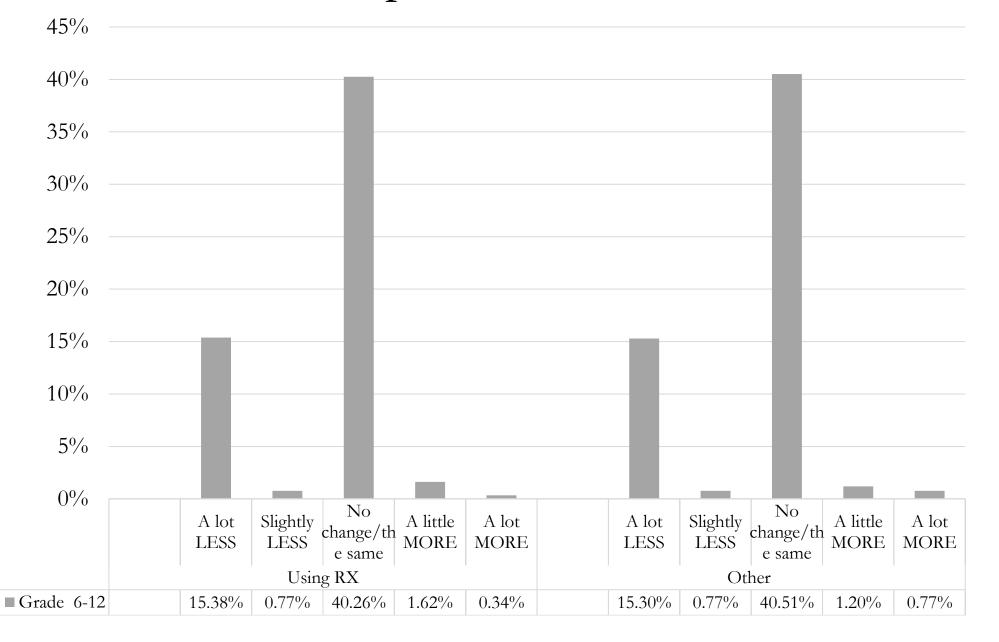
#### COVID Impact on Family and Supports



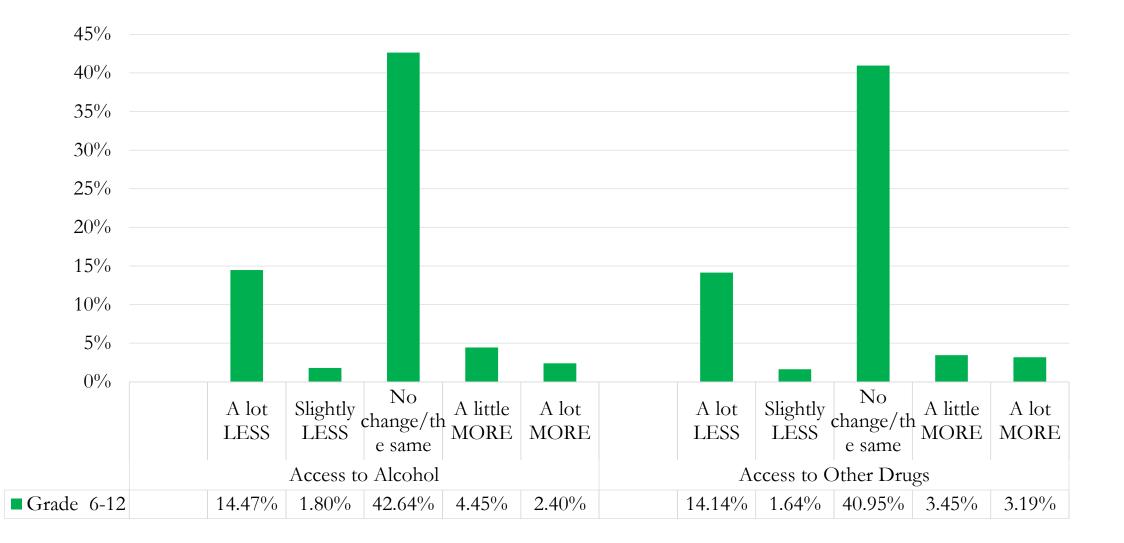
#### COVID Impact on Substance Use



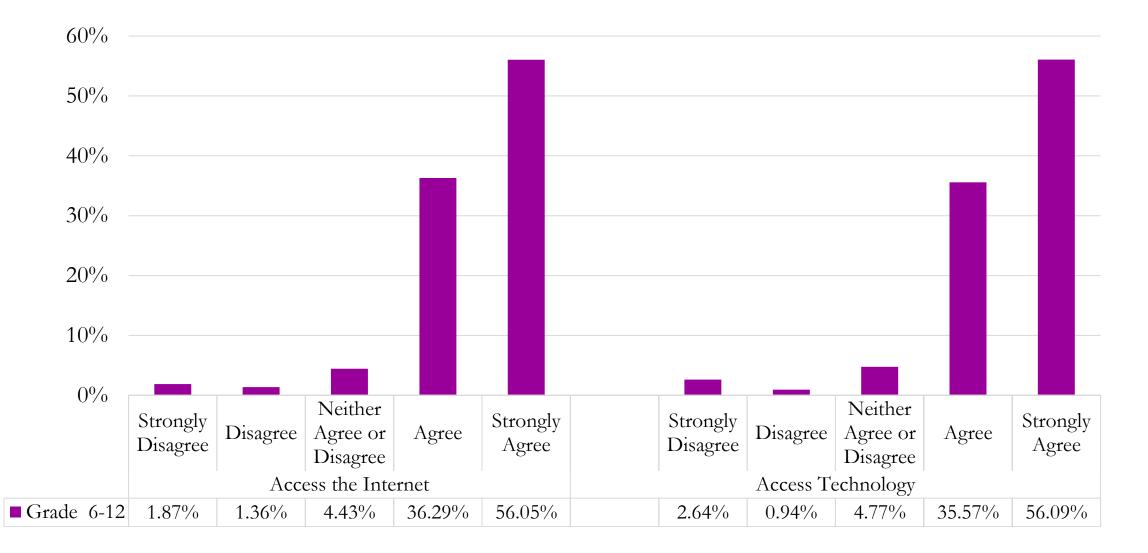
#### COVID Impact on Substance Use



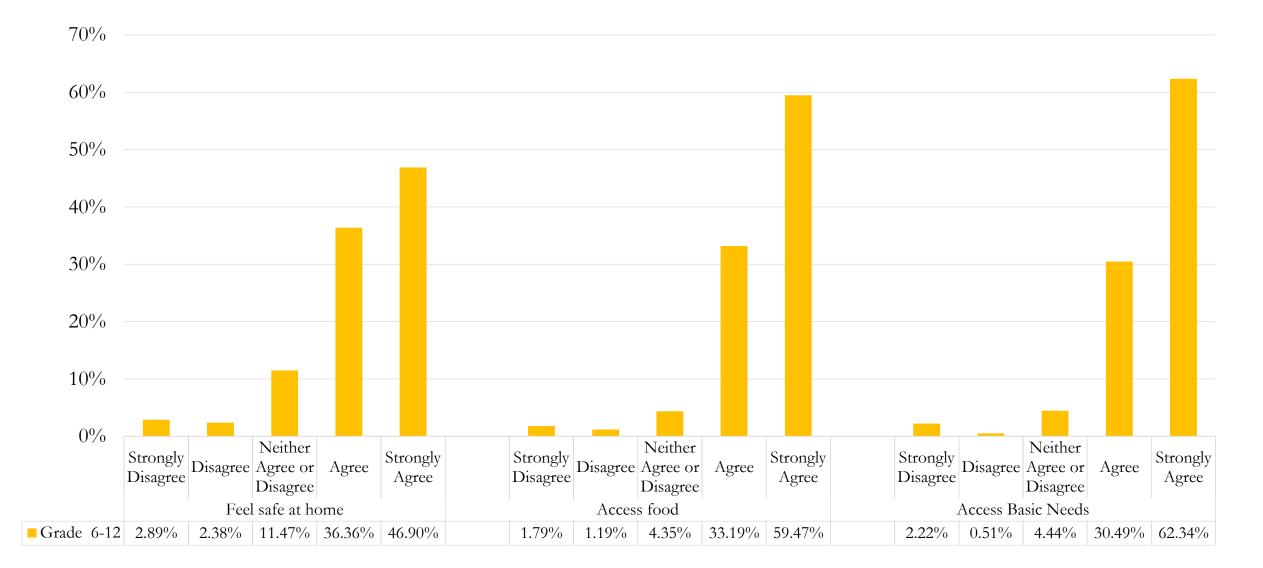
#### COVID Impact on Access to Substances



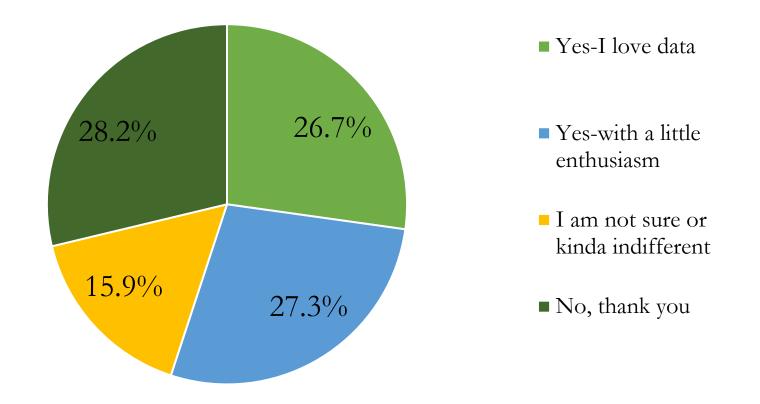
# COVID Technology and Ability to Focus in Remote Learning



#### COVID Impact on Safety and Needs



Would you like to see the data and information that is being collected by this survey when it is available?



54% of students report they would like to see the data from the survey