



Read the Play

FOUNDING PARTNER  
**KEMPE**  
ENGINEERING

# 2022 PROGRAM EVALUATION

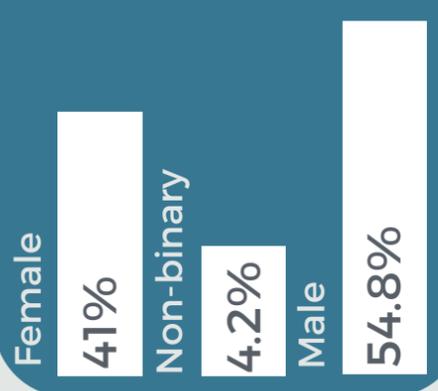
**802** young people participated in a Read the Play program this year.

**HUDDLE UP** Cyber Bullying + Mental Health

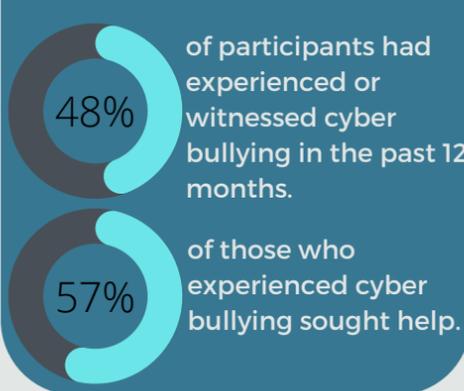
**MVP** Suicide Prevention + Mental Health

**PLAY ON** Alcohol + Mental Health

## GENDER IDENTITY



## CYBER BULLYING



## ALCOHOL USE



# MENTAL HEALTH LITERACY



rated their understanding of mental illness as 'good' or 'excellent' post-session.



improved their knowledge of how & where to seek mental health support.



reported feeling confident in their ability to access mental health support for themselves or others post-session.

# CYBER BULLYING

92% of 'Huddle Up' participants felt confident in their ability to access support for cyber bullying post-session.



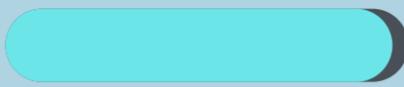
90% of 'Huddle Up' participants reported that the session was helpful in increasing their understanding of cyber bullying and ways to reduce the impact of cyber bullying.

# SUICIDE PREVENTION

91% of 'MVP' participants felt confident in their ability to access support for suicidal thoughts post-session, compared to 69% pre-session.



96% of 'MVP' participants reported that the session was helpful in increasing their understanding of suicidal thoughts and ways to reduce the impact of suicidal thoughts.



# ALCOHOL HARM REDUCTION



- 9/10 'Play On' participants found the program helpful in improving:
- Knowledge about the short and long term harms of alcohol.
  - Knowledge of strategies to reduce harm related to alcohol use.
  - Provide first aid to an unconscious mate.

'Thank you so much for this, the games were super fun and I found the information really helpful!'

## PARTICIPANT FEEDBACK

'Very, very helpful. Thank you. I enjoyed it so much!!'