

Suffield
Youth Voices Count Survey Results,
2022



Background

- March 2022, students from Suffield Middle School and Suffield High School in grades 6-12 participated in the Youth Voices Count Survey on youth lifestyles, substance use, mental health, 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

Analysis

- Subgroup analysis is performed by race/ethnicity, biological sex and gender identify to allow for the Local Prevention Council and other organizations to utilize the data to target groups experiencing greater behaviors of concern.
- The full survey report includes analysis of these statistically significant demographic differences.

Response Rate

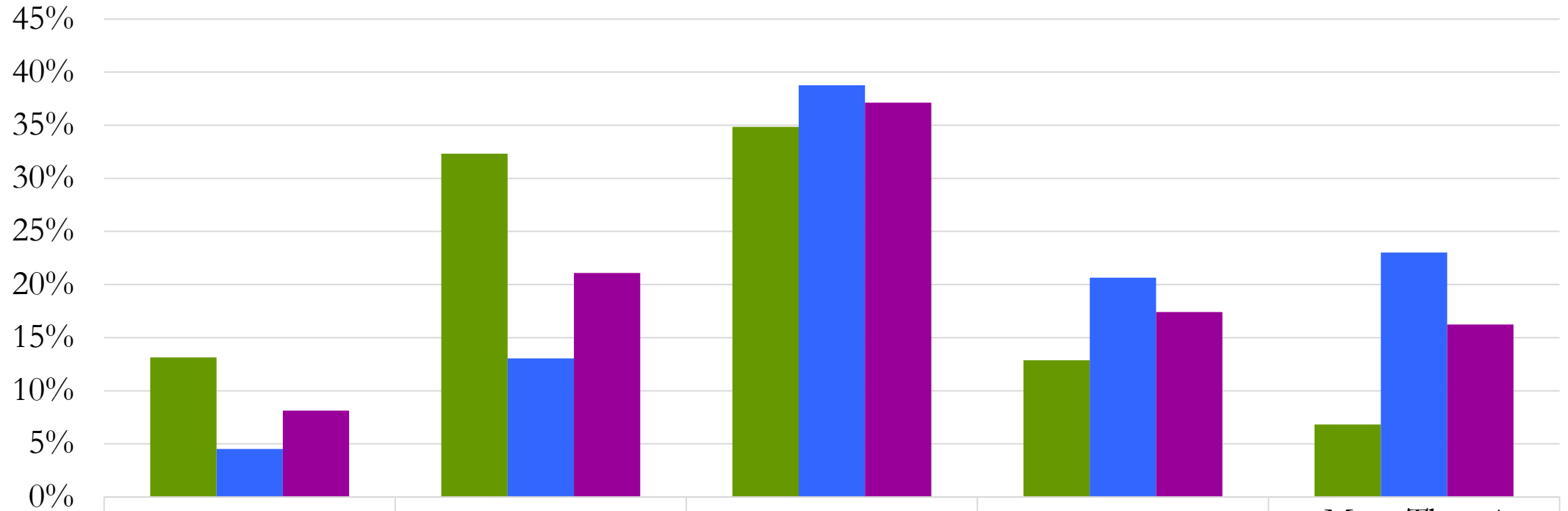
Sample Response Rates	Sample Count	Population Count	Response Rate (%)
Grade 6	130	141	92.20%
Grade 7	145	144	100%
Grade 8	156	155	100%
Grade 9	153	165	92.73%
Grade 10	156	189	82.54%
Grade 11	140	166	84.34%
Grade 12	145	196	73.98%
Grades 6-8	431	440	97.95%
Grades 9-12	594	716	82.96%
Grades 6-12	1,025	1156	88.67%

Race, Ethnicity and Gender Identity

Race/Ethnicity Category	Grades 6 thru 12
White	79.32%
Hispanic or Latino	8.39%
Black or African American	4.20%
Asian	4.49%
American Indian or Alaskan Native	0.29%
Native Hawaiian or Other Pacific Islander	0.00%
Other (2 or more races selected or race not Hispanic)	2.73%
Not Specified	0.59%

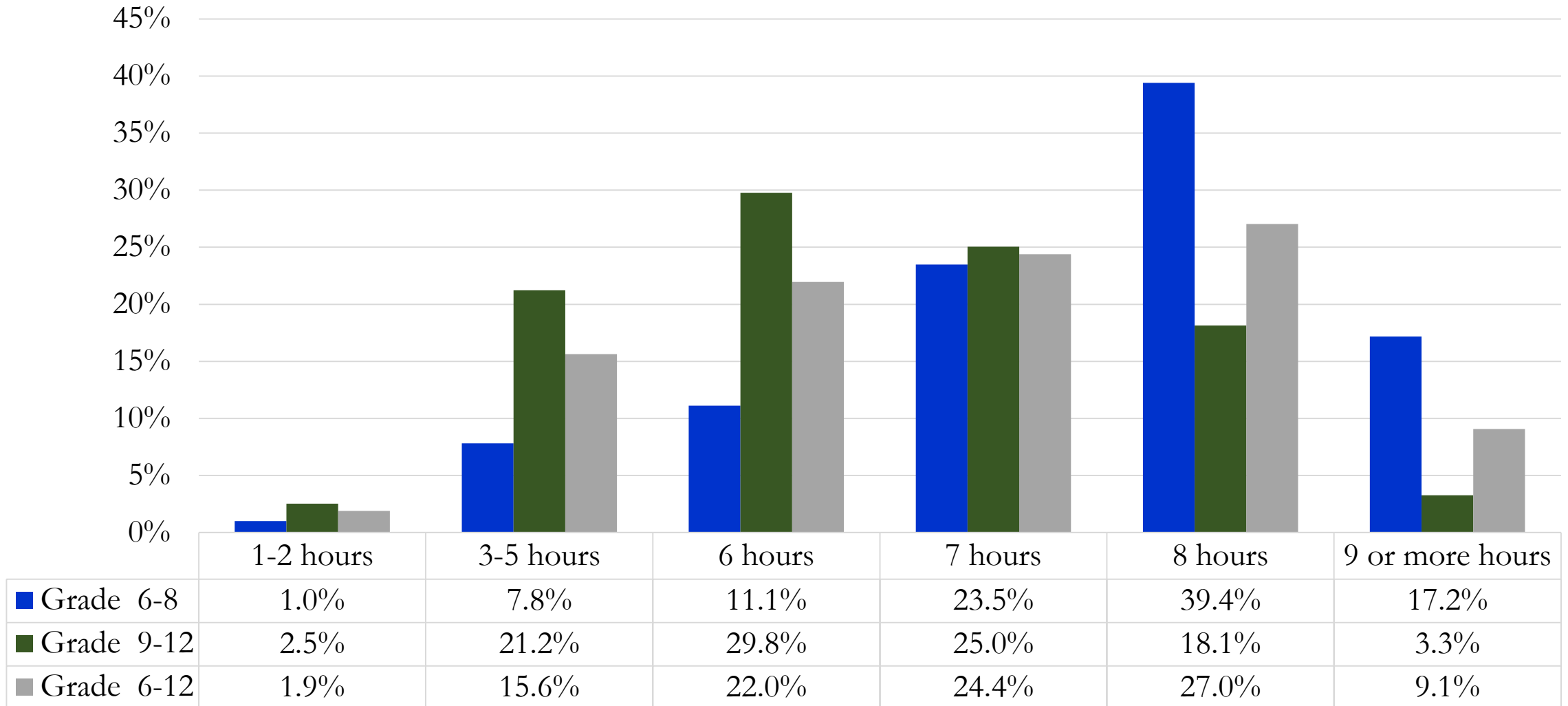
	Gender Identity
Male	471
Female	482
Non-binary	41
Transgender	7
I am not sure right now	26
Did not Identify	0

Youth Time Alone on Weekdays



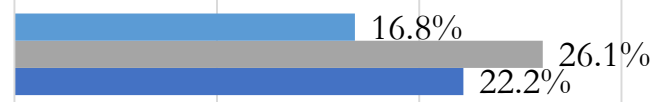
	None	Less Than 1 Hour	1 To 2 Hours	Up To 4 Hours	More Than 4 Hours
■ Grade 6-8	13.1%	32.3%	34.8%	12.9%	6.8%
■ Grade 9-12	4.5%	13.0%	38.8%	20.7%	23.0%
■ Grade 6-12	8.1%	21.1%	37.1%	17.4%	16.2%

Youth Hours of Sleep on Weeknights

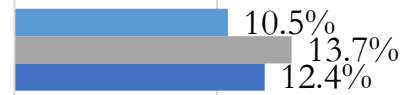


Gaming Assets and Consequences

I heard or saw things my parents/guardians would think is inappropriate



I was threatened by another gamer



I have been asked personal information by a stranger (ex. name, town you live, age etc.)



I earned credibility with my peers for how well I played



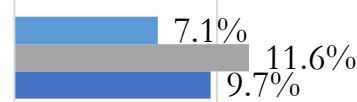
I felt more connected with others



I got into a verbal or physical fight



I chose not to spend time in person with friends because I preferred to play video games



I did not complete my homework or study



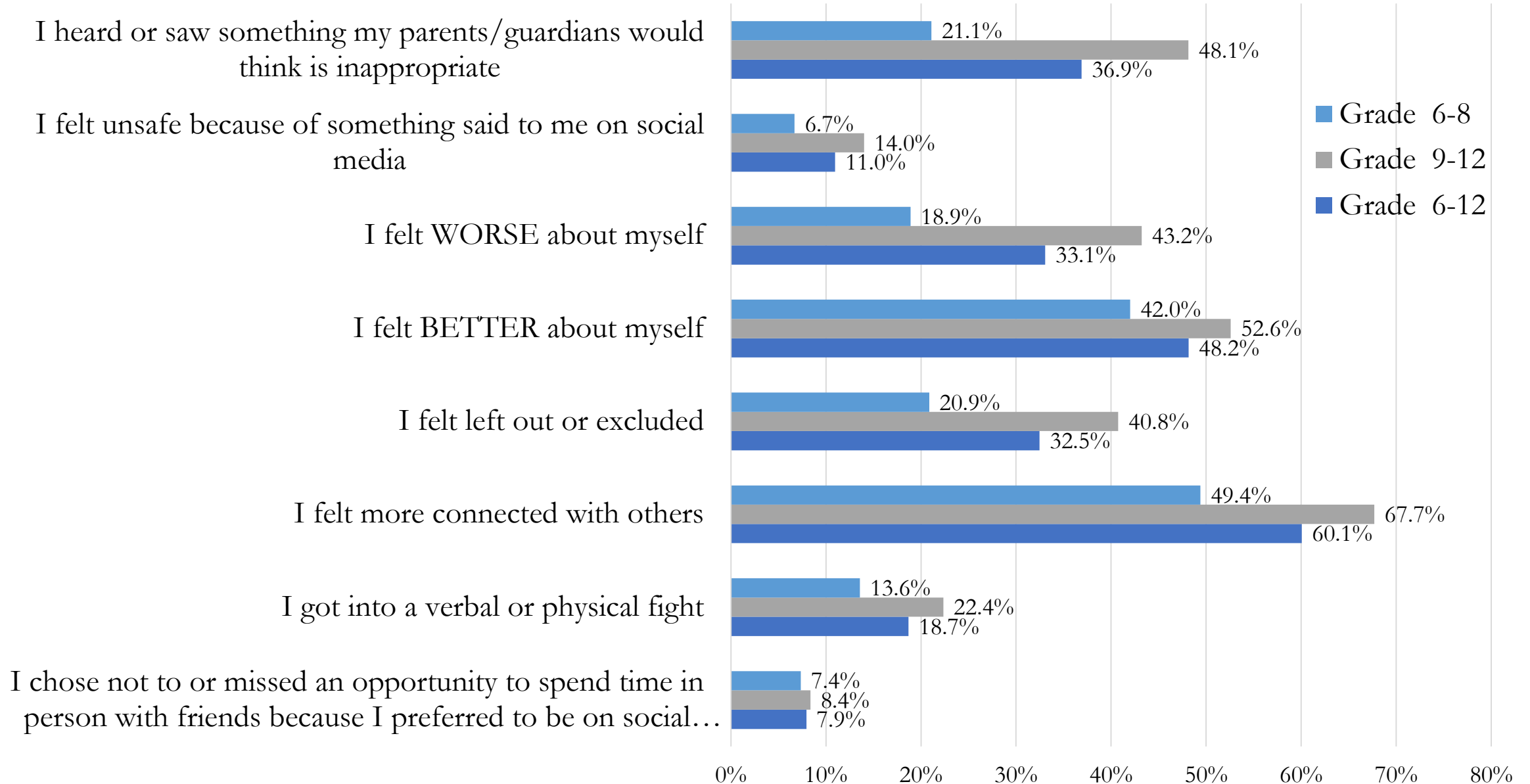
I did not get enough sleep



Grade 6-8
Grade 9-12
Grade 6-12

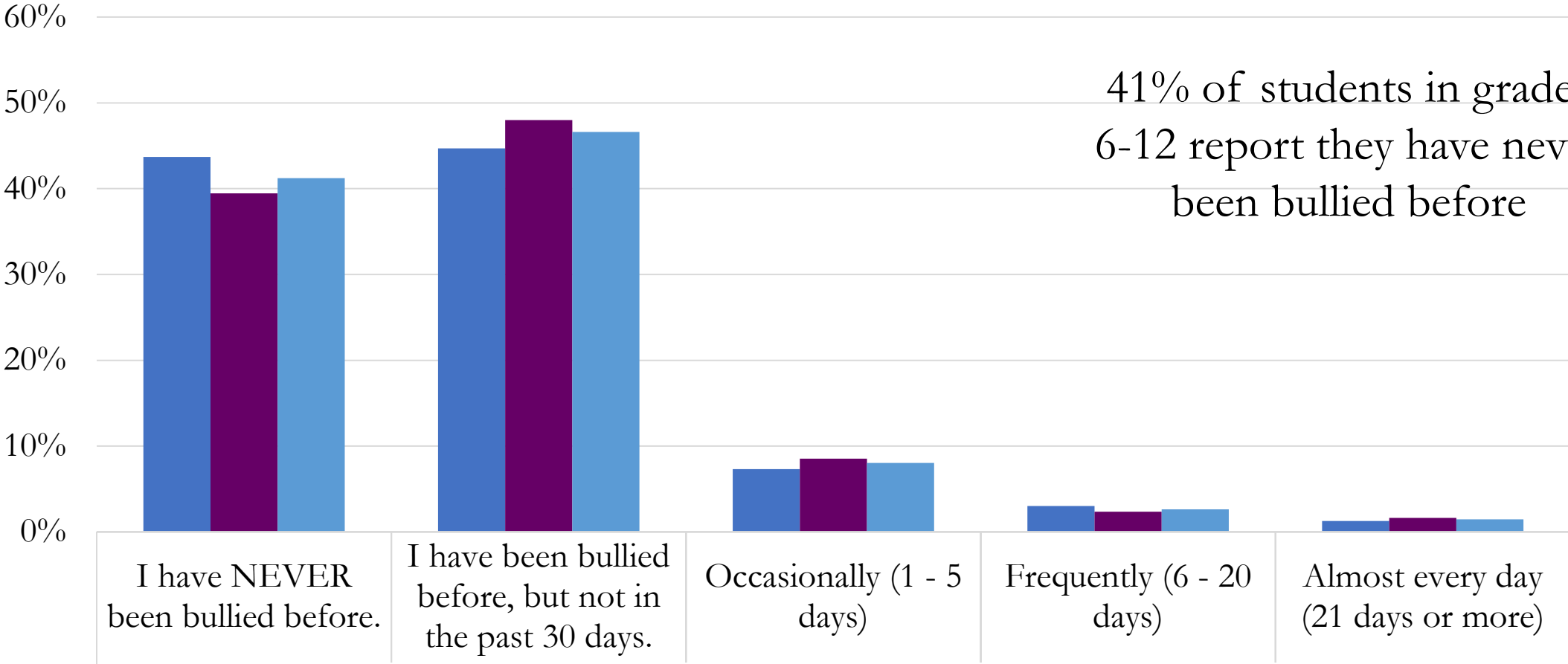
0% 10% 20% 30% 40% 50% 60%

Social Media Assets and Consequences



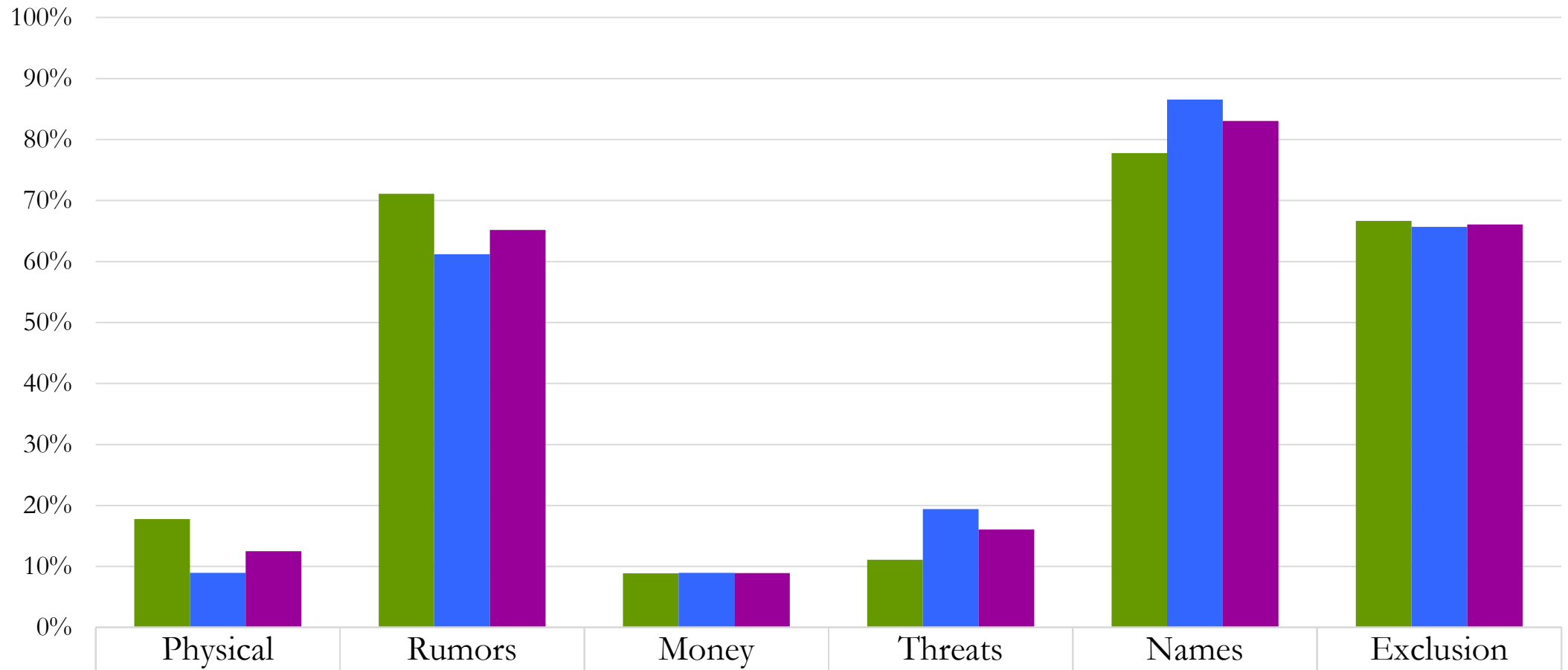
Bullying and Perceptions of Safety

Bullying Frequency



	How often have you been bullied in the past 30 days?				
	I have NEVER been bullied before.	I have been bullied before, but not in the past 30 days.	Occasionally (1 - 5 days)	Frequently (6 - 20 days)	Almost every day (21 days or more)
■ Grade 6-8	43.7%	44.7%	7.3%	3.0%	1.3%
■ Grade 9-12	39.5%	48.0%	8.5%	2.4%	1.6%
■ Grade 6-12	41.2%	46.6%	8.0%	2.6%	1.5%

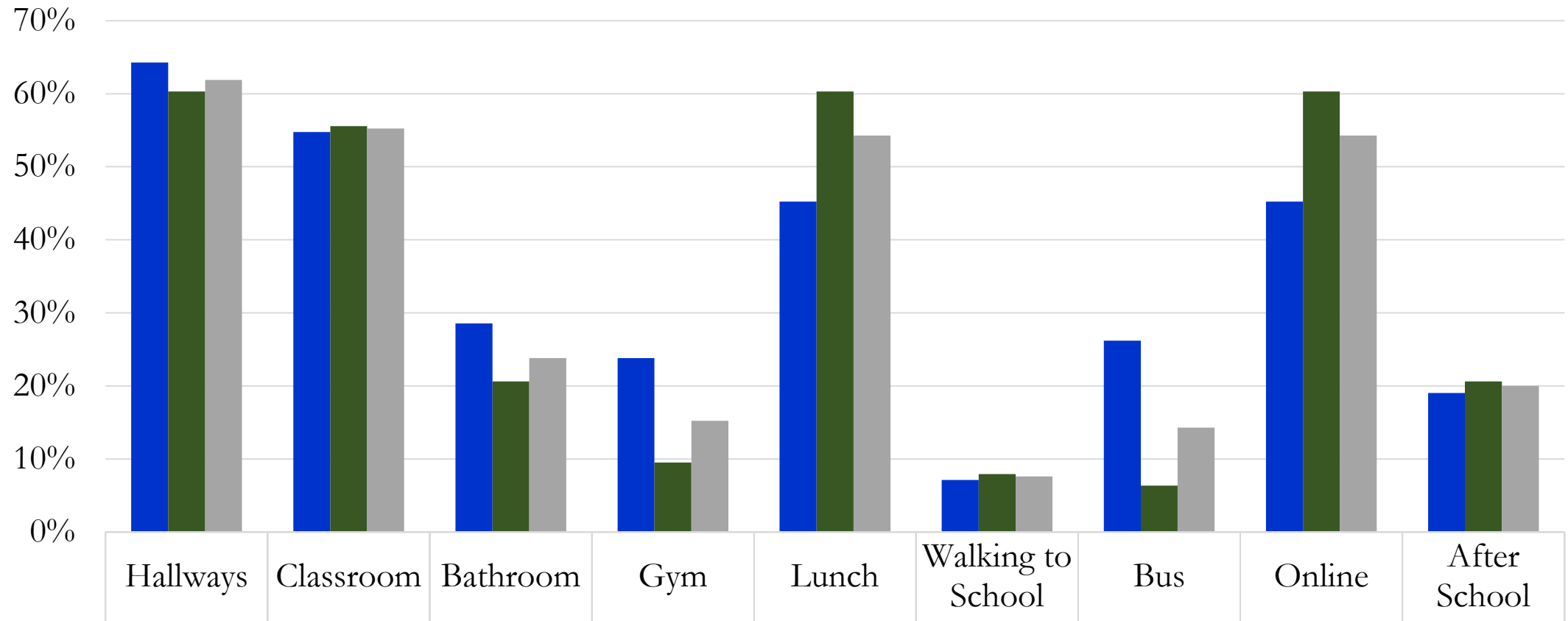
Types of Bullying



During the past 30 days, I have been bullied in the following ways

■ Grade 6-8	17.8%	71.1%	8.9%	11.1%	77.8%	66.7%
■ Grade 9-12	9.0%	61.2%	9.0%	19.4%	86.6%	65.7%
■ Grade 6-12	12.5%	65.2%	8.9%	16.1%	83.0%	66.1%

Places Students Report Being Bullied

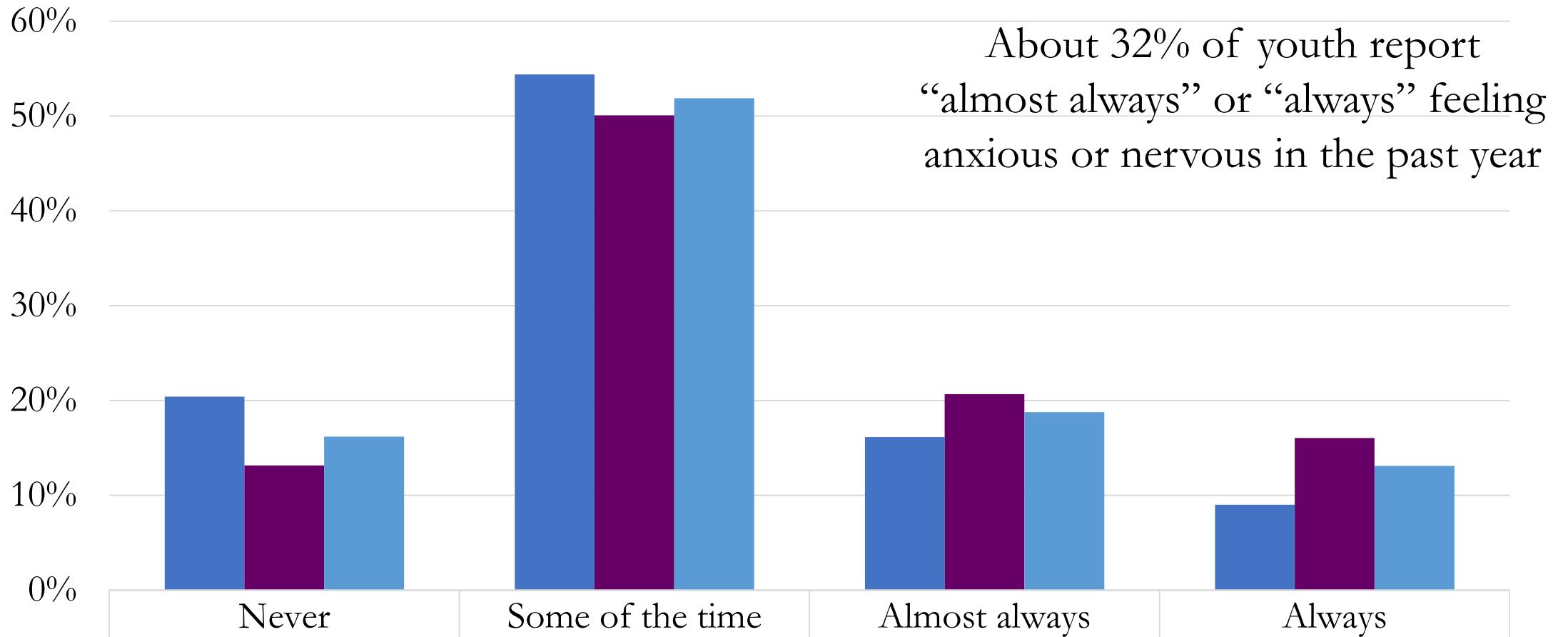


In the past 30 days, I have been bullied in the following places (Select all that apply):

■ Grade 6-8	64.3%	54.8%	28.6%	23.8%	45.2%	7.1%	26.2%	45.2%	19.0%
■ Grade 9-12	60.3%	55.6%	20.6%	9.5%	60.3%	7.9%	6.3%	60.3%	20.6%
■ Grade 6-12	61.9%	55.2%	23.8%	15.2%	54.3%	7.6%	14.3%	54.3%	20.0%

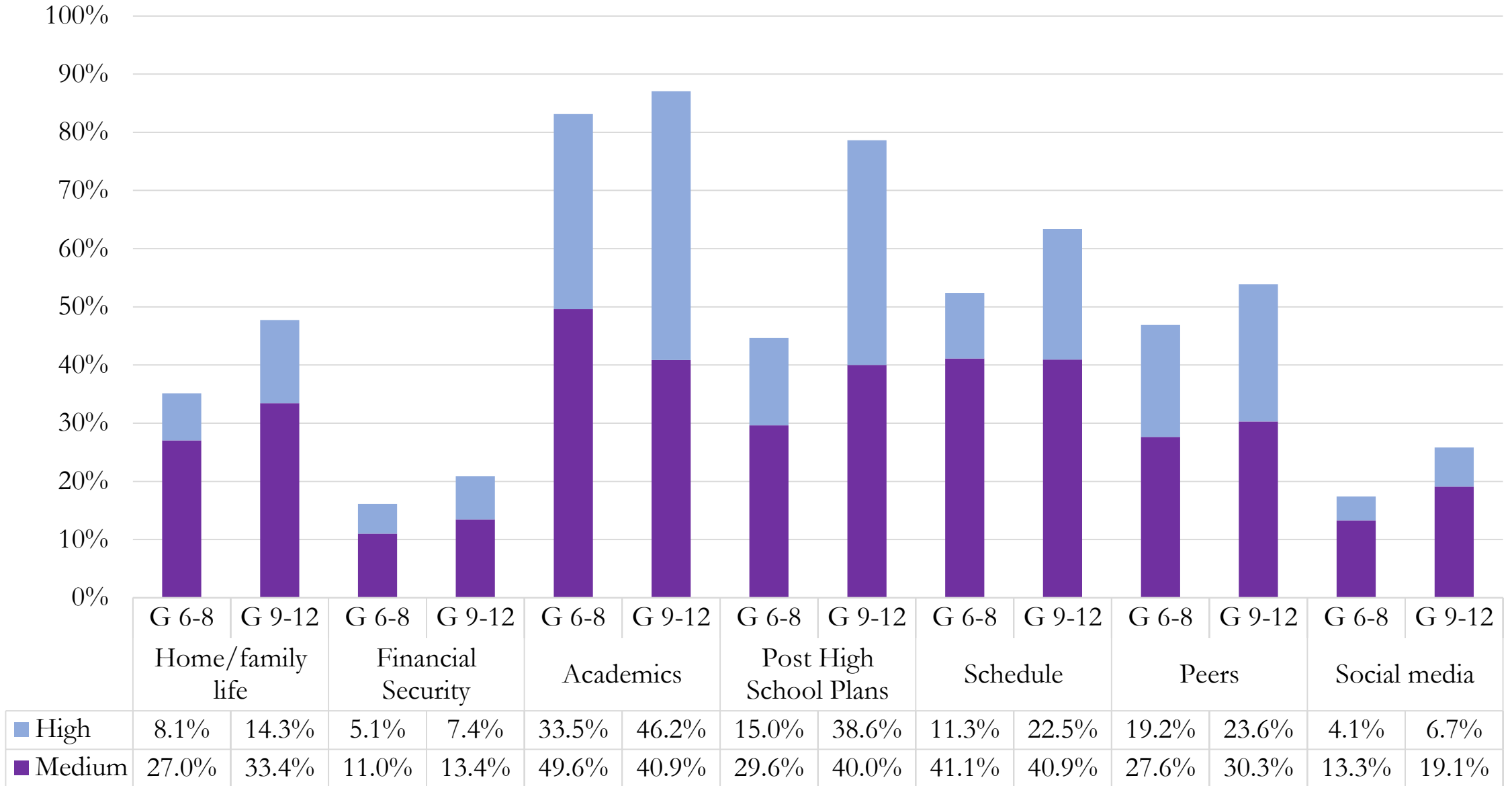
Emotional Health

Past Year Anxiety



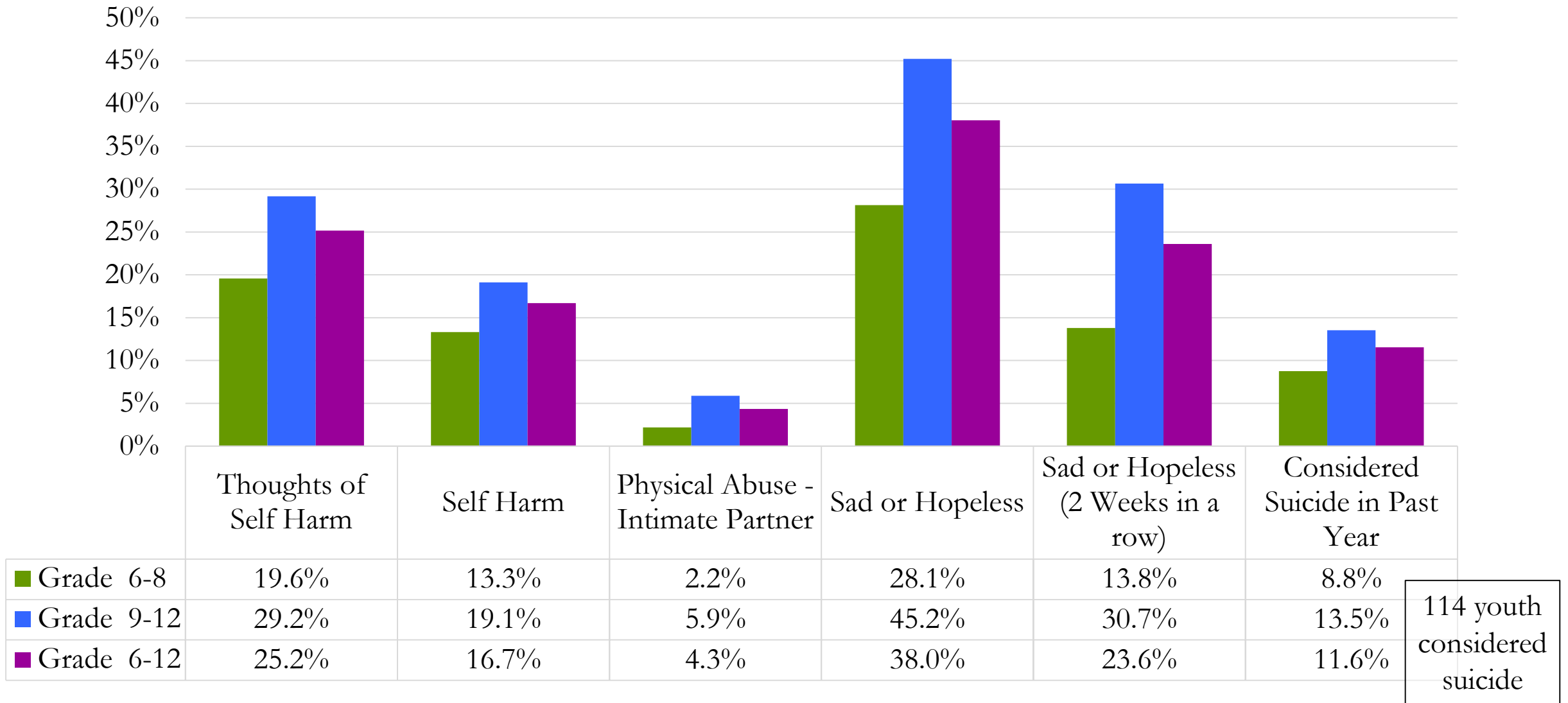
■ Grade 6-8	20.4%	54.4%	16.2%	9.0%
■ Grade 9-12	13.2%	50.1%	20.7%	16.1%
■ Grade 6-12	16.2%	51.9%	18.8%	13.1%

Sources of Stress



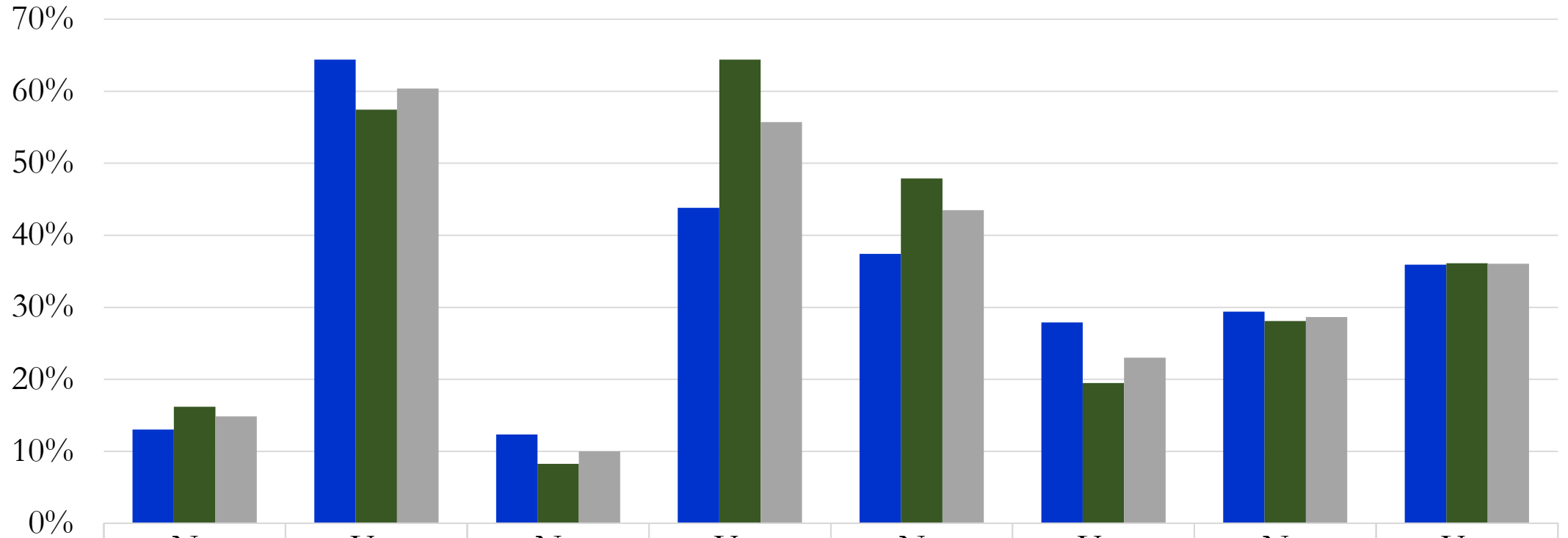
Other Emotional Health Indicators

% Responding “Yes”



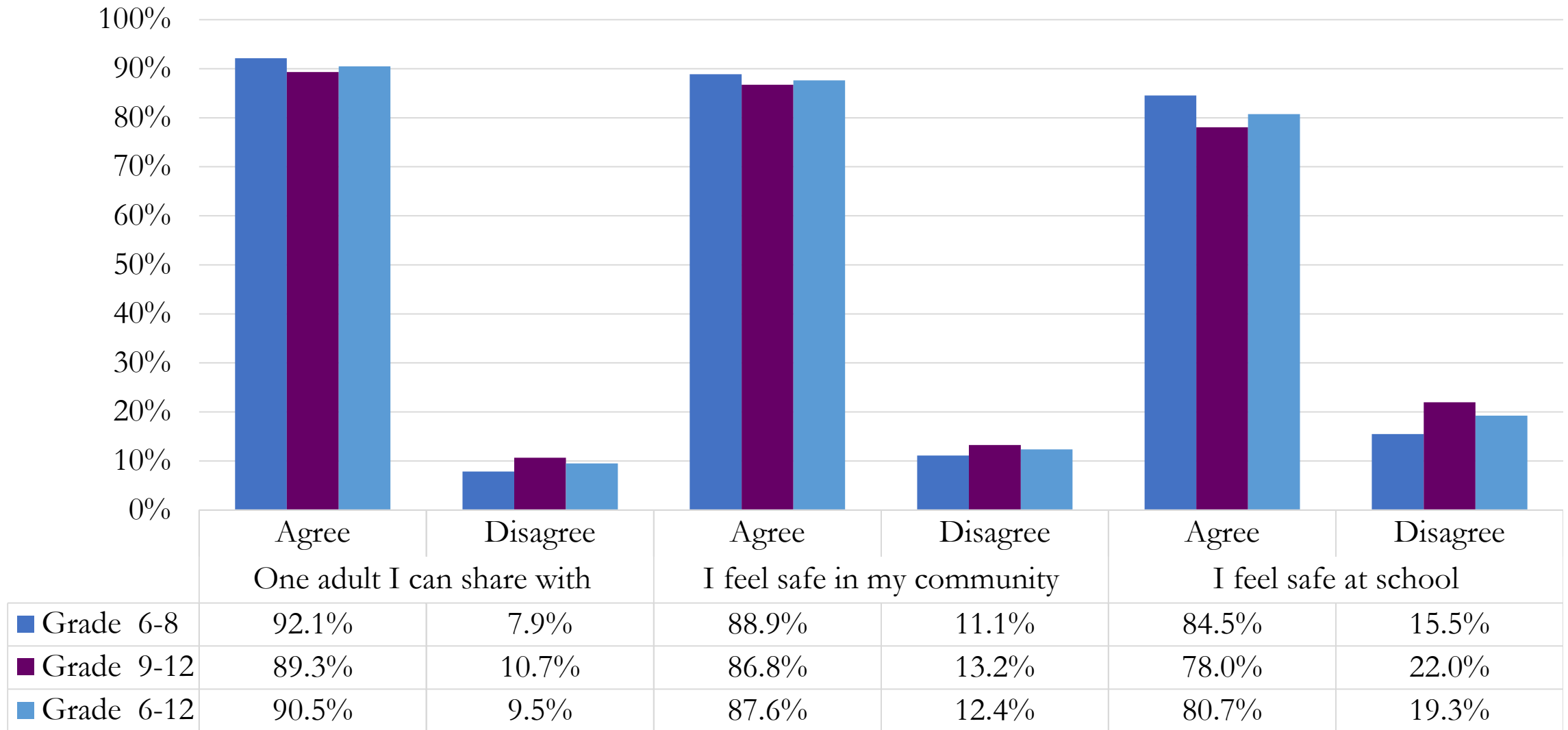
114 youth considered suicide

Comfort Seeking Help by Source- Family and School



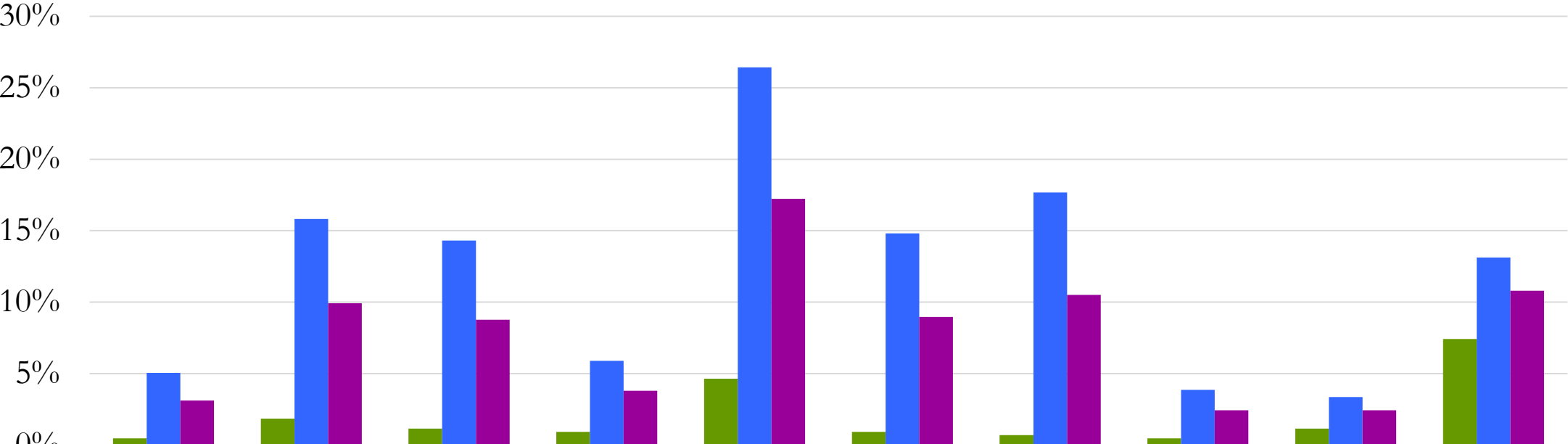
	No	Yes	No	Yes	No	Yes	No	Yes
	Parent/guardian		Friends		School Staff		Other Trusted Adult	
■ Grade 6-8	13.0%	64.4%	12.3%	43.8%	37.4%	27.9%	29.4%	35.9%
■ Grade 9-12	16.2%	57.5%	8.3%	64.4%	47.9%	19.5%	28.1%	36.1%
■ Grade 6-12	14.9%	60.4%	10.0%	55.7%	43.5%	23.0%	28.6%	36.0%

Perception of Having a Trusted Adult and Feelings of Safety



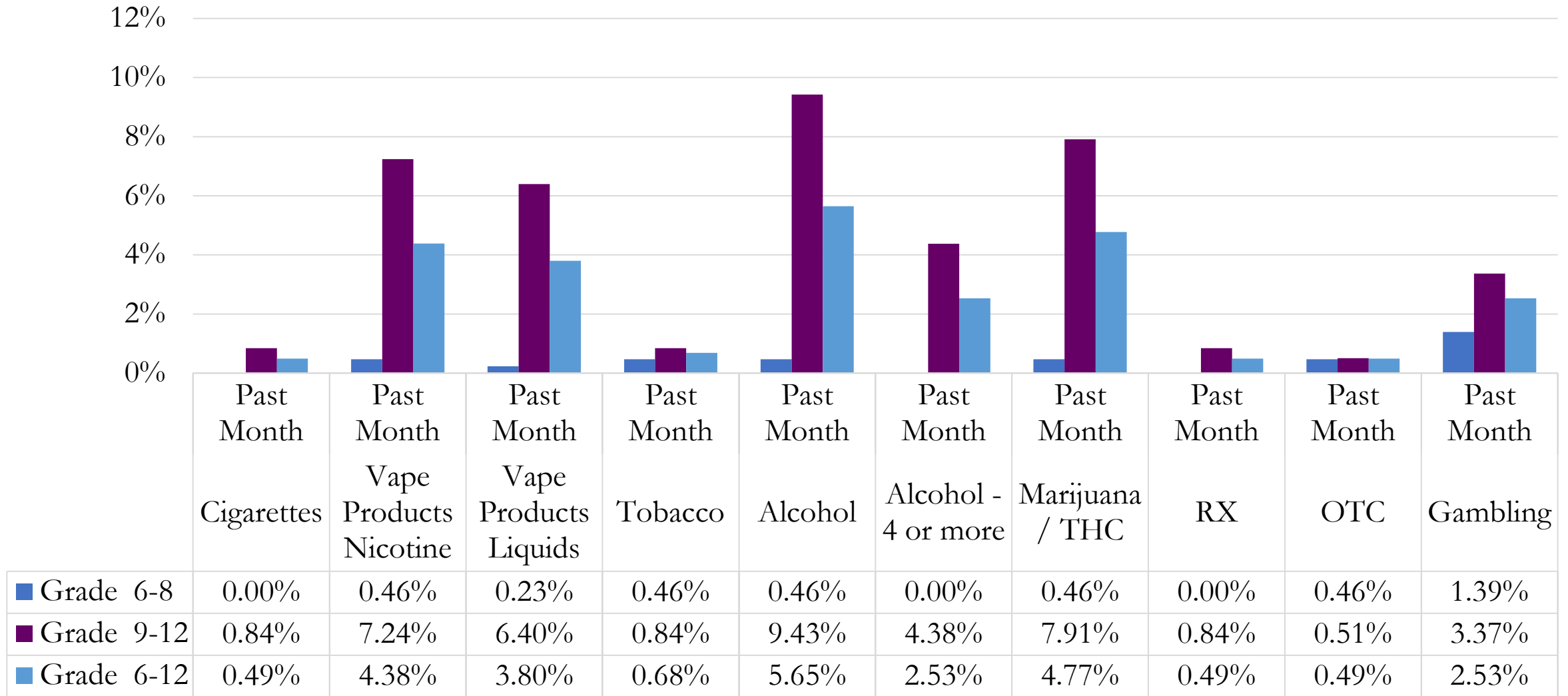
Substance Use and Perceptions

Lifetime Use of CORE Substances and Gambling

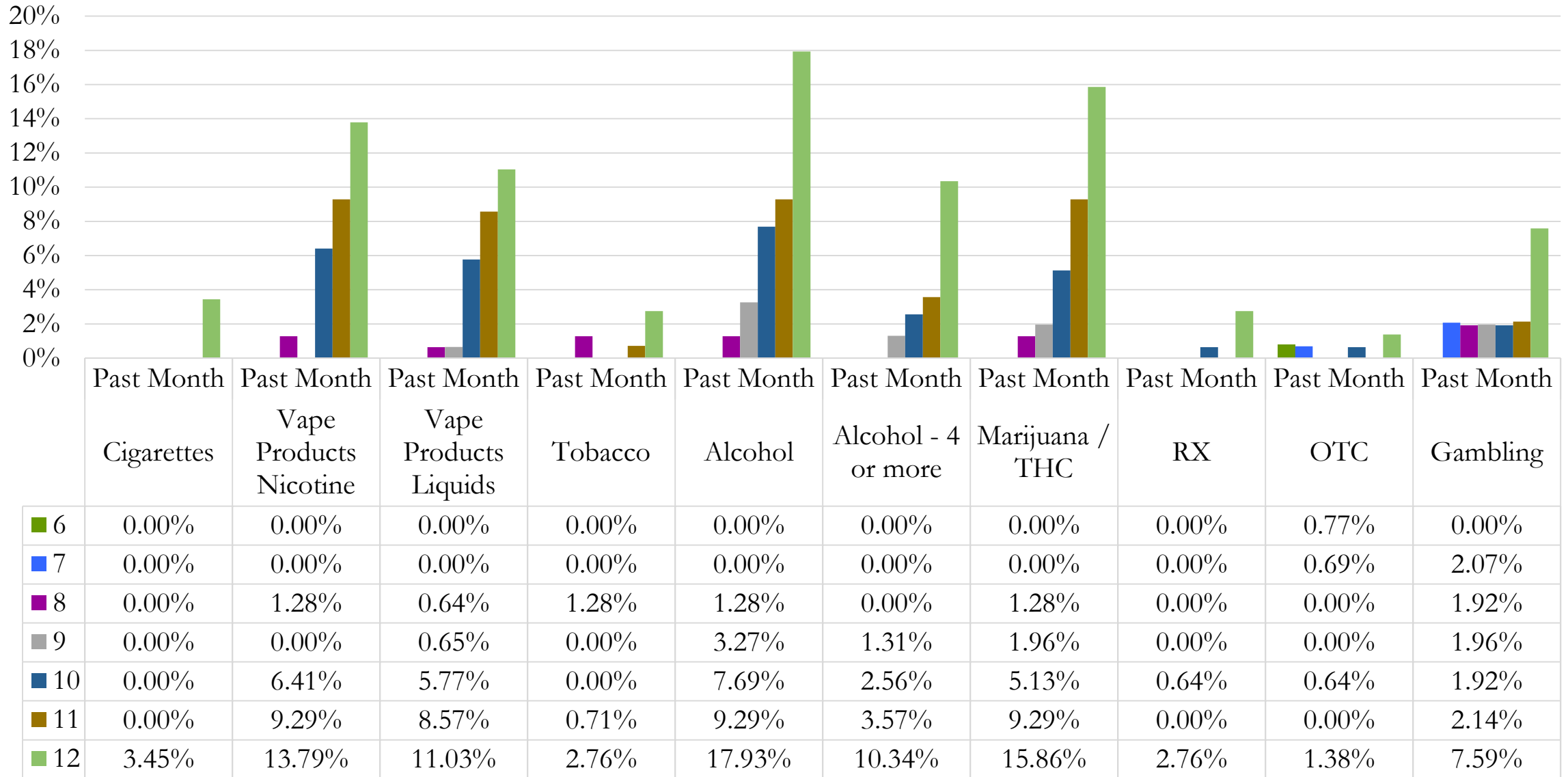


	Lifetime Cigarettes	Lifetime Vape Products Nicotine	Lifetime Vape Products Liquids	Lifetime Tobacco	Lifetime Alcohol	Lifetime Alcohol - 4 or more	Lifetime Marijuana / THC	Lifetime RX	Lifetime OTC	Lifetime Gambling
■ Grade 6-8	0.46%	1.86%	1.16%	0.93%	4.64%	0.93%	0.70%	0.46%	1.16%	7.42%
■ Grade 9-12	5.05%	15.82%	14.31%	5.89%	26.43%	14.81%	17.68%	3.87%	3.37%	13.13%
■ Grade 6-12	3.12%	9.93%	8.76%	3.80%	17.23%	8.96%	10.52%	2.43%	2.43%	10.81%

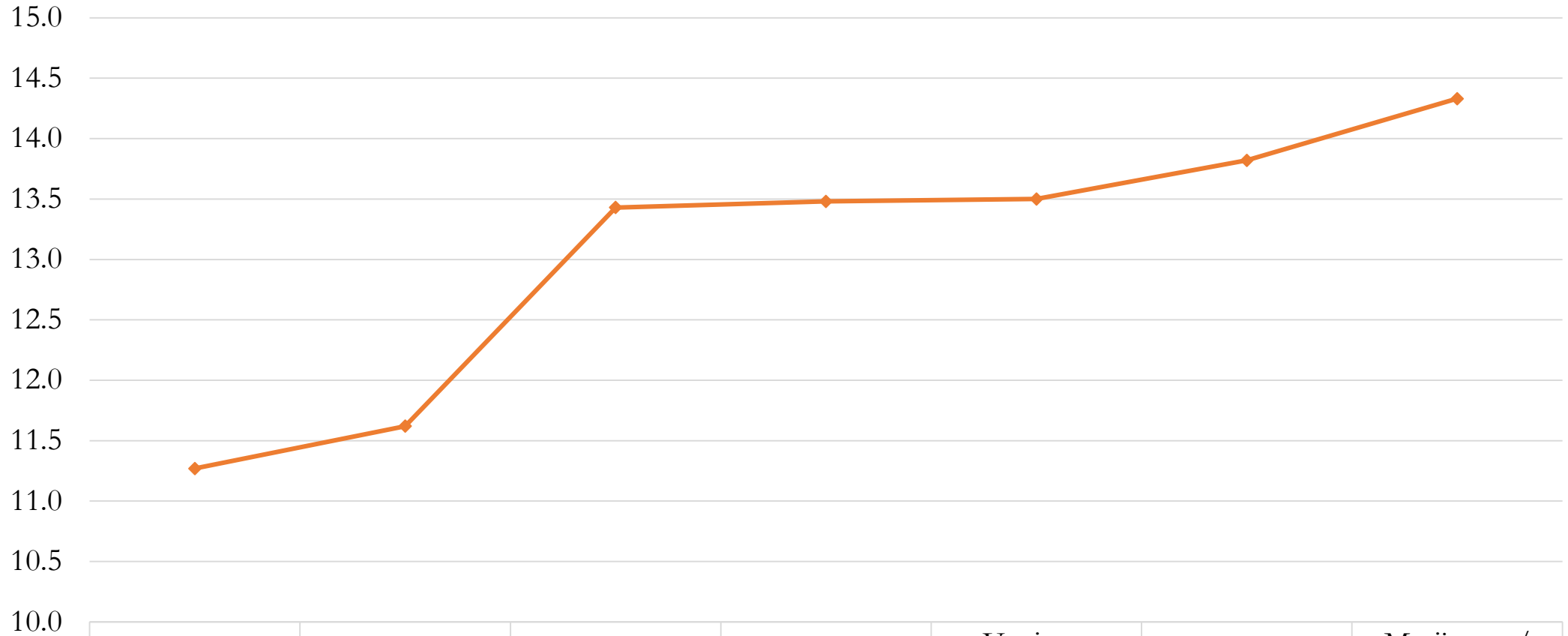
Past Month Use of CORE Substances and Gambling



Past Month Use of CORE Substances and Gambling by Grade



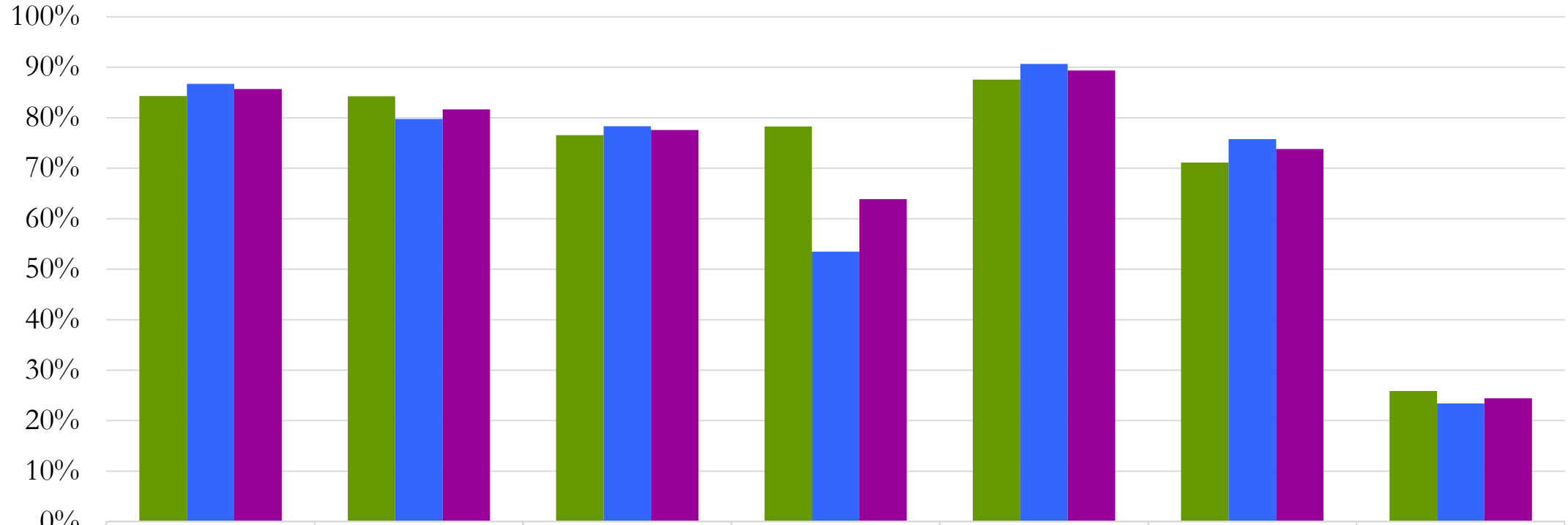
Age of First Use in Years



◆ Age in Years

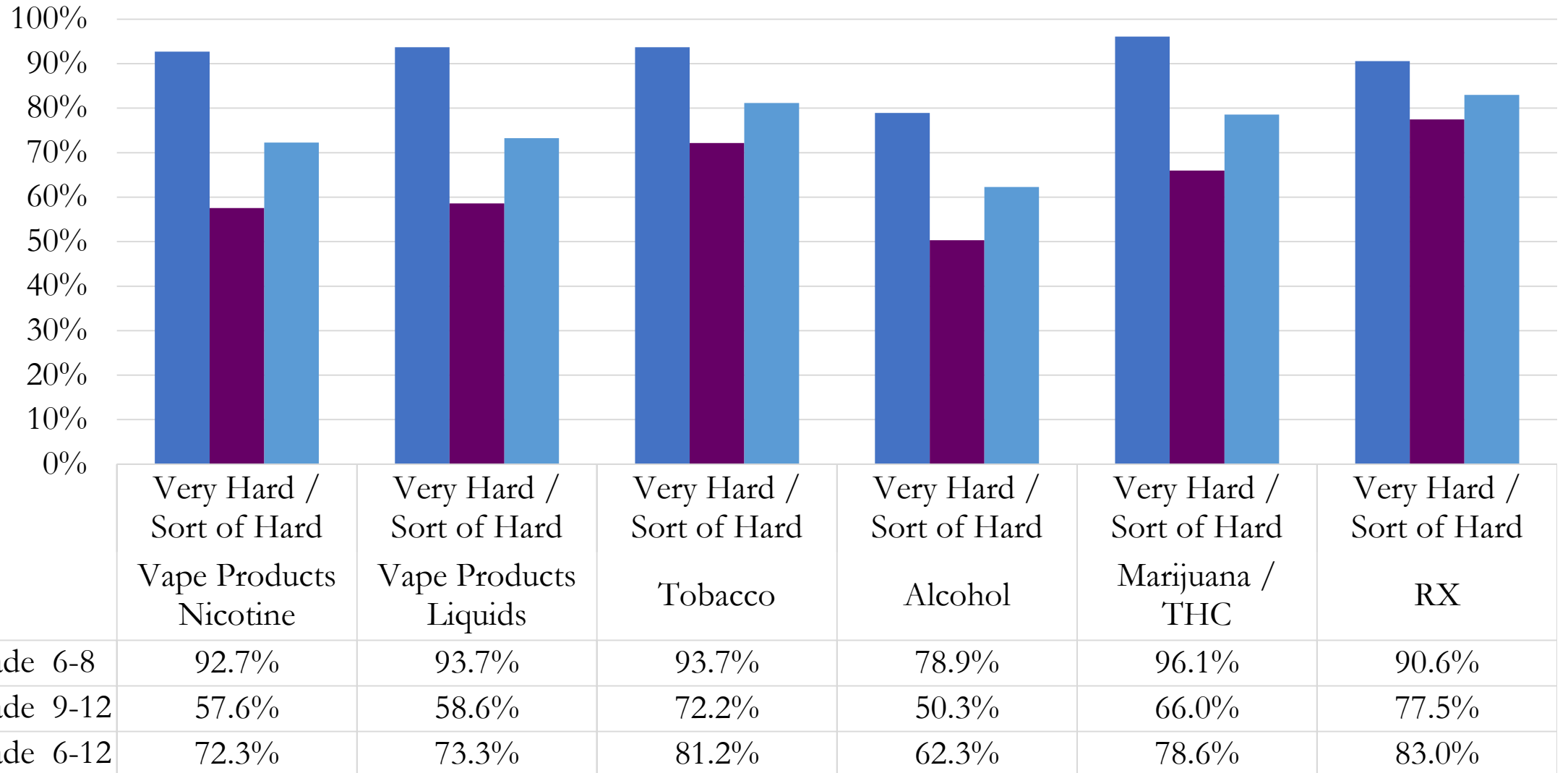
	OTC	Gambling	Alcohol	Rx	Vaping - Nicotine	Cigarettes	Marijuana / THC
Age in Years	11.3	11.6	13.4	13.5	13.5	13.8	14.3

Perception of Risk/Harm

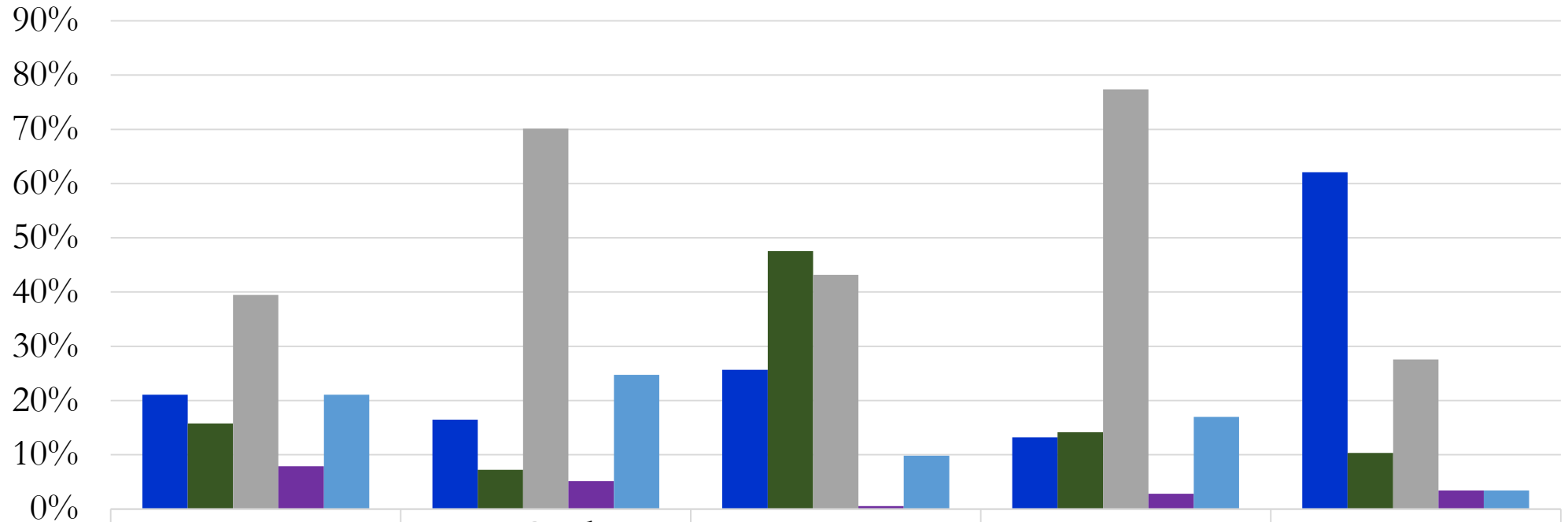


	Moderate / Great Risk	Moderate / Great Risk	Moderate / Great Risk	Moderate / Great Risk	Moderate / Great Risk	Moderate / Great Risk	Moderate / Great Risk
	Smoking	Vaping Nicotine	Drinking Alcohol	Marijuana/THC	RX	Gambling	Gaming more than 3+ hrs per day
■ Grade 6-8	84.3%	84.2%	76.5%	78.3%	87.6%	71.1%	25.9%
■ Grade 9-12	86.7%	79.8%	78.3%	53.5%	90.6%	75.8%	23.4%
■ Grade 6-12	85.7%	81.6%	77.6%	63.9%	89.4%	73.8%	24.4%

Ease of Access – of Youth That Accessed Substances

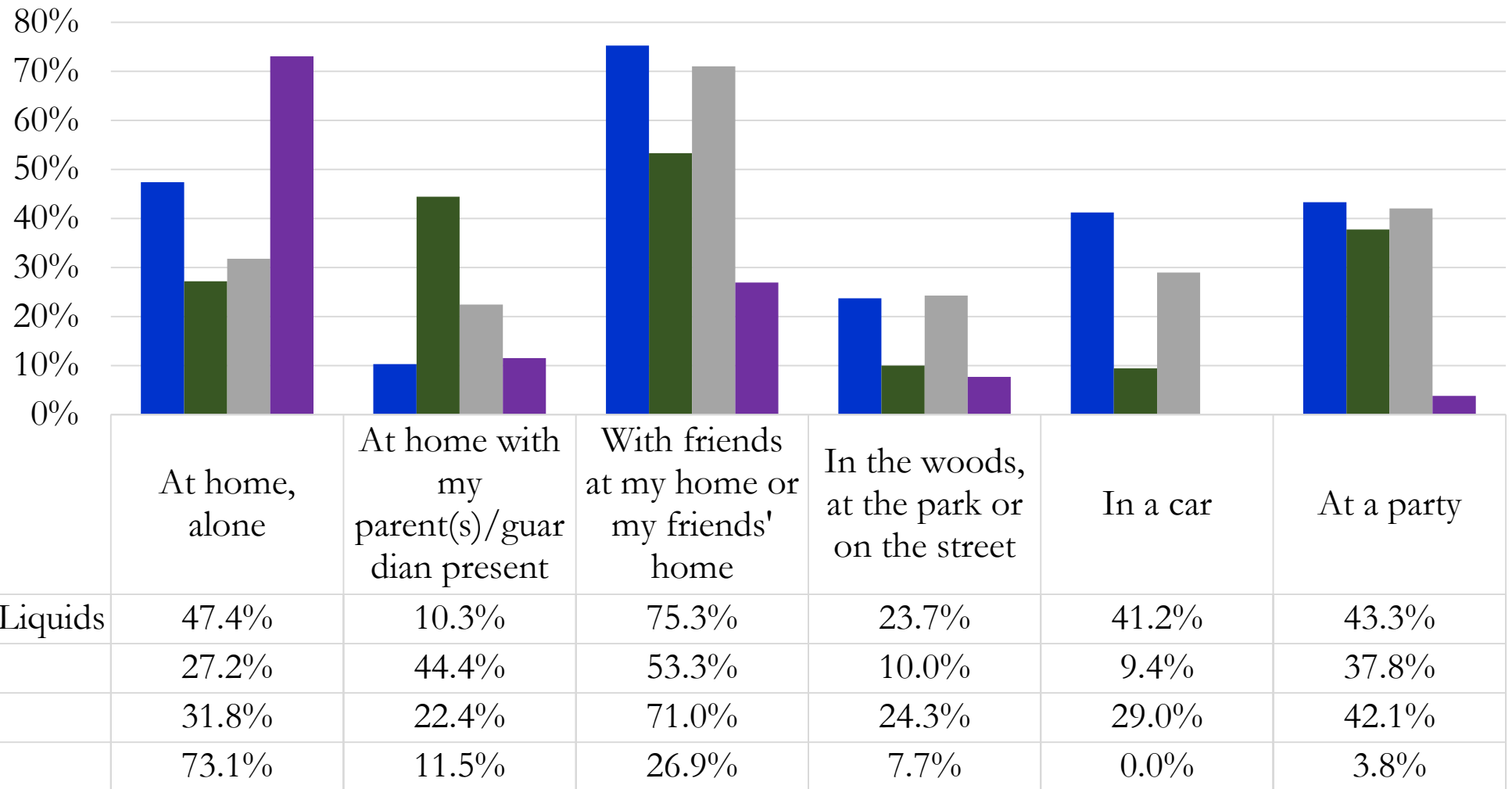


Where Substances Are Acquired Most Often Amongst Lifetime Users Grades 6-12

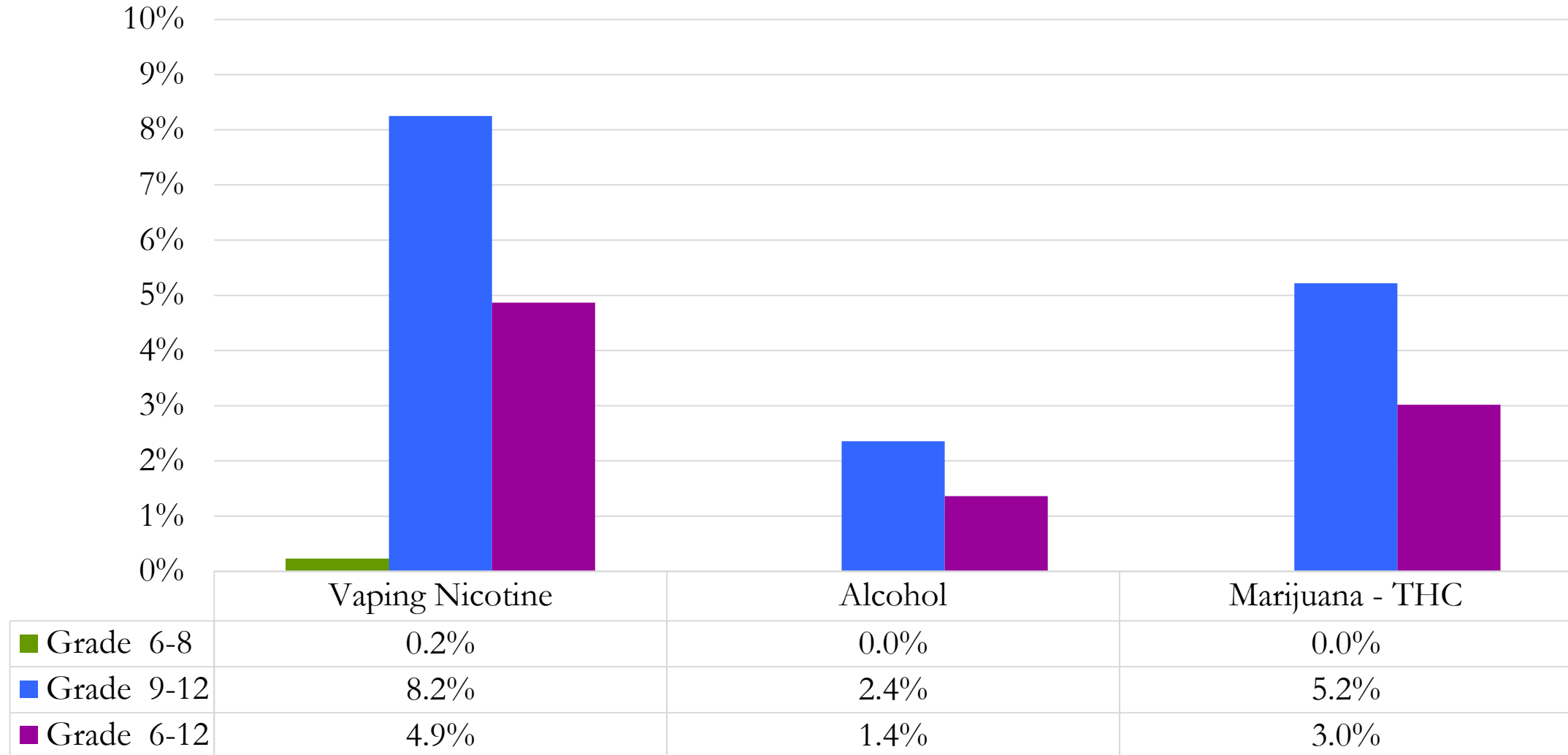


	Tobacco	Vape Products Nicotine	Alcohol	Marijuana / THC	RX
■ Home w/o Parents	21.05%	16.49%	25.68%	13.21%	62.07%
■ Home w/ parents	15.79%	7.22%	47.54%	14.15%	10.34%
■ Friends/Peers	39.47%	70.10%	43.17%	77.36%	27.59%
■ Internet	7.89%	5.15%	0.55%	2.83%	3.45%
■ Store	21.05%	24.74%	9.84%	16.98%	3.45%

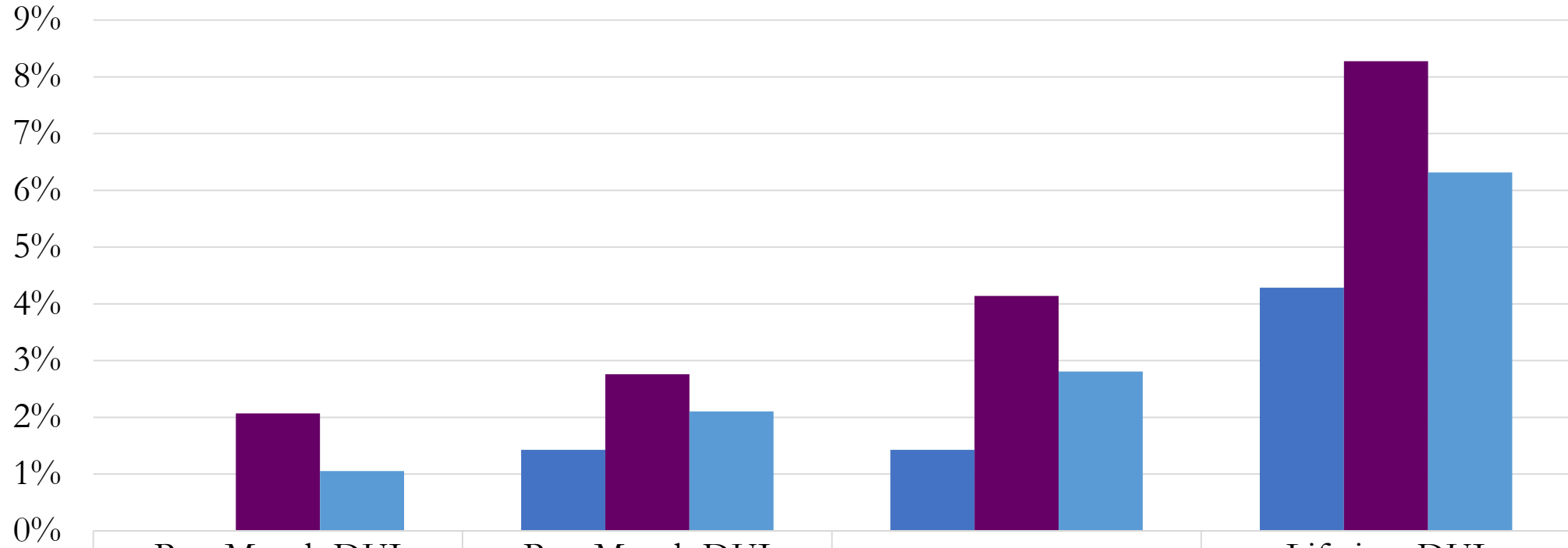
Where Substances Are Used Most Often Amongst Lifetime Users Grades 6-12



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



Driving Under the Influence Alcohol and Marijuana Grades 11-12



	Past Month DUI Alcohol	Past Month DUI Marijuana	Lifetime DUI Alcohol	Lifetime DUI Marijuana
■ Grade 11	0.0%	1.4%	1.4%	4.3%
■ Grade 12	2.1%	2.8%	4.1%	8.3%
■ Grade 11-12	1.1%	2.1%	2.8%	6.3%

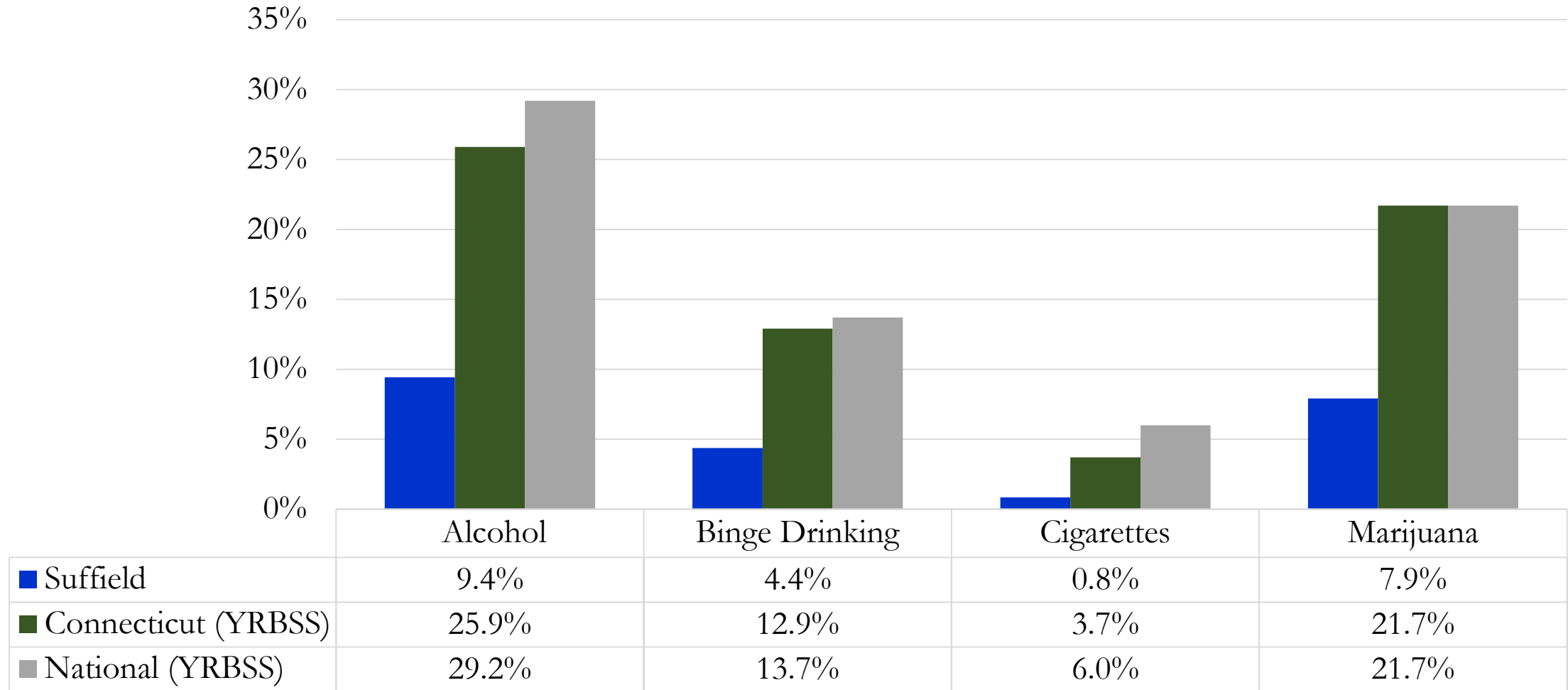
Risk Factors for Any Substance Use Grades 6-12

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.

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

- Spend more time home alone
- Not get enough sleep due to gaming
- Not complete homework or study due to gaming, spend time with friends, have gotten into a fight, have been asked personal information, be threatened, or have seen or heard inappropriate things due to gaming
- Have missed time in person with friends, gotten into a fight, feel left out or excluded, feel better about themselves, feel worse about themselves, feel unsafe, and have seen something inappropriate because of social media
- Have anxiety make life difficult
- Have social media as a source of anxiety
- Have thoughts about self-harm, and have self-harm behaviors
- Have experienced physical abuse from an intimate partner
- Have felt sad or hopeless, and sad or hopeless two weeks in a row
- Have considered suicide in the past year
- Feel less comfortable seeking help from a parent/guardian, or a doctor or nurse.
- Not report having clear family rules around gambling, social media or gaming
- Report having family problems around alcohol, marijuana, prescription drugs, other drugs, and gambling
- Report less parental disapproval for cigarettes, e-cigarettes, alcohol, and gambling and gaming
- Report less peer disapproval for cigarettes, e-cigarettes, alcohol, marijuana, gambling and gaming
- Perceive less risk in using alcohol or marijuana
- Perceive more peer use of alcohol, marijuana, and vape products
- Report more ease of access to alcohol, vape products, tobacco, alcohol, marijuana, and prescription drugs
- Report having experienced violence

Past Month Rate Comparisons to Regional, State, and National Grades 9-12



*It should be noted that YRBSS data presented here are from 2019, the most recent year available at the time of reporting, prior to the COVID-19 pandemic. Many youth report less substance use and less access to substances during the pandemic, thus comparisons during this time period should be interpreted with caution.

Source: YRBSS 2019

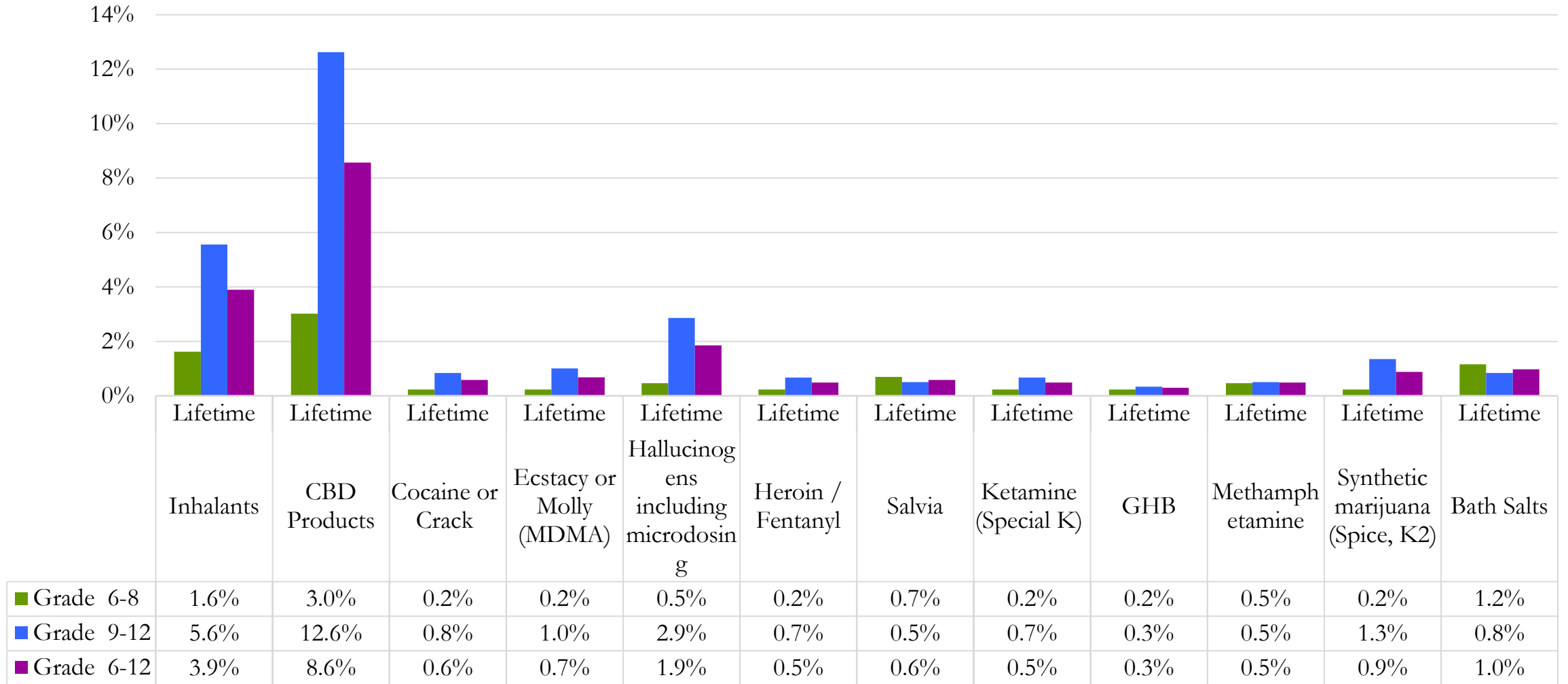
Past Month Substance Use and Gambling 2017 and 2022, Grades 9-12

	Suffield 2017	Suffield 2022	Percent Change 2017-2022
Alcohol	15.7%	9.4%	-39.95%
Binge Drinking		4.4%	n/a
Cigarettes	3.3%	0.8%	-74.49%
E-Cigarettes	10.9%	Nicotine- 7.2%	n/a
		Flavored Liquids- 6.4%	n/a
Marijuana	9.9%	7.9%	-20.08%
Prescription Drugs	2.8%	0.8%	-69.94%
Gambling		3.4%	n/a

**Note the 2017 survey did not ask about past month binge drinking or gambling in a comparable way. E-cigarette use was not separated by use of Nicotine compared to Flavored Liquids.

Additionally, the 2017 survey was conducted prior to the COVID-19 pandemic greatly disrupting lives in Connecticut beginning in March 2020. Thus, comparisons between these two time periods should be interpreted with caution.

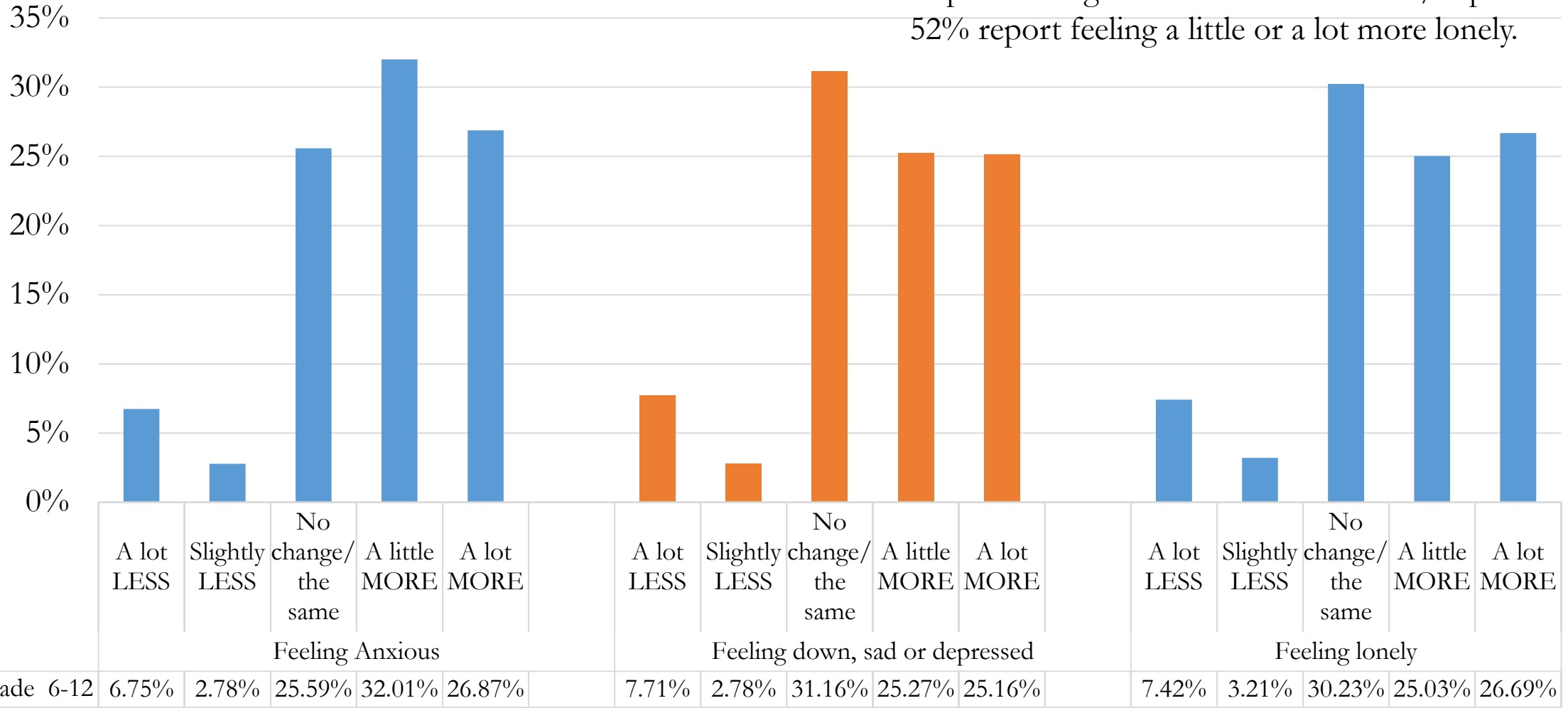
Lifetime Other Substance Use



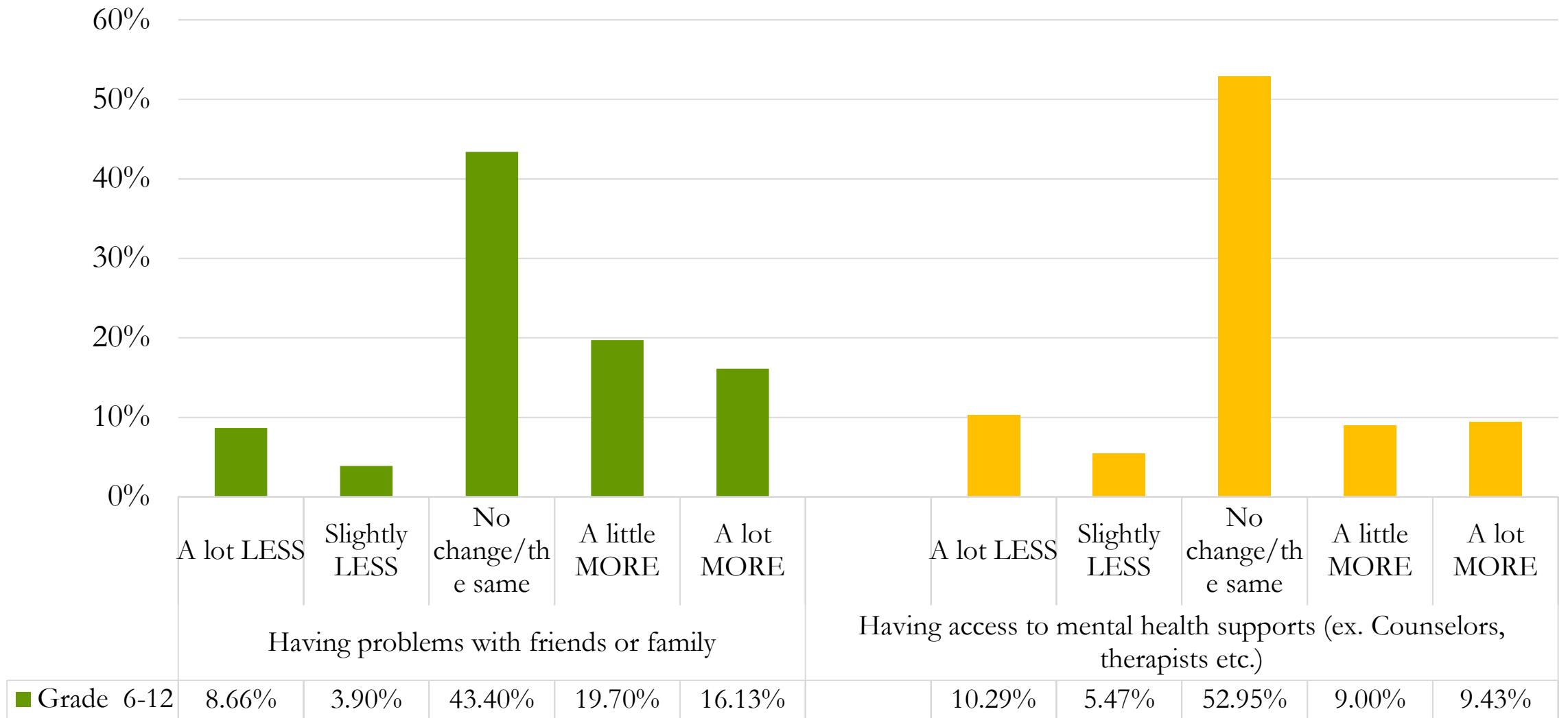
COVID-19 Impact on Youth Wellbeing and Substance Use

COVID Impact on Emotional Well Being

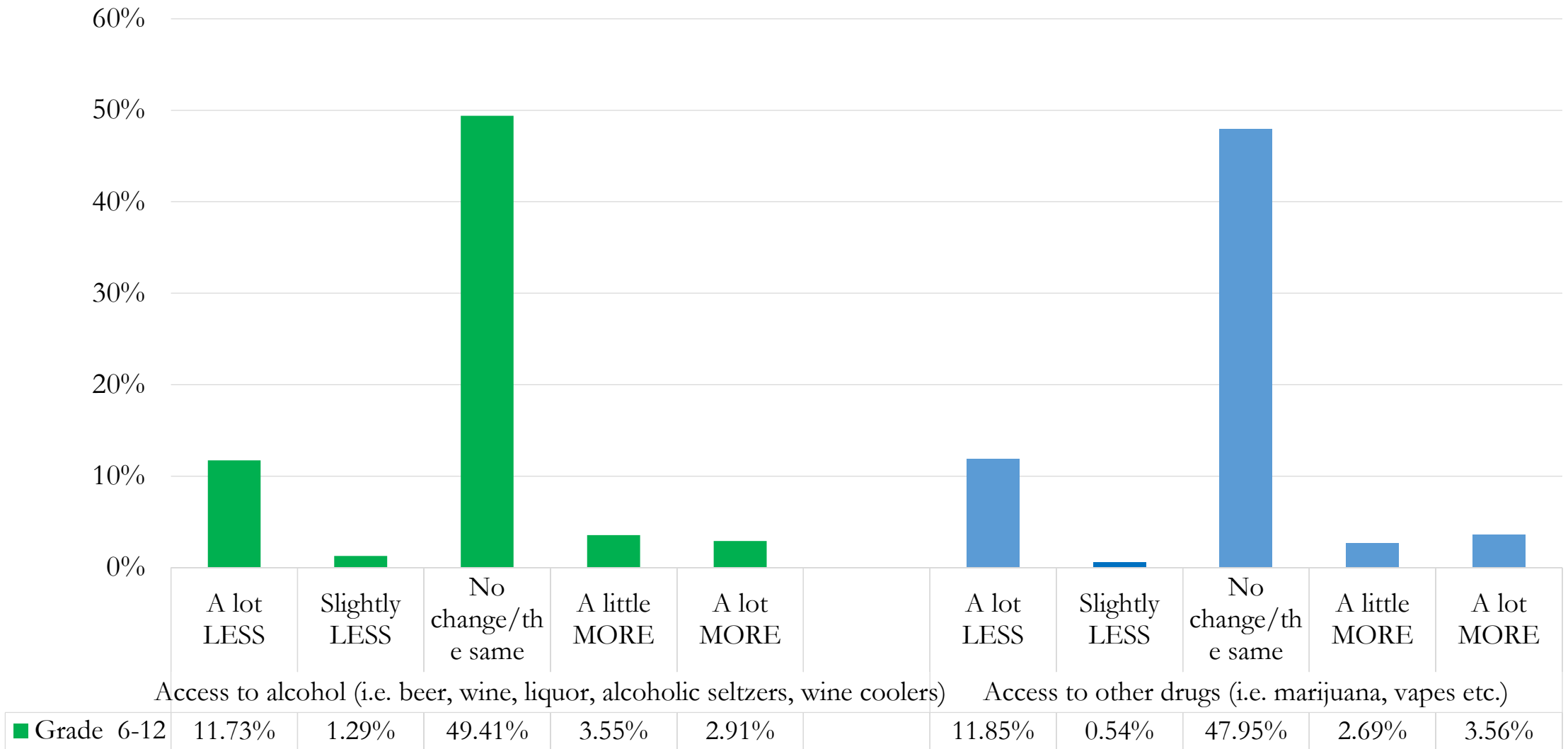
59% of youth report feeling a little or a lot more anxious,
 50% report feeling a little or a lot more sad/depressed,
 52% report feeling a little or a lot more lonely.



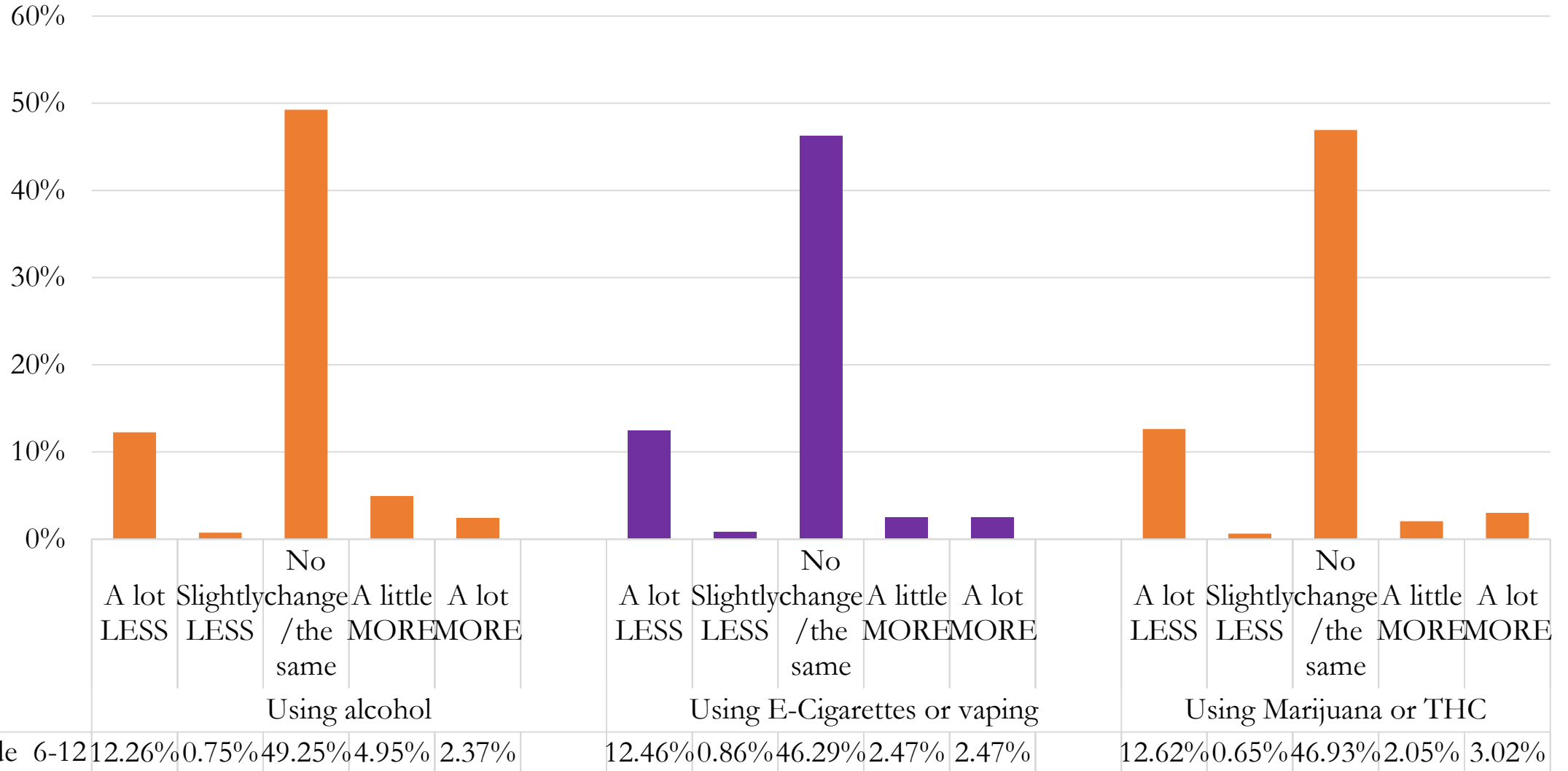
COVID Impact on Family and Supports



COVID Impact on Access to Substances

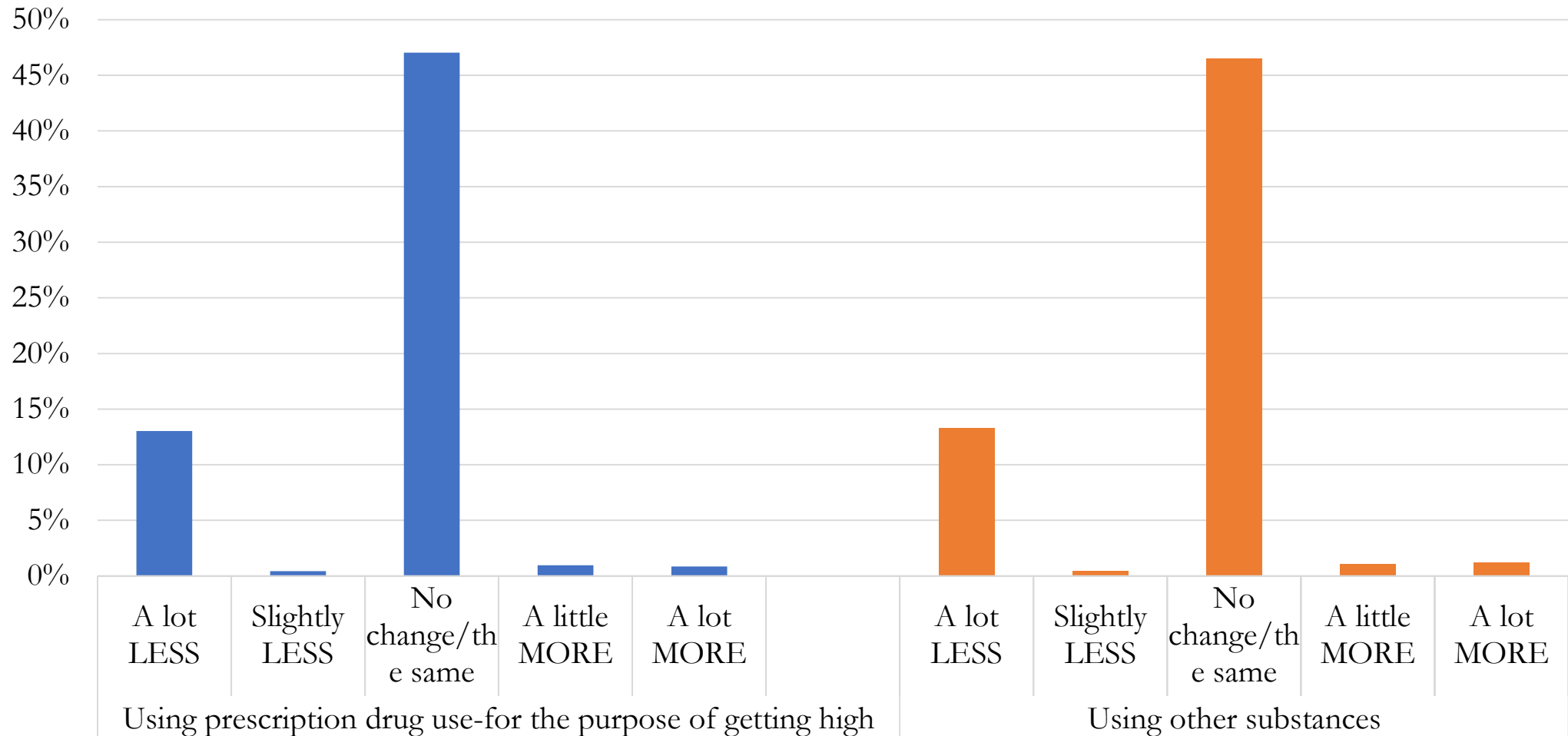


COVID Impact on Substance Use



■ Grade 6-12 12.26% 0.75% 49.25% 4.95% 2.37%
 ■ 12.46% 0.86% 46.29% 2.47% 2.47%
 ■ 12.62% 0.65% 46.93% 2.05% 3.02%

COVID Impact on Substance Use

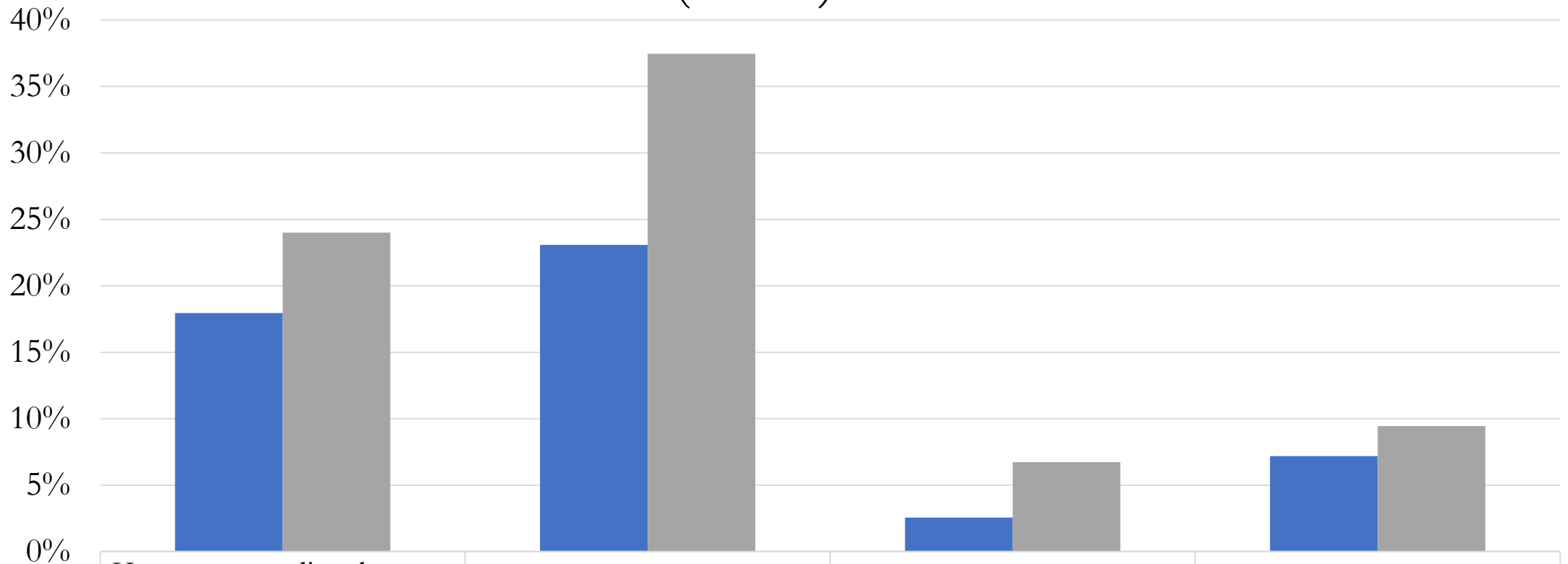


	A lot LESS	Slightly LESS	No change/the same	A little MORE	A lot MORE		A lot LESS	Slightly LESS	No change/the same	A little MORE	A lot MORE
■ Grade 6-12	13.02%	0.43%	47.04%	0.97%	0.86%		13.27%	0.43%	46.49%	1.08%	1.19%

Toxic Stress

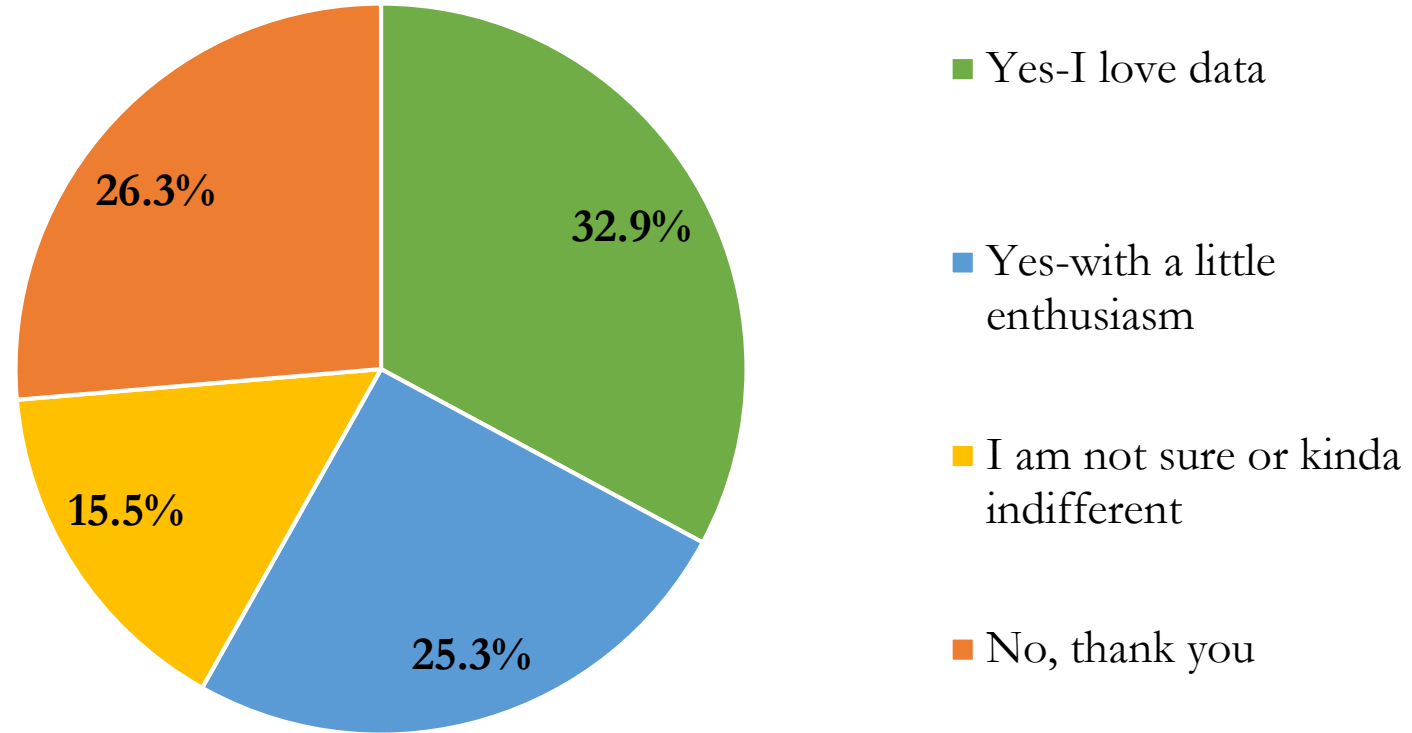
Toxic Stress Indicators

(% Yes)



	Have you ever directly seen, heard, or been a victim of violence in your neighborhood, community or school?	Have you ever experienced discrimination?	Have you ever had problems with housing?	Have you ever worried that your family did not have enough food to eat or that food would run out?
■ Grade 6-8	17.9%	23.1%	2.6%	7.2%
■ Grade 9-12	24.0%	37.5%	6.7%	9.5%

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



58.2% of students report they would like to see the data from the survey.