Thank you for your interest in utilizing the Rural Methamphetamine Education Project’s Drug Awareness Jeopardy Game.

This game is designed for use in grades 3-6. It can be used in other grades; it really depends on the maturity level of your students.

This game is ideal for groups of 40 students or fewer.

The length of the game can be anywhere from 25 minutes to 1 hour depending on available class time, number of slides utilized, and the number of students participating. If you’d like to get through all of the questions with good discussion, plan for an hour. If you plan to keep score between the teams, please plan for extra time. We’ve found that the students don’t mind if you don’t keep score.

Key Learning Objectives:

- Highlight the negative effects of peer pressure and how to properly utilize refusal skills in risky situations
- Explain how certain body systems are negatively affected by drugs and other chemical substances
- Explain the legal and personal consequences of drug use
- Identify commonly abused drugs

Method of Play:

Divide students into four or five groups, depending on the size of the class, and explain the rules.

Explain each of the categories, and that choosing the category will rotate amongst the teams. Children can be provided with individual white boards (if available) to display their answers or answers can be given orally.

PLEASE encourage students to discuss answers with their teammates or classmates! This is a vital aspect of our Jeopardy game. It is so important for children to get ideas from each other about things such as how to say NO in a risky situation, or how to deal with peer pressure and drugs. Many of the questions have multiple “right” answers. Therefore, we suggest that even if you are keeping score and only giving credit to the first team to answer, you allow all teams an opportunity to give their answer aloud.
Categories:

- **WHO, WHAT, WHY & HOW**: Questions about who uses drugs and why and the consequences of drug use
- **WILD CARD**: Questions on a variety of topics, mostly in the T/F format
- **REFUSAL SKILLS**: Questions about topics students should think about when it comes time to say, “No!”
- **ILLEGAL DRUG FX**: Questions about how drugs affect the different areas of your body
- **ROLE PLAY**: In this category, you will be given a scenario and asked how you would say no in each situation. It may be helpful to go over the different strategies prior to playing the game. For each scenario, you will also be given a different “saying no” strategy to use. The different strategies are:
  - Use Honesty – “I hear that stuff is really dangerous”
  - Suggest Another Activity – “Why don’t we go outside and ride bike instead?”
  - Use Humor/Make a Joke – “Sure, that’s all I need to do; then I’d be grounded for weeks!”
  - Change the Subject - “Hey, did you finish working on your science project?”
  - Ignore It – If you’re with a group of people, continue talking to someone who isn’t pressuring you to use.
  - Walk Away – Sometimes removing yourself from the situation is the only way some people can take “No” for an answer.
- **IDENTIFY IT**: In this category, you will be shown pictures of different substances and asked to identify them. It is important to know what dangerous substances look like in case you are ever offered something. This category might be tricky, because, as you will see, some dangerous substances don’t look dangerous at all!!
  - For younger students it may be helpful to put up a list of possible choices for this category: Cocaine, Ecstasy, Heroin, Inhalants, Marijuana, Methamphetamine, Prescription Drugs, etc.

**Mechanics of the Game:**

We found it helpful for the teacher/presenter to start off the game with Wild Card 300. It provides a nice introduction, and gets the students thinking about the topic at hand. Simply click on that cell and it will take you to the corresponding question. Advance one slide to get the correct answer. Do NOT advance another slide. To get back to the main board, hover the mouse in the blue area to the left of the RMEP logo. Click when the mouse turns into a pointer. When you get back to the main board, the last cell that you chose will disappear so it can’t be picked again. The board will reset each time the presentation is closed and reopened.

If you don’t already have it, there are free downloads for the Jeopardy or Gyparody font available online.

We hope you find this guide helpful in preparing for your presentation.