

## **Curricula from Crawford County Drug & Alcohol Executive Commission, Inc.**

These curricula are designed to be implemented on a classroom possibly during homeroom, health classes, math classes, science classes, advisories, or wherever you may want to increase the development of critical thinking skills, probability and statistics, making healthy choices and overall positive life skills for your students. They are designed to make learning fun and engaging with many hands-on activities.

**Healthy Alternatives for Little Ones (HALO)** is an evidence-based program for children ages 3-6 years of age which offers comprehensive prevention education about healthy choices to preschoolers, in relation to alcohol, tobacco, and drugs. This outcome-based program is a complete package with curriculum that involves both children and their families teaching a non-judgmental, child-centered focus on the child's healthy choices. All components of the HALO program are developmentally appropriate for children in any early childcare environment and designed to facilitate skill building, social and emotional skill development in a fun way to help children become – Bigger, Stronger, and Better Able to Think! Lessons are designed to be 12 sessions of approximately 30 minutes each.

**Too Good for Drugs (TGFD)** is a school-based prevention program for kindergarten through 8<sup>th</sup> grade that builds on students' resiliency by teaching them how to be socially competent and autonomous problem solvers. TGFD focuses on developing personal and interpersonal skills to resist peer pressures, goal setting, decision-making, bonding with others, having respect for self and others, managing emotions, effective communication, and social interactions. Using the colorful puppet characters of Wagner and Carmen, younger students in the program learn information about the negative consequences of drug use and the benefits of a nonviolent, drug-free lifestyle. TGFD has developmentally appropriate curricula for each grade level through 8<sup>th</sup> grade. The K-8 curricula each include 10 weekly, 30 minute lessons, which can be scheduled to meet the needs of individual classes.

**Creative Activities for Probability and Statistics (CAPS)** is a curriculum that focuses on statistics and probability. It's a movement-oriented, hands-on approach to providing knowledge and skills the students need to attain critical thinking, problem solving skills for children/youth in grades 3-12. Each activity in the CAPS curriculum was developed to reinforce math concepts and to get the participants moving while thinking. CAPS is a creative, fun, engaging math program developed to increase protective factors and decrease risk factors for youth problem gambling. It is offered in three 30-45-minute sessions. This program requires a large space like a gym/cafeteria or outside area.

**Wanna Bet?** This curriculum for grades 3-8, is an interdisciplinary program designed to discourage underage gambling through improved critical thinking and problem solving. *WannaBet?* Is designed to be integrated into existing units in health, math, and life skills, or used in conjunction with an existing prevention program. The program for each grade level (3-5 or 6-8) is approximately 5 or 6 lessons of 20-30 minutes each.

**We Know BETter** is a school-based gambling education curriculum that focusses on addiction behaviors in general which is used in grades 4-6 and 7-9. It is a fun, engaging, hands-on approach that can be tailored to the needs of the target audience of middle and high school which can fit in with health classes, math classes, advisory, homeroom, career and life management, social studies, or general life skills. These can be offered as a single class period session or two, four or six class period sessions of 45 minutes each.

**Stacked Deck** is an evidence-based program for students in grades 9-12 which provides information about the myths and realities of gambling and guidance on making good choices. This program is completed in five class sessions.

**Know Limits** is a team-oriented game for students to enhance youth awareness of issues related to gambling and other high-risk behaviors that is completed in one class session.

**All Bets Are Off** (7<sup>th</sup> and 8<sup>th</sup> grades) and **Don't Bet On It** (9<sup>th</sup> through 12<sup>th</sup> grades) are gambling curricula designed to assist students to understand the risks and possible negative consequences associated with gambling as well as the laws related to gambling. Among other things they will also learn to recognize the signs of problem and compulsive gambling and learn how to apply refusal skills to avoid gambling. These programs are offered on a five session 45-minute rotation.

**On Applebee Pond (OAP)** is a program designed as a cross-age teaching mechanism as the secondary level student facilitates the program which aids the pre-school and elementary age child in developing positive life skills. This puppet-based program affords the opportunity to engage the students in prevention education simultaneously. OAP has accompanying activities that allow the students to visually and audibly capture the content, interactively apply the information and demonstrate or model the skills learned. The program contains units of material that cover the following skills and information: Self-Esteem, Social Skills, Drugs and Alcohol, Tobacco, and Peacemaking.