SECTION 2 • ACTIVITY 5

All about Alcohol Trivia

Teacher Overview

Learning Objectives

 Students will be able to discuss information around alcohol, its effects, the laws and making safe decisions for themselves and others.

Key Messages

- Alcohol, like every other drug, changes the way your mind and body function.
- Drinking alcohol has social, physical, environmental, and legal consequences.

Curriculum Expectation

- **D1.2** Describe the short- and long-term effects of alcohol use, and identify factors that can affect intoxication (e.g., amount consumed, speed of consumption, sex, body size, emotional state; combinations with other drugs, such as cannabis, food, or substances such as energy drinks).
- **D3.3** Identify personal and social factors (e.g., emotional, physical, mental, spiritual, cultural, legal, media, and peer influences) that can affect a person's decision to drink alcohol or use cannabis at different points in their life.

Materials

- Use a computer to present PowerPoint slides to students.
- Use Whiteboard or chalkboard to keep score.

Activity

- Split the class into two teams.
- Teams will rotate their turns; each turn includes picking a category and dollar value then answering the question. If they answer the question correctly, they get the points and it's the other team's turn. If they do not answer the question correctly, the other team can steal (unless it's a true or false question).
- Play the game until you finish all questions or time is up.
- Optional: Keep score throughout the game and tally the scores to see which team wins at the end.

Technical Instructions

- When a team chooses a category and dollar value, click on the dollar value chosen and it will take you to the proper question.
- Once the team answers, click anywhere on the screen, and it will take you to the correct answer.
- To return to the main trivia board, click on the house icon () at the bottom of the screen.

Note to teachers

This can be used as a review of the curriculum support activities or at the beginning to gauge students' knowledge of the subject matter.

