

## Danger Deck: Substance Awareness

### Teacher Overview

#### Learning Objectives

- Students will be able to identify various refusal skills.
- Students will be able to practice using these skills in the classroom through role playing.

#### Key Messages

- There are many ways to refuse alcohol, like saying no, giving a reason, or changing the subject.

#### Curriculum Expectation

- **D2.3** – Demonstrate the ability to apply decision-making, assertiveness, and refusal skills to deal with pressures pertaining to alcohol use or other behaviours that could later lead to addiction (e.g., smoking, \*vaping, drug use, gambling, video game use).

#### Materials

- Situation Cards
- IDEAL Framework

#### Activity

- Divide students up into small groups.
- Give each group a situation card and a copy of the IDEAL Framework.
- Have the students use the IDEAL Framework to work through the situations.
- Discuss as a larger group.

#### Optional Activity

- Divide students into pairs or small groups of four.
- Have the students act out the scenario in front of the class including providing a solution.
- Discuss as a larger group.

