



Educator Guide: Dodging Risks Game

Recommended for Grades:

6th grade

Time:

3 minutes

Prerequisite:

For students to be successful in the game, they would benefit from participating in the following lesson:

- Risk-Taking Lesson

National Health Education Standards:

This activity aligns with the following National Health Education Standards:

- Standard 1: Use functional health information to support health and well-being of self and others.
- Standard 7: Demonstrate practices and behaviors to support health and well-being of self and others.

For more information about the National Health Education Standards, visit the SHAPE America website: shapeamerica.org.

Learning Objectives:

After completing this lesson students will be able to:

1. Differentiate between a positive risk and a negative risk when given multiple risks that teens may face.

Activity Description:

Students will practice determining whether a risk is positive or negative in this game.

Vocabulary:

Use the following list of vocabulary as a reference for yourself or your students as you complete the Dodging Risks Game. You may choose to use this list in any way that fits your needs.

- Risk – a situation that could involve exposure to danger, harm or loss



Handouts

Included on the following pages are additional resources that you and your students' families may find useful.



Resources and Services: Alcohol and Other Drug-Use Prevention

- American Lung Association Lung Help Line, 1-800-LUNG-USA (800-586-4872)
- Children's Wisconsin, www.childrenswi.org
- KidsHealth, www.kidshealth.org
- LifeStance Health, www.lifestance.com
- National Institute on Drug Abuse (NIDA), www.drugabuse.gov
- Partnership to End Addiction, www.drugfree.org
- Rogers Behavioral Health, www.rogersbh.org
- The Tobacco Control Resource Center for Wisconsin, www.tobwis.org
- United States Government-Drug Enforcement Administration (DEA), www.getsmartaboutdrugs.gov
- Wisconsin Tobacco Quitline, 1-800-QUIT-NOW

Transcript

Learn to Play

Click the signs showing negative risks to throw a ball at them, score points and boost the meter.

If you hit a positive risk, you'll lose points and the meter will drop. Hit the superball sign to make your next four throws go faster.

Hit the lightning sign to clear and score points for all of the negative risks that are showing. Hit the meter boost sign to give the meter a boost.

Play as long as you can before your meter runs out. Are you ready?

Play

Hit as many negative risk signs as you can. Are you ready?

Game Over (Low Score)

Game over. Play again to practice recognizing negative risks.

Game Over (Mid-Level Score)

Good job! You eliminated a lot of negative risks!

Game Over (High Score)

Fantastic! You really know the difference between positive and negative risks!

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