

Lesson 18

Purpose: To celebrate each student’s “whole me”/drug-free identity.

Materials Needed Pens

Materials Provided *Positive Action* Drug Education Student Activity Booklets

Procedure

Say Yesterday we played a game about positive actions that will help us live drug-free lives. What if we had played the opposite game: instead of a game about drug-free living, we played a game about using drugs. We could list all of the awful effects of drug abuse, and the first person to get five effects in a row lost!

Drug abusers always lose. What do they lose? (*Self-concept; physical, mental and emotional health; self-management; friends and social standing; self-honesty; self-improvement and opportunities...*)

Drug abuse is not a game. The consequences mean life or death. The consequences are unpredictable: some are reversible and some are permanent. For some people, drug abuse is a one-way street ending in death. Drug abuse is not fair.

Drugs aren’t a fun issue. Drug abuse is not fun to study because the effects are so awful. It’s scary and sad and it’s not fair. You might sometime hear about someone whose drug use appears to make it better for them to function—like they are winning the game. What’s the truth?

Drug abusers are losers.

Is that what you want for yourself?

NO! I WANT TO BE A WINNER!

Winning teams have something to celebrate. You want to be winners? Let’s celebrate! (*Enjoy the party you have planned. Include an awards ceremony, when you give each student a “Drug-Free Me” Certificate.*) Remind the students to sign their names after they receive their certificates.

