

## COURSE OVERVIEW



# Marijuana Prevention

SCH 209



## COURSE DESCRIPTION

This marijuana prevention course takes a unique approach to marijuana use by focusing on the roots of the behavior (using marijuana). Through stories, reflective questions and activities, students are able to examine the values, attitudes, and beliefs in others and themselves that may lead to marijuana use and abuse. Students will understand the importance of good health and the impact - negative or positive - that decisions made in their youth can have on the rest of their lives. Tangible solutions and increased awareness can help students avoid the negative consequences associated with marijuana abuse.



## LEARNING OBJECTIVES & SKILL DEVELOPMENT

- Increase student awareness of risks associated with marijuana use
- Emphasize the significance of maintaining good health in creating a fulfilling life
- Examine the potential impact of decisions made in youth on the rest of a person's life
- Develop strategies to avoid marijuana use
- Empower students to take control of their decisions & lives



## RECOMMENDED USES

- **Self-Directed**—Student does most of the course work independently with a parent or mentor.
- **Group**—To be completed at school in a group format with a facilitator.
- **Hybrid**—A combination of self directed learning and group instruction.
- **Blended Learning**—A combination of online and offline curriculum



## COURSE INFORMATION

Author and Publisher: ACCI Lifeskills

Course Format: eLearning and Printed Workbook

Item Number: SCH 209

eLearning Length: 170 Slides

Scientific Model: Cognitive Restructuring

Workbook Pages: 44

Course Length: 4-6 hours

Instructor Guide: G 605



## COURSE CONTENT

Unit 1: TRISTAN

Unit 2: SUBCONSCIOUS PROGRAMMING

Unit 3: ABOUT MARIJUANA

Unit 4: RECOVERY

Unit 5: LIFE



## PURCHASE OPTIONS

- License to reprint
- Purchase individual courses
- Customized eLearning platform
- Parent Enrollment
- School Referral



## eLEARNING ACTIVITIES

Narration

Story Telling

Animation

Gamification

Animated Thoughts

Self Assessments

Interactive Images