PERSONAL SOCIAL HEALTH ECONOMIC EDUCATION

PERSONAL WELL-BEING - DRUG EDUCATION

PERSONAL WELL-BEING – DRUG EDUCATION							
YEAR TITLE							
KEY C	CONCEPTS						
•	Recognise that healthy lifestyles and the well being of self and others. depend on information and making responsible choices.						
KEY P	PROCESS						
•	Use knowledge and understanding to make informed choices about safety, health and well-being.						
•	Assess and manage the element of risk in personal choices and situations.						
CONT	ENT						
•	Ways of recognising and reducing risk, minimising harm and getting help in emergency and risky situations.						
LEAR	NING OUTCOMES						
by th	he end of the lesson pupils will:						
•	Use their learning from the lessons in this unit of work to produce a Snakes and Ladders game.						
FUNC	TIONAL SKILLS						
•	English/Communication/Listening/Speaking/Writing						
RESO	URCES						
	Snakes and Ladders game board sheet (enlarged to A3 size).						
	Evaluation sheet.						

LESSON PLAN

Activity 1

- Ask the students to think back over the topics covered in this programme:
 - School drug policy
 - Why do we have rules and laws
 - Consequences of our actions
 - Images of drug users how the media portrays drug use
 - Being your own person, developing assertiveness skills
 - Managing peer influence
 - Identifying risks good/bad
 - Assessing risk in different situations
 - Where can you go for help and support
- During the course of these lessons, pupils have learnt many new things about drug use. Working in pairs using the Snakes and Ladders worksheet, decorate the squares with a range of good and bad decisions that young people could make around drug use. Remind them poor decisions should be put at the snakes head square and good decisions should be put on the square at the bottom of the ladders. Decorate your game board to make it look as original and exciting as possible, then play your new game!!

Activity 2

**	Ask each nunil to	o fill in the evaluation	n sheet. If there is tim	a discuss the main	noints in the class
**	ASK Each Dubli to	o iiii iii tile evaluatioi	i sneet. Il there is till	e discuss the main	DOILLS III LITE CIASS.