

**RELATED  
FOUNDATIONS:**

- School & Classroom Leadership
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**RESOURCES:**

- [Kahoot](https://www.kahoot.com)

## Classroom Online Game

**ACTIVITY GOAL:** To increase student awareness and knowledge about the risks associated with different substances including vaping/e-cigarettes, alcohol, and cannabis.

**ACTIVITY INSTRUCTIONS:**

1. Login to your Kahoot account: Go to Kahoot.com and select “log in” or “sign up” and then follow instructions given on the site to create an account.
2. Once logged in, search *MLSchoolHealth* to find the games created by the school health team.
3. Select from the games:
  - Elementary Tobacco
  - Elementary Cannabis
  - Elementary E-cigarettes
  - Elementary Alcohol
  - Elementary All Substances
4. Instruct students on how to play the game using school devices (e.g. Chromebooks, iPads).

**Curriculum Connections**

- Grade 4: D1.4 Tobacco and vaping, D2.3 Decisions about smoking and vaping
- Grade 5: D1.2 Short-and long-term effects of alcohol use
- Grade 6: D1.2 Effects of cannabis, drugs
- Grade 7: D3.2 Implications of substance use, addictions, and related behaviours
- Grade 8: D1.3 Warning signs, consequences

