



National Health Education Standard	Activity in Game*	Task: Description
1.12.5: Propose ways to reduce or prevent injuries and health problems	Posters	Posters mini-game: Focus on preventing health issues by not smoking or quitting smoking
1.12.8: Analyze personal susceptibility to injury, illness, or death if engaging in unhealthy behaviors	Know Power	Discuss how smoking/vaping behaviors can cause illness and injury
1.12.9: Analyze the potential severity of injury or illness if engaging in unhealthy behaviors	Know Power	Discuss how smoking/vaping behaviors can cause a range of illness severity, from yellow teeth to cancer
2.12.3: Analyze how peers influence healthy and unhealthy behaviors	Peer Interactions	Reduce risk points by keeping peers who smoke farther away, and keeping friends who don't smoke closer
4.12.1: Use skills for communicating effectively with family, peers, and others to enhance health.	Posters	Create messages for peers to promote quitting smoking or avoiding smoking
4.12.2: Demonstrate refusal, negotiation, and collaboration skills to enhance health and avoid or reduce health risks	Refusal Power	Develop different techniques on how to refuse offers to smoke or vape
5.12.6: Defend the healthy choice when making decisions	Peer Interactions  Refusal Power	Defend the decision to not smoke/vape to peers in social group  Player needs to defend decision to not smoke/vape to a peer
8.12.2: Demonstrate how to influence and support others to make positive	Know Sense	In knowledge battles, players use facts and clever

health choices		responses to inform their peers about smoking/vaping
8.12.4: Adapt health messages and communication techniques to a specific target audience	Posters	Create messages targeted towards peers to encourage them to not smoke/vape or quit smoking/vaping

\*Description of Activities in Game:

**Posters:** A mini-game embedded in smokeSCREEN, the goal of Posters is to use images and short phrases to create a poster that can teach peers about a specific topic related to smoking or vaping, such as: flavored tobacco is just as unhealthy as regular tobacco or second hand smoke is dangerous to people around a smoker.

**Know Power:** Know Power is also a mini-game, in which players talk to their character's peers, and try to dispel myths about smoking and vaping while informing them about the real facts in an engaging way.

**Peer Interactions:** These short interactions with peers, in which players learn more about their character's peers and decide who to become closer friends with, form the bulk of the game. Characters ask about their peer's hobbies, whether they smoke or not, and respond to a variety of questions or invitations.

**Refusal Power:** In the Refusal Power mini-game, players have to defend making the healthy decision against friends or classmates who want them to smoke. Players learn a variety of techniques, such as changing the topic or using humor, to say no to these offers.

