GenerationRx
Preventing the Misuse and Abuse of Prescription Medications

Activities

"Scene 2: The Aftermath" Skit

A skit-based activity in which participants first observe the aftermath of a prescription drug abuse scenario (Scene 2) and then conceive and act out the events that elicited this situation (Scene 1). The provided scenario addresses the dangers of abusing oxycodone but can be adapted for other commonly abused prescription drugs.

How can I use this activity?

Use after an informational piece (such as an activity provided in Presentation Tools). Provides a fun, creative, and active way for students to apply their knowledge about prescription drug abuse.

What is the length of time for completing this activity?

Total time will depend upon the number of groups performing Scene 1. General time guidelines include: 5 minutes to view or read a performance of "Scene 2", 10-15 minutes to plan Scene 1, 3-5 minutes to perform Scene 1 (each group), 5 minutes for a follow-up discussion.

"Generation Rx Family Feud" Game

A game that assesses teen's knowledge of medication safety and the dangers and myths surrounding prescription drug abuse using the Family Feud game format.

How can I use this activity?

Play this game following a presentation or discussion on medication safety and prescription drug abuse to assess teens' understanding of the material.

What is the length of time for completing this activity?

30 minutes total to play all 6 rounds of the game. If time is limited, consider playing one round (5-10 minutes). If the entire game will be eventually be played, increase competition and excitement amongst the youth by keeping a running score.

The Generation Rx Initiative is a trademark of The Ohio State University College of Pharmacy.

This program is made possible with a grant from the Cardinal Health Foundation.

CardinalHealth FOUNDATION