Medication Safety Patrol: Is It Candy or Medicine? Game

Generation R

Safe medication practices for life



ELEMENTARY RESOURCES

Time

10-15 minutes

Synopsis

Participants will match and classify photos as medicine or candy. Following the game, participants answer and discuss questions about the importance of keeping medicines in their original containers. Participants can play this game as individuals or in a group. Answers are included within each PowerPoint slide.

Facilitator

Guide

Materials

One "medicine" and one "candy" card per person or per group (3-4 participants per group)

Instructions

- 1. If you desire, divide students into teams. Provide each person or team with a "medicine" and a "candy" card.
- 2. There are two photos on each slide: one photo is candy, one photo is medicine.
- 3. Point to one of the photos. Ask each participant or group to classify that photo as medicine or candy. Participants should raise either the "Candy" or "Medicine" card to indicate their answer.

a. As an additional option, you may walk around the room with a bag of that specific medicine or candy to add a visual effect.

- 4. Repeat steps #2-3 for the remaining slides.
- 5. At the end of the game, ask participants the following discussion questions.

Discussion Questions and Talking Points

1. What traits were similar amongst the medicine and candy matches? What traits were different amongst the medicine and candy matches?

Similar traits include size, shape, and color. There are few traits that enable one to distinguish the two photos, demonstrating that medicine and candy look very similar.

2. Why do you think it is important to keep medicines in their original bottle or container? Medicine and candy share similar physical traits yet have remarkable differences in their effects on the body once ingested. Therefore, medicines should be kept in their original bottle or container to prevent identifying it as candy and thereby potentially hurting someone if accidentally ingested.

Technology Limitations

If technology is limited, consider playing this game using visual aids. You may elect to print each slide, and simply walk around the room with the slide as children make their decision. Alternatively, you may elect to purchase each medicine and candy and place these products in separate clear plastic bags. Again, walk around the room with the appropriate pair of plastic bags as children make their decision.



Learn more at GenerationRx.org

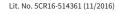
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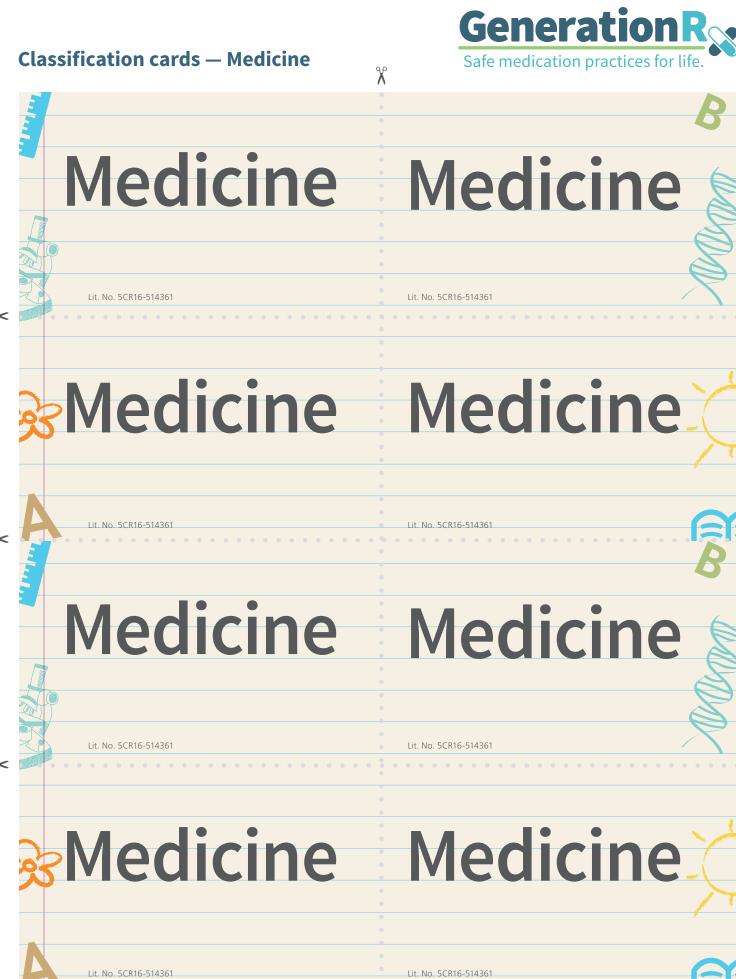


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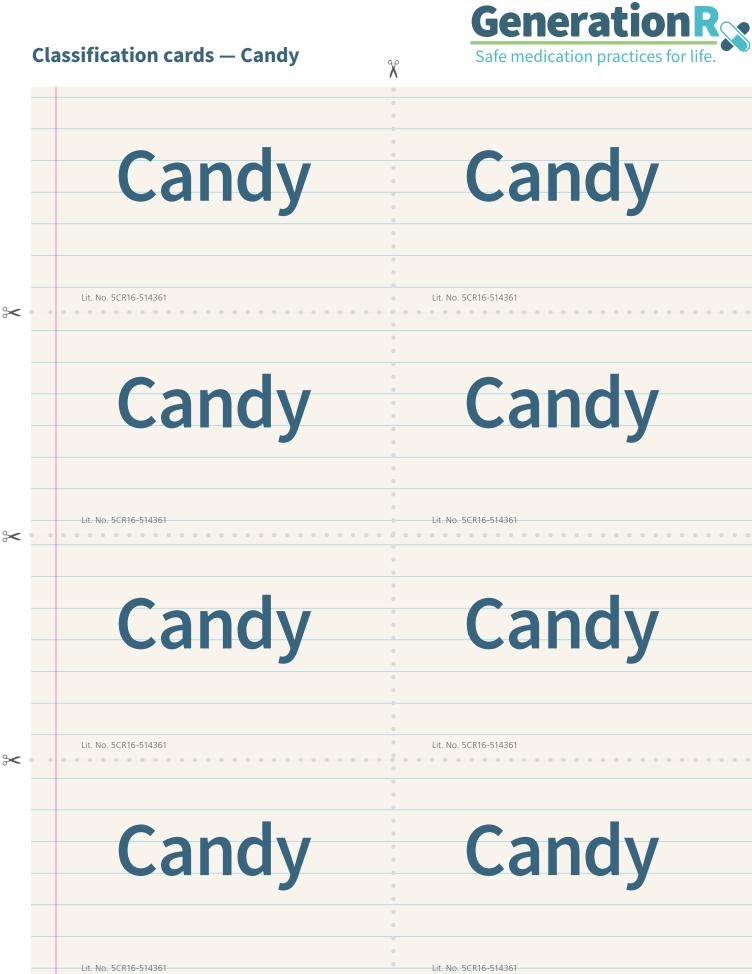
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