

National Health Education Standards and *smokeSCREEN*

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 father 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 reuse 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 health choices	Know Sense	In knowledge battles, players use facts and clever 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