



## TEACHER GUIDE

**Project Here Games** is an interactive educational tool to teach middle school students about the risks of **substance use** and how to **make healthy decisions**. The web-based app is free to use, does not require downloading, and is accessible on computers, tablets, and smartphones. Project Here Games was designed based on the latest research on substance use prevention and social-emotional learning.

In Project Here Games, your students will complete **fun quizzes** and **short games** to earn skills and unlock the “Scenarios” section of the app. In the scenarios, students can apply the information they have learned and the skills they have earned to make the best decisions in challenging real-life situations. The object of Project Here Games is to earn three stars on all eighteen scenarios.

### Learning Objectives

Begin to understand how different personality types may influence decision-making styles

Identify and practice healthy coping strategies

Learn and practice strong communication skills

Learn about the impact of substances on the body and brain

Bust common myths and reinforce positive social norms

Make positive, healthy decisions when faced with a difficult situation

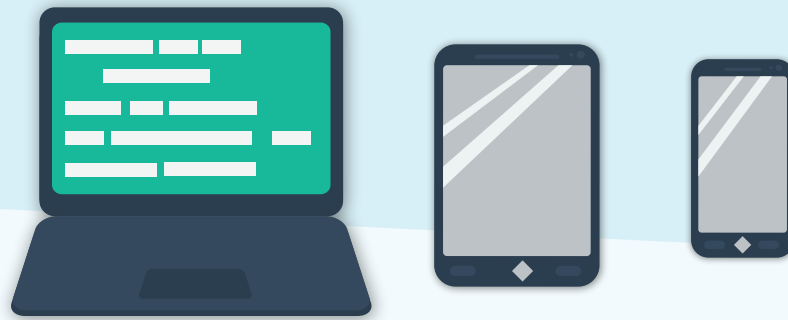


# Prerequisites

**None** – students will learn the material as they progress through Project Here Games and should not need instructions on how to play. If you would like to introduce some of the concepts before students start playing the game, you can lead a classroom discussion using the “Classroom Conversation Starters” provided on page 7 of this guide.

## Required Technology & Classroom Time

Project Here Games can be used on computers, tablets and smartphones. All that is required is an internet connection and at least one of these devices.



With one device: display Project Here Games on a projector or smartboard and lead students through particular games, quizzes, and scenarios.

With multiple devices: ask that students play Project Here Games individually or in small groups – in the classroom or as a homework assignment.

It is estimated that playing all of Project Here Games will take students approximately 120 minutes, but this does not need to be in one play session. Meaningful engagement with Project Here Games can occur in as little as 15 minutes.

Once your students get started with Project Here Games, you can encourage them to play on their own time.



# Getting Started

Instruct students to:

1

Go to [www.projectheregames.org](http://www.projectheregames.org)

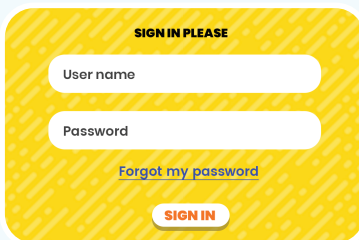
2

Select “Create Account” or “Play as a Guest”

“Create Account” allows students to save their progress, so that they can play part of Project Here Games and then return to the app where they left off. This is the recommended option, as it allows for maximum engagement.

## CREATE ACCOUNT

To create an account, each student should click the “Create Account” button. Each student will be assigned a randomly generated username, which will appear at the top of the next page. Ask students to choose their own passwords and then hit “Continue.”



Each student’s username and password will appear on a confirmation page, so make sure students create a password that is unique for Project Here Games and not a password they use for other websites. Ask students to write down or print their account information and save this information (you can collect it from them if you would like).

When students return to [www.projectheregames.org](http://www.projectheregames.org), they will need to enter their username and password and click “Sign On.” Project Here Games will pick up where they left off!

**SIGN IN**

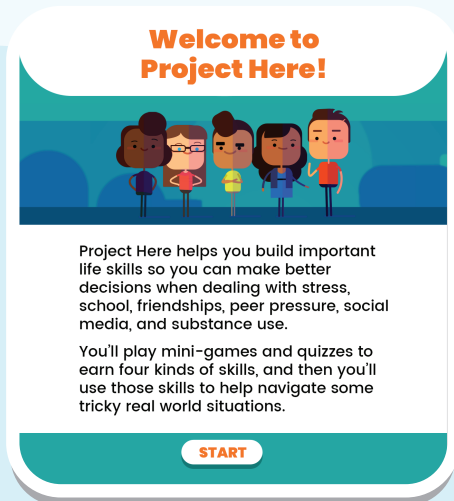


To track students’ progress with Project Here Games, ask your students to print or email their Game Summaries, accessible under the “Settings” button.



# From the Students' Experience

## 1 Take the “Getting to Know You” Quiz



When first entering Project Here Games, students will be asked to take a “Getting to Know You” quiz, which encourages them to reflect on their personality type, decision-making style, and personal preferences. Throughout the app, individualized fun facts that correspond with the results to this quiz will appear. Students are encouraged to think about how their personalities and characteristics influence their instincts and actions.

## 2 Spin to Play Quizzes and Games

Click to start the spinner. A randomly-selected quiz or game will appear.



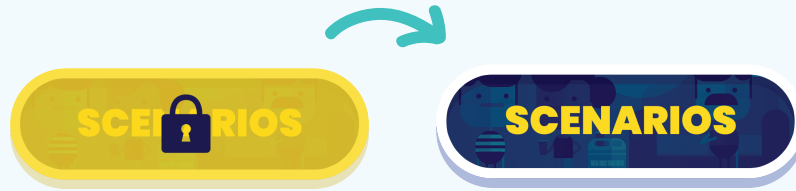
Click “play” to play the quiz or game. Or, spin the spinner again to access a different quiz or game. Completing quizzes and games earns students four kinds of “skills”: myth-busting, coping, communication, and decision-making.



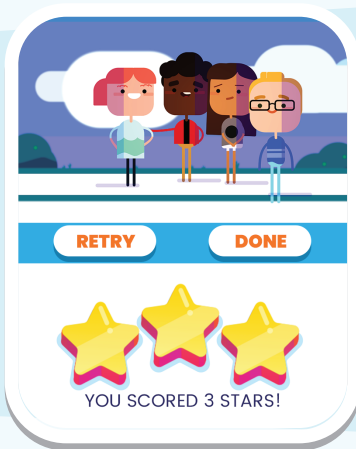


### 3

## Unlock and Play Scenarios



Once students have completed five quizzes/games, the “Scenarios” section of the app will unlock. As students complete more quizzes and games using the spinner, additional scenarios will unlock and appear.



In the scenarios, students will test their knowledge and skills by navigating challenging real-life situations. Each answer or response will cost different numbers and kinds skills and will earn a different number of stars. Students should try to earn three stars on all scenarios by figuring out the best way to handle each situation!

When students do not have enough skills to choose the best answer for a particular scenario, they should keep playing quizzes and games to earn more skills and choose the best response.

Students can always click “retry” and keep playing the scenarios until they have earned three stars on every one!



Click on the “skills” button to see skills in each of the four categories.

### 4

## Visit the Quiz “Vault” and Game “Arcade”



Vault



Arcade

Completed quizzes will appear in the “Vault” and completed games will appear in the “Arcade”. Clicking these buttons will show how many have been completed and allow students to replay any games or quizzes.

# Other Ways to Access Project Here Games

## Teacher Practice Account Access

The Teacher Practice Account allows teachers to access all of the games, quizzes, and scenarios without having to play through Project Here Games in the specific order that students will be required to play. The Teacher Practice Account may be particularly useful if you are using Project Here Games on a projector and want to navigate to particular quizzes, games, or scenarios for your class.

You may access the Teacher Practice Account at [www.projectheregames.org](http://www.projectheregames.org) by signing in with these credentials:

**Username: teacher**  
**Password: Massachusetts**

Once the credentials have been entered, you can click:

**The “Arcade” icon** – this is where all the games are stored

**The “Vault” icon** – this is where all the quizzes are stored

**The “Scenarios” bar** – this is where all the scenarios are stored



*Note that the Teacher Practice Account does not include the “Getting to Know You” quiz, which students experience at the beginning of Project Here Games.*



*To access the quiz, you should create a new account or play as a guest. Note that progress is not saved in the “Play as a Guest” mode.*



# Classroom Conversation Starters

You can use these questions to start whole-class or small-group conversations, as a self-reflection and writing assignment – either before or after students engage with Project Here Games.

**What is peer pressure?**

**What are social norms?**

**How can social norms influence behavior?**

**How do you approach an adult for help or advice?**

**What do you do if a friend needs help?**

**Who would you talk to if you needed advice?**

**What have you heard about the impacts of drugs and alcohol on your brain and body?**

**How do you deal with stress?**

**Is social media good or bad? Why?**

## Extension Activity Examples

For additional classroom lessons on the themes and learning objectives of Project Here Games, visit our Online Toolkit, which can be accessed at:

**[www.projectherema.org](http://www.projectherema.org)**  
**Password: Massachusetts**

You can use the magnifying glass search tool at the top right corner to search for the titles below.



## Mindfulness

For more ideas on how to teach mindfulness in the classroom, check out:

**“Social-Emotional Skills”:** Help students become socially-savvy through lessons on attitude, boundaries, conflict resolution, and cooperation.

**“Sample Teaching Activities to Support Core Competencies of Social and Emotional Learning”:** Help students learn self-awareness, social awareness, responsible decision-making, and more.

## Stress and Stress Relief

For more ideas on how to discuss stress and stress relief in the classroom, check out:

**“Stressed Out”:** Help students learn about the body’s response to stress and healthy coping mechanisms.

**“Social-Emotional Skills”:** Help students become socially-savvy through lessons on attitude and boundaries.

## Impact of Nicotine

For more ideas on how to discuss the impact of nicotine on the brain in the classroom, check out:

**“Tobacco Addiction and Secondhand Smoke”:** Help students explore how nicotine affects their body and brain development.

## Impact of Marijuana on the Brain

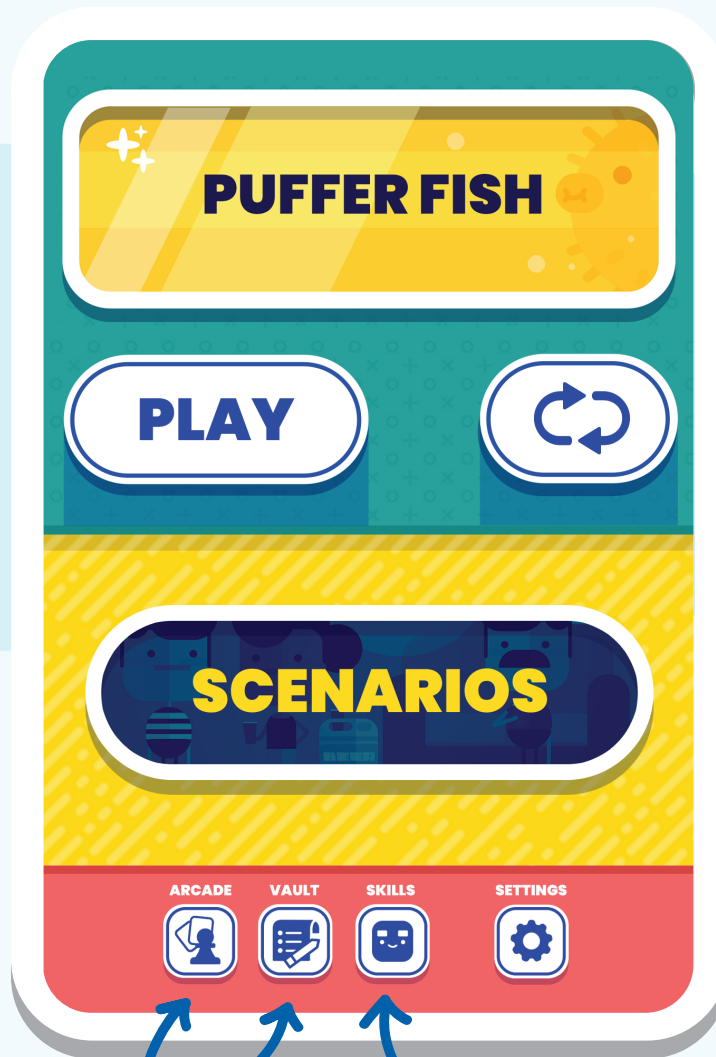
For more ideas on how to discuss the impact of marijuana on the brain in the classroom, check out:

**“The Science of Marijuana: How THC Affects the Brain”:** Help students learn about the different areas of brain and how marijuana affects them.

**“Marijuana: Download the Facts”:** Help students learn to identify facts and fiction as they explore how marijuana affects their brain development and decision-making.



## Quick Lookup



**Scenarios**  
Try to earn three stars by testing your skills and knowledge

**Arcade & Vault**  
Replay games & quizzes to earn more skill points

**Skills**  
Keep track of the skill points you earn in each category: myth-busting, coping, communication and decision-making

**Spinner**  
Click to spin and play a randomly-selected quiz or game