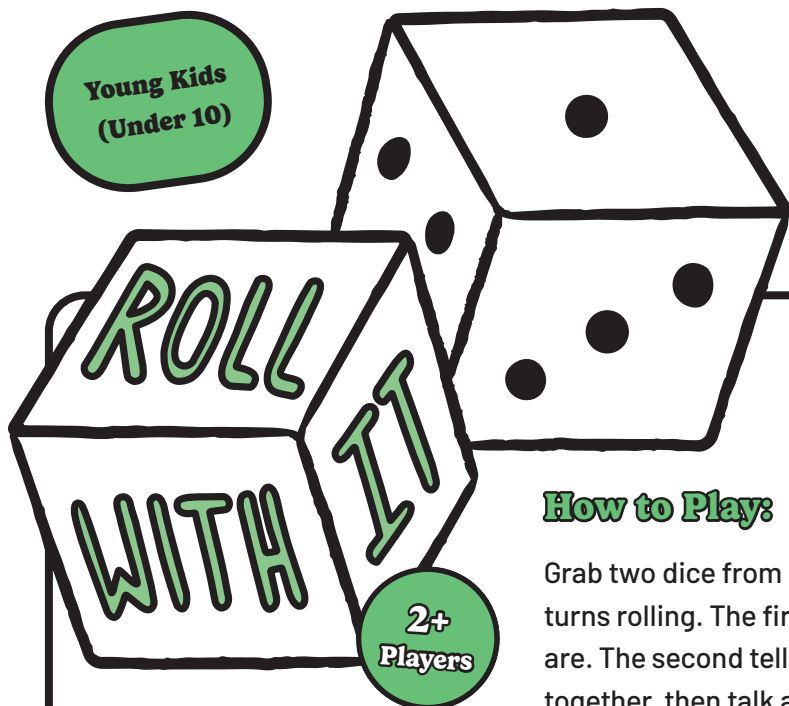


Young Kids
(Under 10)



OpenConversationSC.com



You'll Need:

A six-sided dice (2 if possible)

How to Play:

Grab two dice from another game (or roll one die twice!) and take turns rolling. The first roll tells you who you're with and where you are. The second tells you what happens next. Put the two rolls together, then talk about what you might say or do.

Adults and kids can both take turns responding, so kids get to hear how a trusted grown-up might handle the situation and practice making their own safe choices too. *For young kids, focus on stopping, checking with a trusted grown-up and knowing it's always okay to ask for help.*

Roll #1: Who and where?

- Roll a 1:** A friend at their house...
- Roll a 2:** An older kid after school...
- Roll a 3:** A cousin at a family gathering...
- Roll a 4:** A group of classmates at recess...
- Roll a 5:** A friend at a sleepover...
- Roll a 6:** A grown-up visiting our house...

Roll #2: What happens?

- Roll a 1:** ...offers you a snack or a drink, but you're not sure what it is.
- Roll a 2:** ...offers you a pill or medicine and says it's okay to take.
- Roll a 3:** ...breaks a rule and tells you the rule doesn't matter anyway.
- Roll a 4:** ...asks you to hide something and not tell anyone.
- Roll a 5:** ...dares you to do something you're not sure you want to do.
- Roll a 6:** ...starts suddenly acting weird or sick.

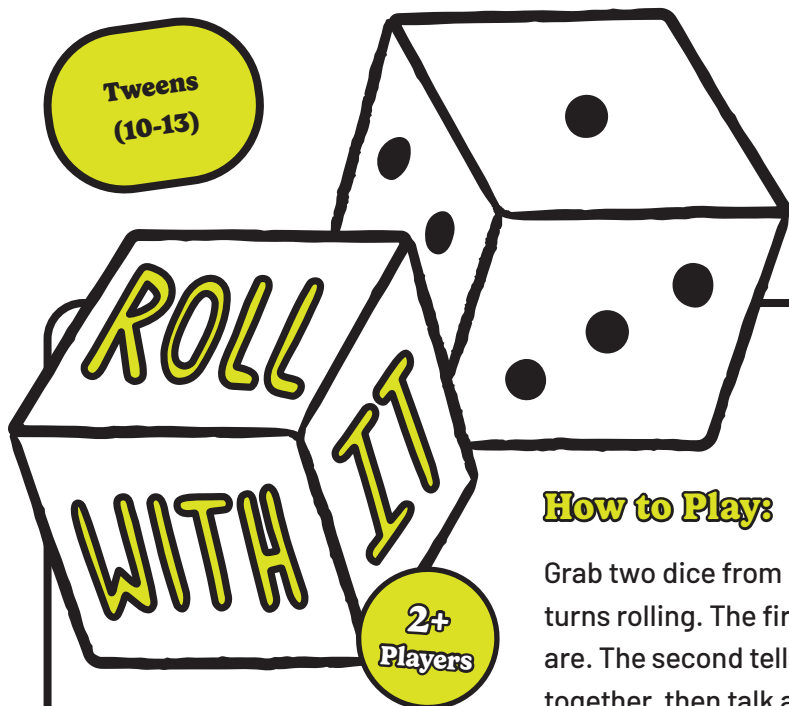
Keep the conversation rolling:

- What would you do?
- What could you say?
- How does that make you feel?
- Who could you ask for help?

**Tweens
(10-13)**



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You'll Need:

A six-sided dice (2 if possible)

How to Play:

Grab two dice from another game (or roll one die twice!) and take turns rolling. The first roll tells you who you're with and where you are. The second tells you what happens next. Put the two rolls together, then talk about what you might say or do.

Adults and kids can both take turns responding, so kids get to hear how a trusted grown-up might handle the situation and practice making their own safe choices too. *Focus on handling peer pressure, questioning what they're told and knowing when to reach out to a trusted adult.*

Roll #1: Who and where?

Roll a 1: A close friend while you're hanging out after school...

Roll a 2: An older teen at school...

Roll a 3: A group of friends at a sleepover...

Roll a 4: A friend-of-a-friend at a party...

Roll a 5: A classmate online or in a group chat...

Roll a 6: A friend's older sibling at their house...

Roll #2: What happens?

Roll a 1: ...offers you a pill and says it will help you relax or feel good.

Roll a 2: ...tries to make you embarrassed because you haven't tried something yet.

Roll a 3: ...tells you everyone your age drinks and it's not a big deal.

Roll a 4: ...says you can hang out with them only if you don't "ruin the fun."

Roll a 5: ...asks you to hide a vape for them.

Roll a 6: ...starts feeling sick after trying a drink/pill/gummy but doesn't want you to tell anyone.

Keep the conversation rolling:

- What would you do?
- What could you say?
- How does that make you feel?
- Who could you ask for help?

Teens
(14+)



OpenConversationSC.com



You'll Need:

A six-sided dice (2 if possible)

How to Play:

Grab two dice from another game (or roll one die twice!) and take turns rolling. The first roll tells you who you're with and where you are. The second tells you what happens next. Put the two rolls together, then talk about what you might say or do.

Adults and teens can both take turns responding, so kids get to hear how a trusted grown-up might handle the situation and practice making their own safe choices too. *Focus on navigating real-world pressure, unknown substances, looking out for friends and having a plan for getting help or getting out safely.*

Roll #1: Who and where?

Roll a 1: A close friend staying overnight...

Roll a 2: A friend-of-a-friend at a group hangout...

Roll a 3: A crush at a party...

Roll a 4: A classmate online or in a group chat...

Roll a 5: A friend's older sibling at their house...

Roll a 6: A teammate at practice... / A new friend at an event...

Roll #2: What happens?

Roll a 1: ...offers you something but can't tell you exactly what's in it or where it came from.

Roll a 2: ...has been drinking and insists they're still okay to drive.

Roll a 3: ...says a friend is having a bad reaction to something but doesn't want anyone to call for help because they're afraid of getting in trouble.

Roll a 4: ...offers you a pill and tells you it's safe because they took one already.

Roll a 5: ...says vaping is basically harmless compared to smoking.

Roll a 6: ...changes plans on you suddenly but gets mad at you if you don't go along with it.

Keep the conversation rolling:

- What options would you realistically have?
- What would you want a friend to do in your place? Why?
- Would your response change depending on who was involved? Why?
- Who could you turn to if you wanted help, advice or a way out?

BHDD