

ESCAPE THE EXPERIMENT

FACILITATOR GUIDE

Escape the Experiment is a dynamic, interactive activity intended to educate young people (grades 7–12) about the dangers of vaping.

COVID 19 Considerations: The Escape the Experiment game was designed to be played in small groups, however, due to physical distancing requirements during COVID-19 we've adapted the facilitation instructions for individual play.

If space or circumstances allow, we encourage the game to be facilitated in small groups. That version of the Facilitator Guide can be found here [Facilitator Guide].

This activity will require approximately 60 minutes for the facilitator to prepare (i.e. reviewing the instructions & assembling the materials). The activity itself takes approximately 60 minutes for players to complete including a debrief discussion. The activity moves young people through a series of challenges designed to teach the following **Key Learnings**:

1. The industry targets youth with candy and fruit flavoured e-liquid. Don't be tricked.
2. Vaping has health risks. The long-term effects are unknown.
3. Most e-liquids contain nicotine which is highly addictive.
4. Nicotine can alter the teenage brain and effect memory and concentration.
5. If you vape you may be more likely to start smoking cigarettes.

Facilitator Role:

As the facilitator of the escape room activity, your role is to organize the game in advance so the players can learn about the dangers of vaping and the industry that markets these products to young people, using an interactive and engaging approach. Once the game starts you'll do a brief introduction, keep things running smoothly and check answers for each challenge. Don't worry you have a cheat sheet to help you.

Printing the Game:

Open the PDF file `EscapeTheExperiment_Game.pdf` and print the escape game on standard paper single sided. You don't need to use fancy paper or professional printing. Using a thicker paper and colour printing looks nice, but it's not necessary. You will need to print one copy of the game for each player.

