

RIGHT PATH
MICKEY'S STORY

ICE BREAKERS -
CANNABIS SLANG NAME GAME

RIGHT PATH

ICE BREAKERS:

AN ICE BREAKER IS AN ACTIVITY, GAME, OR EVENT THAT IS USED TO WELCOME AND WARM UP THE CONVERSATION AMONG PARTICIPANTS IN A MEETING, TRAINING CLASS, TEAM BUILDING SESSION, OR OTHER EVENT.

ANY EVENT THAT REQUIRES PEOPLE TO COMFORTABLY INTERACT WITH EACH OTHER AND A FACILITATOR IS AN OPPORTUNITY TO USE AN ICE BREAKER.

AN EFFECTIVE ICE BREAKER WILL WARM UP THE CONVERSATION IN YOUR SESSION, REINFORCE THE TOPIC OF THE SESSION, AND ENSURE THAT PARTICIPANTS ENJOY THEIR INTERACTION AND THE SESSION.

WHEN PARTICIPANTS DON'T KNOW EACH OTHER, THE ICE BREAKER WILL HELP THEM INTRODUCE THEMSELVES TO THE OTHER PARTICIPANTS.

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ICE BREAKER	RESOURCES NEEDED	INSTRUCTIONS	LINK TO RESOURCE LEARNING AIMS	TIME NEEDED TO COMPLETE ACTIVITY
<p>CANNABIS SLANG NAME GAME</p>	<p>LETTERS FROM ICE BREAKER APPENDICES PRINTED AND CUT OUT (ONE SET PER GROUP OF 3 OR 4 YOUNG PEOPLE).</p> <p>FACILITATOR'S NOTES WHICH INCLUDE THE NAMES WHICH THE LETTERS SPELL.</p> <p>PEN AND PAPER</p>	<p>SPLIT THE LARGER GROUP INTO SMALLER GROUPS OF 3 OR 4 PEOPLE. HAND OUT PACKS OF LETTERS (ONE SET PER SMALL GROUP).</p> <p>ASK THE YOUNG PEOPLE TO SPELL AS MANY OF THE DIFFERENT NAMES THAT THEY KNOW FOR CANNABIS OUT OF THE LETTERS PROVIDED.</p> <p>GIVE YOUNG PEOPLE A TIME LIMIT OF 5 MINUTES TO CREATE AS MANY NAMES AS POSSIBLE AND MAKE A NOTE OF EACH NAME.</p>	<p>ASKING YOUNG PEOPLE TO DISCUSS AND CREATE NAMES FOR CANNABIS ENCOURAGES INITIAL DISCUSSION ENSURING THAT PARTICIPATION IN THE MAIN ACTIVITY IS THE MOST EFFECTIVE IT CAN BE.</p> <p>USE THE REMAINING 5 MINUTES TO ASK YOUNG PEOPLE TO SHARE OTHER NAMES THAT THEY KNOW FOR CANNABIS, THIS ALSO MAKES THE REST OF THE SESSION RELEVANT FOR YOUNG PEOPLE AS CONSIDERATION OF KNOWLEDGE EMPOWERS PARTICIPANTS.</p> <p>(THIS ICE BREAKER IS PARTICULARLY EFFECTIVE WHEN USED WITH THE MAIN ACTIVITY "CANNABIS WHAT DO YOU KNOW?").</p>	<p>10-15 MIN</p>

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FACILITATOR NOTES

CANNABIS SLANG NAME GAME

- THE LETTERS WHICH ARE HANDED OUT TO THE SMALL GROUPS CREATE 12 ALTERNATIVE NAMES FOR CANNABIS. IF THE YOUNG PEOPLE CREATE ANY MORE NAMES OUT OF THE LETTERS THEY CAN ALSO BE COUNTED.

- THE ALTERNATIVE NAMES FOR CANNABIS ARE AS FOLLOWS:

1. CANNABIS
2. GREEN
3. HASH
4. WEED
5. DOPE
6. DRAW
7. GRASS
8. HERB
9. POT
10. REEFER
11. SKUNK
12. STASH

- GIVE YOUNG PEOPLE AN ALLOTTED AMOUNT OF TIME TO CREATE AS MANY WORDS AS POSSIBLE AND THEN GO THROUGH THE POSSIBLE NAMES.

- THE ACTIVITY IS DESIGNED TO ENCOURAGE YOUNG PEOPLE TO BEGIN TO THINK ABOUT AND DISCUSS CANNABIS AS A TOPIC.

- IT MAY BE USEFUL TO ALLOW A LITTLE TIME TO DISCUSS OTHER NAMES THAT THE YOUNG PEOPLE KNOW CANNABIS AS AT THE END OF THE ACTIVITY. THIS WILL ASSIST IN THE DELIVERY OF FUTURE SESSIONS AS CORRECT AND UNDERSTANDABLE TERMINOLOGY CAN HELP TO MAKE SESSIONS MORE RELEVANT.

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APPENDICES

CANNABIS SLANG NAME GAME LETTERS

W	G	S	D	R
O	R	C	P	E
T	E	N	K	E
K	N	A	U	H
I	S	A	N	B
H	F			