



Click City®. Lesson Descriptions

Lesson	Activity	Risk Factor	Description	Average Minutes
1	Introduction		Students are introduced to their buddy and shown a map of the town	1
	E-cig 101	Learn about e-cigarettes	Students review parts of an e-cigarette and learn about e-liquids. Students learn that e-cigarettes contain nicotine and are addictive.	4
	Tobacco Tour	Physical consequences	Students see inside an e-cigarette, a cigarette, and a tin of chewing tobacco and view the chemical ingredients. The health effects of each chemical are discussed. Students take a quiz as a review.	15
Total Time				20
2	Kid's Choice, Part 1	Risk of physical consequences of smoking and secondhand smoke	Students watch movies in the Click City Theatre on the health effects of smoking and secondhand smoke. They vote on their favorites.	5
	Make your Own Vaper, Part 1	Social images of e-cigarette users; Normative social images	Students design a potato, "Mr. Spud", by attributing social images to kids who vape versus kids who don't vape.	3
	Kid's Choice, Part 2	Physical consequences of smoking and secondhand smoke	Students see how their classmates voted in Kid's Choice Part 1. They can view any movies a second time.	2
	Reality Check	Social Images of e-cigarette users	Students view display ads portraying e-cigarette users favorably. They learn that the ads are incorrect and that e-cigarette users are not cool, exciting and popular.	3
Total Time				13

3	Make Your Own Vaper, Part 2	Social images; Normative social images	Students view and compare the Mr. Spuds that they and their classmates made. They can change the attributes on their Mr. Spud to come to consensus with their classmates.	3
	Addiction 101	Risk of addiction	Students learn about tobacco addiction and withdrawal by watching experiments.	7
	Addiction Pong	Risk of addiction: Lack of control	Students play a game where they try not to get addicted to cigarettes and e-cigarettes, but find it is harder than they think to avoid addiction.	7
Total Time				17
4	Camp Cravings	Risk of addiction: Power of cravings	Students play a board game at "Camp Cravings" that gives them an idea of what it is like to be addicted to e-cigarettes.	9
	Personality Quiz	Social Images	Students take a personality quiz. Then, they interview someone similar to themselves to find out what that person thinks about tobacco. Finally, students create a short "newspaper" story about the person they interviewed.	8
Total Time				17
5	Secondhand Smoke and Vapor Lab	Risk of exposure to secondhand smoke and vapor	Students visit the lab where they see the health effects of exposure to secondhand smoke and vapor on people and pets	7
	Superhero	Risk of exposure to secondhand smoke and vapor	In this game, students rescue non-tobacco users from secondhand smoke and vapor at a party.	6
	Truth or Dare	Subjective norms	Students play "Truth or Dare" to find out that most kids overestimate the number of kids who smoke or use e-cigarettes.	7
Total Time				20
6	Make a Video	Social images	Students create their own music video that shows how smoking affects one kid's life.	6

	Wheel of Misfortune	Risk of addiction: A losing game	Students play a game to learn what might happen if they try vaping.	6
	Every Cigarette Does, Part 1	Cumulative risk	Students click on different body parts to watch videos about the damage that cigarette smoke does to the brain, eyes, heart, and lungs over time. Students select the "grossest" video.	4
Total Time				16
7	Definition of a Smoker	Normative social images	Students find out what most kids think about people who smoke.	3
	Addiction Maze	Optimism bias and risk of addiction	Students travel through a virtual maze as a tobacco user and as a non-tobacco user and learn that anyone can get addicted once they try smoking or vaping.	10
	Every Cigarette Does, Part 2	Cumulative risk	Students see what other students rated as the grossest video. They can watch any of the videos again.	2
Total Time				15
8	Time Machine	Cumulative risk	Students virtually travel through time to 1, 5 and 10 years into the future to see what happens to parts of the body when someone smokes, vapes, or chews, even a little bit.	12
	Summary Activity	Review of key points	Students see short video clips that review key points of the program.	4
	Playground	Make a commitment	Students make a promise to themselves about how they feel about using tobacco and share it with their classmates.	3
Total Time				19
Total Program Time				2.3 hours