Course Outline: Teen Substance Abuse Awareness Training (ADDIE-Based)

I. Analysis

Target Audience	Needs Assessment	Goals and Objectives
Demographic: Teenagers aged 12-18. **Stakeholders:** Educators, youth leaders, parents, and community service organizations.	**Identified Gaps:** Lack of accurate knowledge about substance abuse, misconceptions leading to risky behaviors. **Barriers:** Peer pressure and social media influence affecting decision-making regarding substance use. **Resource Gap:** Limited access to educational materials and support around substance abuse.	Raise awareness of the signs and risks associated with substance use. Educate on effective strategies for prevention. Promote healthy lifestyle choices as alternatives to substance use.

II. Design

Course Structure	Learning Outcomes	Content Flow
Sequence of Navigation Icons: 1. **School Icon** (10-15 slides): Introduction to substance abuse and peer pressure. 2. **Home Icon** (10-15 slides): Strategies to manage peer pressure and substance use at home. 3. **Car Icon** (10-15 slides): Real-life scenarios and decision-making in social settings. 4. **Restaurant Icon** (10-15 slides): Discussions on healthy choices and resources. 5. **Finish Icon** (5 slides): Course wrap-up and participant reflection.	**Participants will be able to:** Identify the signs and risks associated with substance use. Understand personal and community impacts of substance use. Develop effective personal strategies for resisting substance use.	**Interactive Scenarios:** Designed to engage participants in critical decision-making. **Multimedia Elements:** Incorporation of videos, images, and quizzes to address diverse learning styles. **Reflective Components:** Opportunities for self-reflection and peer discussion embedded throughout.

III. Development

Content Creation	Interactive Elements	Visual/Audio Design
Tools and Software: Development using Articulate Storyline 360. Visual design through Adobe After Effects, Photoshop, and Illustrator. **Storyboarding:** Plan out each slide to ensure coherent flow and engagement.	**Scenario-based Questions:** Participants practice decision-making with real-world situations. **True/False and Drag-and-Drop Activities:** Reinforce understanding of concepts like peer pressure. **Fill-in-the-Blank Questions:** Encourage critical thinking about strategies against peer pressure.	Use engaging graphics and soundtracks to enhance interaction. Language tailored to resonate with a teenage audience, ensuring clarity and relatability.

IV. Implementation		
Course Launch	**Technical Support**	**Outreach**
Delivery: Host course on a user-friendly online platform. **Orientation:** Provide a session to guide participants through course features and content navigation.	Ensure help resources are available for any technical difficulties (e.g., navigation issues).	**Promotional Strategy:** Use partnerships with educational institutions to maximize reach. **Collaboration:** Work with health organizations specializing in teen well-being to promote course visibility.
V. Evaluation		
Formative Evaluation: Collect ongoing feedback through polls and assessments at the end of each module to monitor engagement. Allow for immediate adjustments based on participant responses. **Summative Evaluation:** Administer post-course assessments to evaluate knowledge retention and understanding of the material. Conduct participant feedback surveys to determine the perceived effectiveness of the course.	**Impact Assessment:** Monitor participant behavior changes regarding substance use awareness and decision-making. Conduct follow-up surveys to assess long-term impact on choices made by participants. Adjustments and Iteration Use evaluation data to inform revisions and improve course content and structure based on effectiveness.	