| **Program/Strategy** | **Priority Risk/Protective Factor** | | | **Priority Protective Factor** | **Priority Health Outcomes** | | | **Type of Prevention Approach** | | | |  | **Current Implementation in Community** | | **Financial Considerations** | |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Community laws/norms** | **Perceived access to substances** | **Low commitment to school** | **Community opportunities** | | **Substance Use** | **Mental Health** | **Setting**  (e.g. School; Community) | **Population Focus**  (e.g. Middle School)(Estimated # to be Served) | **Population Reach**  (e.g. Universal, Selective, Indicated) | **Strategy Prevention Approach** (e.g. Policy) | **Description** | **Strengths (Resources)** | **Needs (Gaps)** | **Costs** | **Current Funding** |
| **Good Behavior Game** |  |  | **X** |  | | **X** | **X** | School | Elementary (ages 5-11)  (567 in 3 schools) | Universal – all elementary schools |  | Classroom-based behavior management strategy (game format) that can be integrated into regular curriculum. | 1 school is already implementing  Integrating into regular curriculum may be easier for teachers to implement | Quality will depend on teacher buy-in; fidelity will be crucial.  Current school implementation varies by teacher | $176/student (Blueprints estimate) | School district interested; will provide teacher time. |
| **Big Brothers/Big Sisters** |  |  | **X** |  | |  |  | Community | High school aged youth | Selective |  | A community mentoring program which matches a volunteer adult mentor to a child or adolescent | BB/BS already operates in the community and is enthusiastic about expanding into this age group | Lack of volunteers willing to mentor older youth  Would only reach a handful of youth | $1,765/youth  (Blueprints estimate) | Need to research options |
| **{Recommended Program #3}** |  |  |  |  | |  |  |  |  |  |  |  |  |  |  |  |
| **Reward and Reminder** | **X** | **X** |  |  | | **X** |  |  |  | Universal – entire community | Environmental | By using rapid and public rewards and recognition for clerks and retailers/outlets that do not sell alcohol or tobacco to minors, Reward & Reminder aims to reduce illegal sales of alcohol/tobacco, perceived access to alcohol/tobacco, and alcohol/tobacco use prevalence rates | Some City councils support the idea, need more information about County-level decision makers.  Law enforcement supportive but also want to be involved in training. | Need to recruit and train adult supervisors and young adult ‘mystery shoppers’  Determine appropriate & feasible ‘rewards’  Unclear where to go to obtain training and access to ‘web-based tracking’ tools | Stipends needed for adult supervisors and youth ‘mystery shoppers.’  Part-time project coordinator salary needed.  <$XXXXX> | Coalition infrastructure currently supported by CPWI grant  CPWI grant can pay for program expenses; not yet clear on details |
| **SDS Training for After School Program Providers & Collaborative Registration & Transportation** |  |  |  | **X** | |  |  | Community | Need to determine focus. Perhaps start with middle school then add age groups as feasible | Universal | Can involve policy changes (e.g. school afterschool transportation) | Train after school program providers in the SDS and skills-based recognition | Schools have already agreed to work on providing afterschool transport, within some limits.  Need to work out details | Staff to manage registration  Staff to do the SDS training  Training for these people | Staff time – who and how much time needed?  Where to get training? |  |
| **{Recommended Strategy #3)** |  |  |  |  | |  |  |  |  |  |  |  |  |  |  |  |