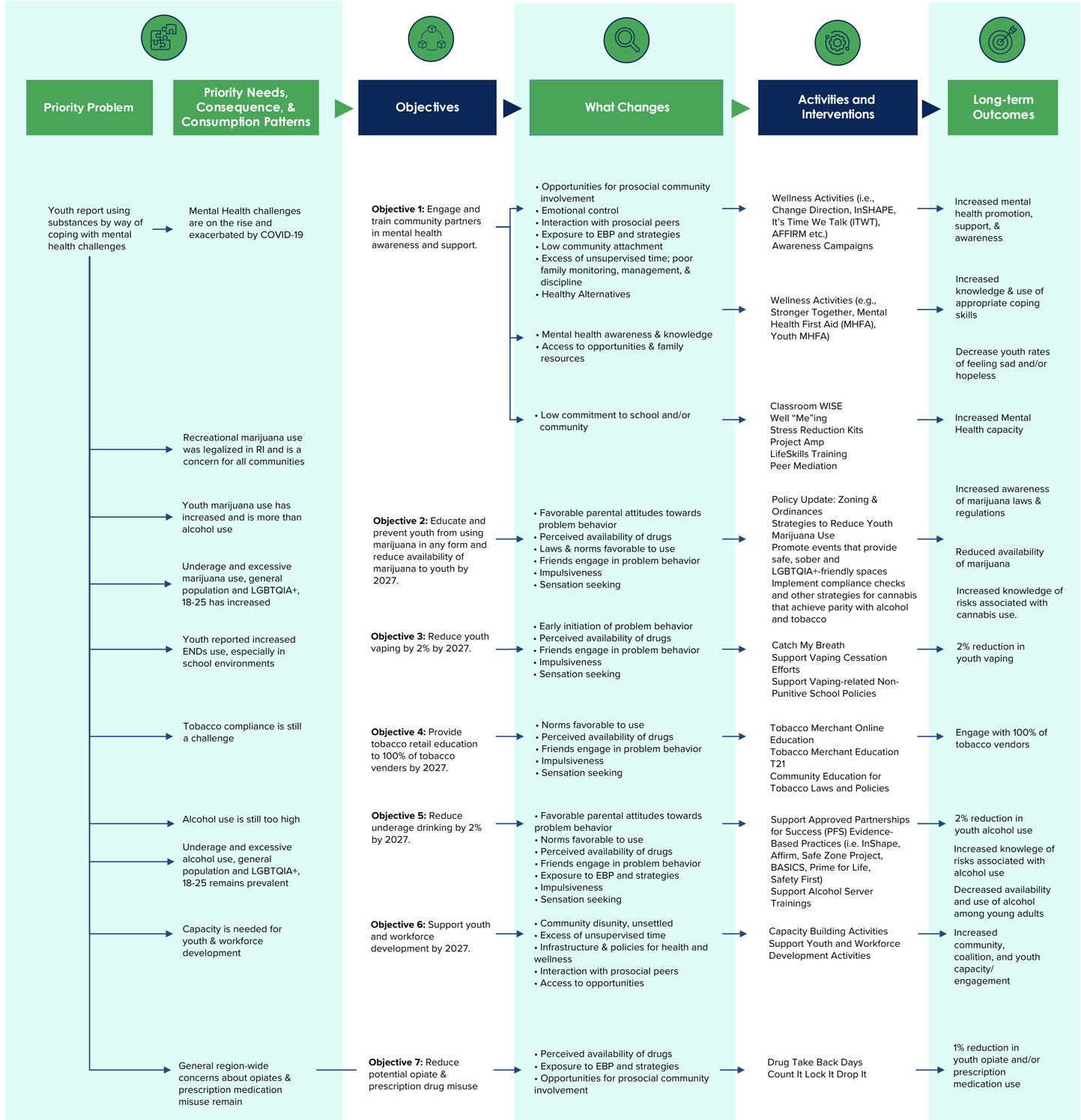
Priority Problem
Priority Needs, Consequence, & Consumption Patterns
Objectives
What Changes
Activities and Interventions
Long-term Outcomes
Youth report using substances by way of coping with mental health challenges
Mental Health challenges are on the rise and exacerbated by COVID-19
Recreational marijuana use was legalized in RI and is a concern for all communities
Youth marijuana use has increased and is more than alcohol use
Underage and excessive marijuana use, general population and LGBTQIA+, 18-25 has increased
Youth reported increased ENDs use, especially in school environments
Tobacco compliance is still a challenge
Alcohol use is still too high
Underage and excessive alcohol use, general population and LGBTQIA+, 18-25 remains prevalent
Capacity is needed for youth & workforce development
General region-wide concerns about opiates & prescription medication misuse remain
Objective 1: Engage and train community partners in mental health awareness and support.
• Opportunities for prosocial community involvement
• Emotional control
• Interaction with prosocial peers
• Exposure to EBP and strategies
• Low community attachment
• Excess of unsupervised time; poor family monitoring, management, & discipline
• Healthy Alternatives
• Mental health awareness & knowledge
• Access to opportunities & family resources
• Low commitment to school and/or community
Wellness Activities (i.e., Change Direction, InSHAPE, It's Time We Talk (ITWT), AFFIRM etc.)
Awareness Campaigns
Wellness Activities (e.g., Stronger Together, Mental Health First Aid (MHFA), Youth MHFA)
Classroom WISE
Well "Me"ing
Stress Reduction Kits
Project Amp
LifeSkills Training
Peer Mediation
Increased mental health promotion, support, & awareness
Increased knowledge & use of appropriate coping skills
Decrease youth rates of feeling sad and/or hopeless
Increased Mental Health capacity
Objective 2: Educate and prevent youth from using marijuana in any form and reduce availability of marijuana to youth by 2027.
• Favorable parental attitudes towards problem behavior
• Perceived availability of drugs
• Laws & norms favorable to use
• Friends engage in problem behavior
• Impulsiveness
• Sensation seeking
Policy Update: Zoning & Ordinances
Strategies to Reduce Youth Marijuana Use
Promote events that provide safe, sober and LGBTQIA+-friendly spaces
Implement compliance checks and other strategies for cannabis that achieve parity with alcohol and tobacco
Increased awareness of marijuana laws & regulations
Reduced availability of marijuana
Increased knowledge of risks associated with cannabis use.
Objective 3: Reduce youth vaping by 2% by 2027.
• Early initiation of problem behavior
• Perceived availability of drugs
• Friends engage in problem behavior
• Impulsiveness
• Sensation seeking
Catch My Breath
Support Vaping Cessation Efforts
Support Vaping-related Non-Punitive School Policies
2% reduction in youth vaping
Objective 4: Provide tobacco retail education to 100% of tobacco venders by 2027.
• Norms favorable to use
• Perceived availability of drugs
• Friends engage in problem behavior
• Impulsiveness
• Sensation seeking
Tobacco Merchant Online Education
Tobacco Merchant Education
T21
Community Education for Tobacco Laws and Policies
Engage with 100% of tobacco vendors
Objective 5: Reduce underage drinking by 2% by 2027.
• Favorable parental attitudes towards problem behavior
• Norms favorable to use
• Perceived availability of drugs
• Friends engage in problem behavior
• Exposure to EBP and strategies
• Impulsiveness
• Sensation seeking
Support Approved Partnerships for Success (PFS) Evidence-Based Practices (i.e. InShape, Affirm, Safe Zone Project, BASICS, Prime for Life, Safety First)
Support Alcohol Server Trainings
2% reduction in youth alcohol use
Increased knowlege of risks associated with alcohol use
Decreased availability and use of alcohol among young adults
Objective 6: Support youth and workforce development by 2027.
• Community disunity, unsettled
• Excess of unsupervised time
• Infrastructure & policies for health and wellness
• Interaction with prosocial peers
• Access to opportunities
Capacity Building Activities
Support Youth and Workforce Development Activities
Increased community, coalition, and youth capacity/ engagement
Objective 7: Reduce potential opiate & prescription drug misuse
• Perceived availability of drugs
• Exposure to EBP and strategies
• Opportunities for prosocial community involvement
Drug Take Back Days
Count It Lock It Drop It
1% reduction in youth opiate and/or prescription medication use