



Health School Campaign **BDF100010**

Implementation Period
8 Sept 10 to 31 Aug 11
HHCKLA Buddhist Leung
Chik Wai College



Project Content

- Poster design
- Anti-drug talk
- Visit to Drug InfoCentre
- Game booths



F.3 anti-drug poster design



Drug talks for students



Visit to Drug InfoCentre



Game booths



Anti-drug book display



Output Evaluation

	Expected output	Output achieved
Output indicator 1	About 900 students participate in the project	All (900) students participated in the anti-drug talk 750 students participated in the game booths
Output indicator 2	Around 30 parents participate in the anti-drug talk	Activity was cancelled as the Parent Teacher Association of the school did not have enough time to conduct the activity during the annual general meeting

Outcome Evaluation

	Description (with targets)	Results
Outcome indicator 1	Participant's attitude towards drug abuse (80% show improvement)	93% of the students reported that the activity was helpful 100% of the students were satisfied with the activity
Outcome indicator 2	Parent's rating on preventive talks or activities (80% agree that the activity is helpful)	Activity cancelled

Experience Gained

- Poster design and game booths were both successful as reflected in the students' questionnaire and oral responses.
- The visit to the Hong Kong Jockey Club Drug InfoCentre was not so successful. The students indicated that the visit was not so interesting and the presentation given by staff was not quite good enough.

Conclusion

- Drug education might be quite boring for secondary school students. In view of the success of game booths, learning through play is a good way to deliver this kind of education.

End