



The educational game «Infos/Intox»

An educational tool for health in the
service of drug prevention

What is «Infos/Intox» ?



“Infos/Intox” is an educational game which was created by the French Association **APLEAT**. **APLEAT (Association for the Help and Support in Addictions and Drug Addiction)** is based in Orléans, near Paris. We offer care and medical-psychosocial coverage for the people suffering from an addiction.

The prevention tool Infos/Intox is constituted of a board and of 7 series of thematic plaques : **cannabis, tobacco, alcohol, hepatitis C, AIDS, video games and road accident prevention.**

The support of the game is a stiff folder. The left part of the board corresponds with the **validated informations** (7 plaques) and the right part corresponds with **false ideas**. The plaques (14 by thematic series) settle on this file thanks to a Velcro® system. The rules of the game are simple : the participants have to place every plaque on the right side of the board.

Objectives are clear and assessable

- ➔ **To mediatize a debate** between the professional and the targeted public (individual or collective) with a playful approach
- ➔ **Favor the interaction** between the speaker and the public
- ➔ **Bring validated and understandable information**
- ➔ **Make the targeted public aware of their false ideas**

The educational content

True or False ?



The informations

The messages written on the plaques are extracted from works validated scientifically, and worded by the medical-psychosocial team of the APLEAT so as to be easily understandable, and still valid over the time in spite of the possible legislative evolutions. Besides, every message was reflected and developed to incite debate.

All the thematic series were conceived in a objective and impartial way, without taking sides nor advertising.

The vocabulary level is understandable from 11 years old, though it requires explaining certain more difficult words (in particular desinhibition, THC or symptoms)

The graphics

The illustrations were developed with a professional graphic designer. They have for function to underline the broadcasted message but also to incite to debate thanks to playful lines.

The graphics are not stigmatizing nor caricatural but rather claim a playful approach.

True or False ?



Functioning

The functioning of the game is very simple and allows to engage the debate quickly by avoiding too long or difficult rules. The interaction is facilitated by the modalities of the game but requires however the professional to be comfortable in collectives actions.

The conditions to be filled before use

The game “Infos/Intox” must be led by a professional having precise knowledge on the approached themes. The use of this game has to be part of a global health education project to optimize the preventive impact. The absence of a leaflet is disconcerting at first sight but finds its justification in the necessity of having a trained professional lead the game.

The key points of this tool

- Simplicity of use
- Attractive graphics and adapted vocabulary
- Adaptability to the various contexts of use
- Only one support for various themes
- Available in English, Arabic, and French



More information

You wish for more information about this tool ?

You want an estimate?

Please contact Charlotte at charlotte.loiseau@apleat.com

And if you want to discover our association and our action in the drugs addiction environment, you can visit our website on : www.apleat.com

APLEAT 1 RUE SAINTE ANNE 45000 ORLEANS

Tél. : +3302 38 62 64 62

(administration) : +332 38 62 96 05 –

Website : apleat.com – Email : info@apleat.com

