

NCPG 2010 LIVE LEARNING CENTER CEU VERIFICATION FORM

Track C: Prevention/Public Awareness/Outreach - (3C, 3D, 10A, 10C, 12C)

To receive CEU credit, rate each presentation viewed through the Live Learning Center website for: Content, Application to Practice, and Goals met. Completed forms must be sent to the NCPG office for verification. Once approved a certificate will be sent documenting the number of NCPG approved CEU hours awarded.

Note: Attendees of the 2010 NCPG Conference may not receive duplicate credit for sessions attended in person and viewed online

Rate each presentation according to the following scale: **5= Excellent, 4=Good, 3 = Average, 2=Poor and 1=Disappointing**

<u>CEU Hours</u>	<u>Title</u>	<u>Content</u>	<u>Application to practice</u>	<u>Met Goals?</u>
1.00	3C) Integrating Problem Gambling into Existing National Guard Substance Abuse Program			
	Goal: To learn how to connect with local National Guard personnel. Goal: To learn how to integrate gambling into existing substance use outreach efforts. Goal: To learn how to become a resource .			
1.00	3D) Stacked Deck: An Effective High School Curriculum for the Prevention of Problem Gambling			
	Goal: To understand the importance of school-based curriculums for the prevention of problem gambling. Goal: To understand the importance of behavioral change as the primary indicator of the effectiveness of prevention initiatives. Goal: To understand the utility of the Stacked Deck program in preventing problem gambling.			
1.00	10A) Music Makes the Difference: Engaging Youth in Problem Gambling and Addiction Prevention			
	Goal: To understand how youth popular culture can broaden our outreach and promote long-term student involvement in problem gambling prevention education. Goal: To learn how students become peer educators within their school and community. Goal: Learn to involve parents as allies and extend music into community activities and developing a state-wide media campaign.			
1.00	10C) A Call to Action: Recommendations for Policies and Programs to Address College Gambling. A National Report			
	Goal: To identify important policy and prevention recommendations for colleges. Goal: To learn ways to integrate recommendations into existing programs and policy efforts as well as identify concrete examples from colleges across the nation. Goal: Review the latest scientific research on gambling disorders, college student gambling behaviors, screening and treatment.			
1.50	12C) Community Based Approach to Addressing Problem Gambling in Underserved and At Risk Groups			
	Goal: To gain an understanding of the use of community needs assessments and readiness surveys in designing culturally relevant awareness initiatives. Goal: To be able to identify methods for integrating problem gambling into existing substance abuse and mental health programs in a cost-effective manner. Goal: To be able to identify key issues in developing culturally relevant problem gambling awareness and access to services.			

Name: _____

Mailing Address: _____

Email: _____ **Total CEUs:** _____