

<b>2019-2021 PROBLEM GAMBLING PREVENTION BIENNIAL IMPLEMENTATION PLAN:</b> Choose an item.				<b>Vision Statement:</b> What is the dream for your community, what would you like to achieve or accomplish in relationship to problem gambling.			
<b>Problem Statement:</b> a concise description of the problem or issue related to gambling to be addressed or condition to be improved upon. Consider the questions: But why? But why here? Why is this program needed? What are the consequences? Scope? Trends? Disparities?				<b>Goal:</b> what do you want to see changed in the long-term regarding problem gambling in your community? Remember tie the goal to the problem statement.			
<b>Objectives</b> Specific changes to be seen, identify focus population, the direction of change and time frame.	<b>Activities</b> What activities will you use, or services will you provide to achieve the goal	<b>Input</b> Resources available to support program operation	<b>Outputs</b> Basic data on program participation	<b>Outcomes</b> Desired changes in the focus population as a result of the program activities		<b>CSAP Strategies</b> SAMHSA/CSAP promotes six strategies for primary prevention. Indicate what CSAP Strategies will be utilized.	<b>Social Ecology</b> Indicate what level of the social ecology the strategy will be impacting
				<b>Short-Term</b>	<b>Long-Term</b>		
<b>Example:</b> Raise awareness within our community that gambling is an activity that carries risk within the age-span by 2024.	<b>Example:</b> community presentations/trainings, media awareness campaigns, classroom prevention education, and community coalition building	<b>Example:</b> technical assistance, financial resources, infrastructure, and equipment	<b>Example:</b> # of trainings or presentations, # of social media postings, # of integrated curriculum prevention education courses, and # of policies adopted etc.	Describe the immediate impacts of the activities being implemented, such as changes in people's knowledge, attitudes or behaviors  <b>Example:</b> 90 % of participants will report an increase in awareness that gambling is an activity that carries risk.	Connected more directly to the problems and related behaviors in problem statement. The long-term effects of a program - the Impact – be specific with tool and by when. <b>Example:</b> The CR level and awareness level to address problem gambling increases from stage 2 to stage 5 in Dim. A, by 2024, as measured by the community's readiness level model results.	<b>Information Dissemination</b> One-way communication from the source to the audience <b>Education</b> Two-way communication with interaction between the educator/facilitator and participants <b>Alternatives</b> Constructive and healthy activities that excludes alcohol, tobacco, other drugs and gambling. <b>Environmental</b> Establishes or changes written and unwritten community standards, codes, policies, and attitudes <b>Community-based process</b> Strategies aimed to enhance the ability of the community to more effectively provide prevention and treatment services <b>Problem identification and referral</b> Identification of those who have engaged in risky behaviors to assess if behavior can be reversed through education	<b>Individual Level:</b> Includes strategies that focus on the individual. <b>Relationship Level/Interpersonal:</b> Includes strategies that involve the individuals social circle, such as family and peers. <b>Community Level:</b> Includes strategies that focus on the settings were social relationship occur such as schools, workplaces, and neighborhoods. <b>Societal Level:</b> Includes strategies that focus on changing social and cultural norms such as broad-based policy changes.

