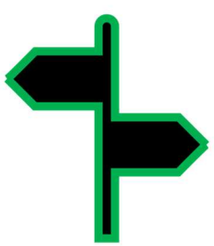
Plan Year: **PROBLEM GAMBLING PREVENTION IMPLEMENTATION PLAN:** Choose an item.				**Vision Statement:** What is the dream for your community, what would you like to achieve or accomplish in relationship to problem gambling.			
Problem Statement: a concise description of the problem or issue related 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?				**Goal:** 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.			
Objectives Specific changes to be seen, identify focus population, the direction of change and time frame (indicate #)	**Activities** What activities will you use, or services will you provide to achieve the goal	**Input** Resources available to support program operation	**Outputs** Basic data on program participation	**Outcomes** Desired changes in the focus population as a result of the program activities **Short-Term**	**Long-Term**	**CSAP Strategies** SAMHSA/CSAP promotes six strategies for primary prevention. Indicate what CSAP Strategies will be utilized.	**Social Ecology** Indicate what level of the social ecology the strategy will be impacting
Example: #1 Raise awareness within our community that gambling is an activity that carries risk within the age-span by 2024 	**Example:** community presentations/trainings, media awareness campaigns, classroom prevention education, and community coalition building 	**Example:** technical assistance, financial resources, infrastructure, and equipment	**Example**: # 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 **Example:** 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. **Example**: The CR level and awareness level to address problem gambling increases from stage 2 to stage 3 in Dim. A, by 2024, as measured by the community's readiness level model results.	**Information Dissemination** One-way communication from the source to the audience **Education** Two-way communication with interaction between the educator/facilitator and participants **Alternatives** Constructive and healthy activities that excludes alcohol, tobacco, other drugs and gambling. **Environmental** Establishes or changes written and unwritten community standards, codes, policies, and attitudes **Community-based process** Strategies aimed to enhance the ability of the community to more effectively provide prevention and treatment services **Problem identification and referral** Identification of those who have engaged in risky behaviors to assess if behavior can be reversed through education	**Individual Level:** Includes strategies that focus on the individual. **Relationship Level/Interpersonal:** Includes strategies that involve the individuals social circle, such as family and peers. **Community Level:** Includes strategies that focus on the settings were social relationship occur such as schools, workplaces, and neighborhoods. **Societal Level:** Includes strategies that focus on changing social and cultural norms such as broad-based policy changes.