

Feedback (REACT & BNI)

This document is meant to provide some guidance about how feedback/education may be provided to adolescents.

Examples of Feedback

	<i>Alcohol</i>	<i>Marijuana</i>
Neurobiology	“Your brain is still developing and alcohol can impact on those connections in your brain that are not quite finalized.”	“Marijuana can impact your learning, memory and reaction time.”
Social Norms	“Among HS students in MA, about 65% of HS students don’t currently drink.”	“Among HS students in MA, about 75% of HS students don’t currently use marijuana.”
Risks/ Consequences of Use	“Alcohol use can increase your risk of getting injured.”	“Marijuana is 10 times stronger than it was in the 1990s, and that may increase your risk of long term effects including addiction potential.”

- **Negative Screens: REACT Feedback**

- **Reinforce**
 - *“It’s a great decision to avoid alcohol and other drugs- it’s one of the best ways to protect your health and safety.”*
- **Educate**
 - Elicit *“What do you know about the risks of substance use?”*
 - Provide
 - Ask permission: *“Would it be okay if I share some information with you?”*
 - Share information/recommendation/feedback
 - Elicit *“What do you think about this?”*
- **Anticipate Challenges of Tomorrow**
 - *“What situations might challenge maintaining your healthy decision to avoid alcohol and other drug use? How might you handle that?”*

- **Positive Screens: Brief Negotiated Interview**

See Brief Negotiated Interview Algorithm Handout

References:

1. Youth Online, High School YRBS, Massachusetts 2013 Results.
<https://nccd.cdc.gov/youthonline/App/Results.aspx?LID=MA>
2. Research Report Series-Marijuana. US Department of Health & Human Services, National Institute of Health.
https://www.drugabuse.gov/sites/default/files/mjrrs_4_15.pdf