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## NEW PSYCHOACTIVE SUBSTANCES (NPS): EDUCATION AND RISK PREVENTION THROUGH INNOVATIVE PEDAGOGICAL MODELS FOR STUDENTS

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[Ines.unibo.it](http://Ines.unibo.it)

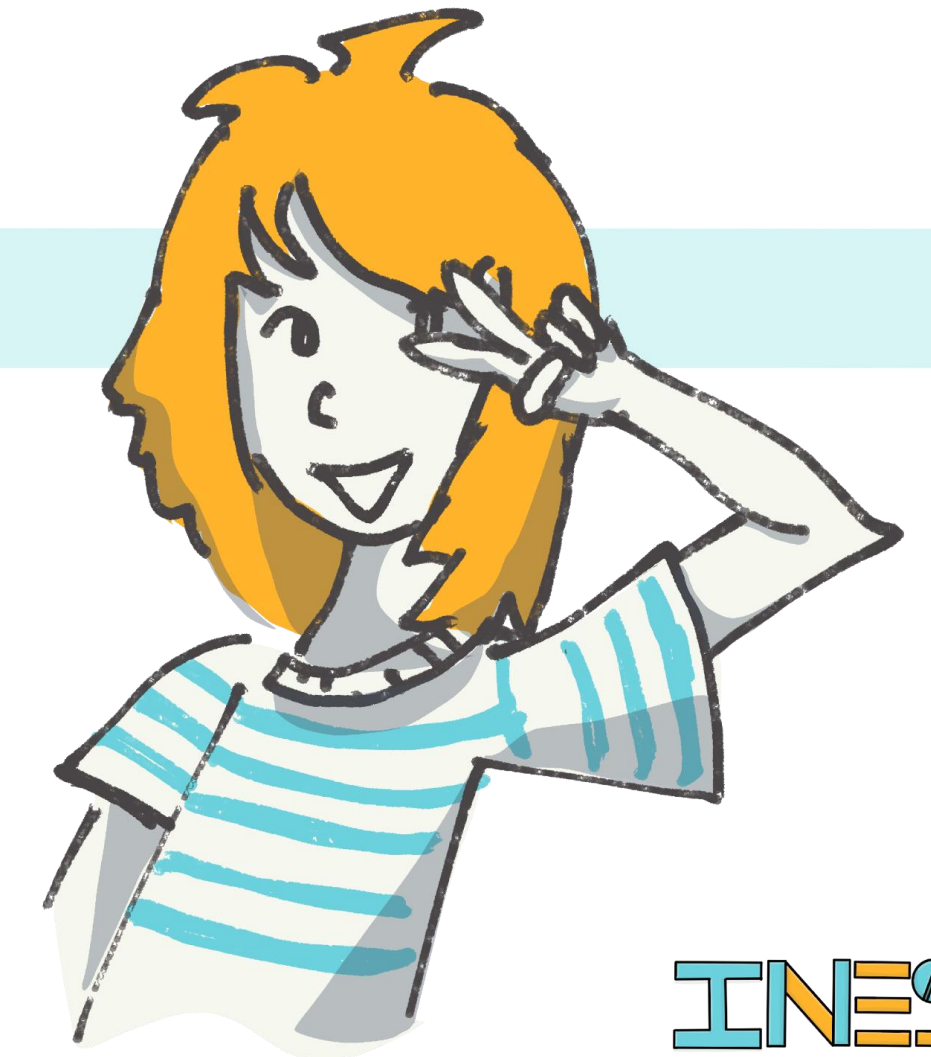
2021-1-IT02-KA220-SCH-000032570 - Cooperation Partnership in School Education  
[project duration: 2021-2024]

## Cooperation Partnership in School Education

Start: 01/12/202

End: 30/11/2024

1. University of Bologna (Italy) – coordinator (Edu) + FaBiT, QuVi
2. ITCS Gaetano Salvemini (Italy)
3. SwingTree (Productions Associées) (Belgium)
4. Universitatea Transilvania din Braşov (Romania)
5. Colegiul Tehnic Mircea Cristea (Romania)
6. Universidade do Porto (Portugal)
7. Escola Secundária João Gonçalves Zarco (Portugal)



## Interdisciplinary UNIBO Team

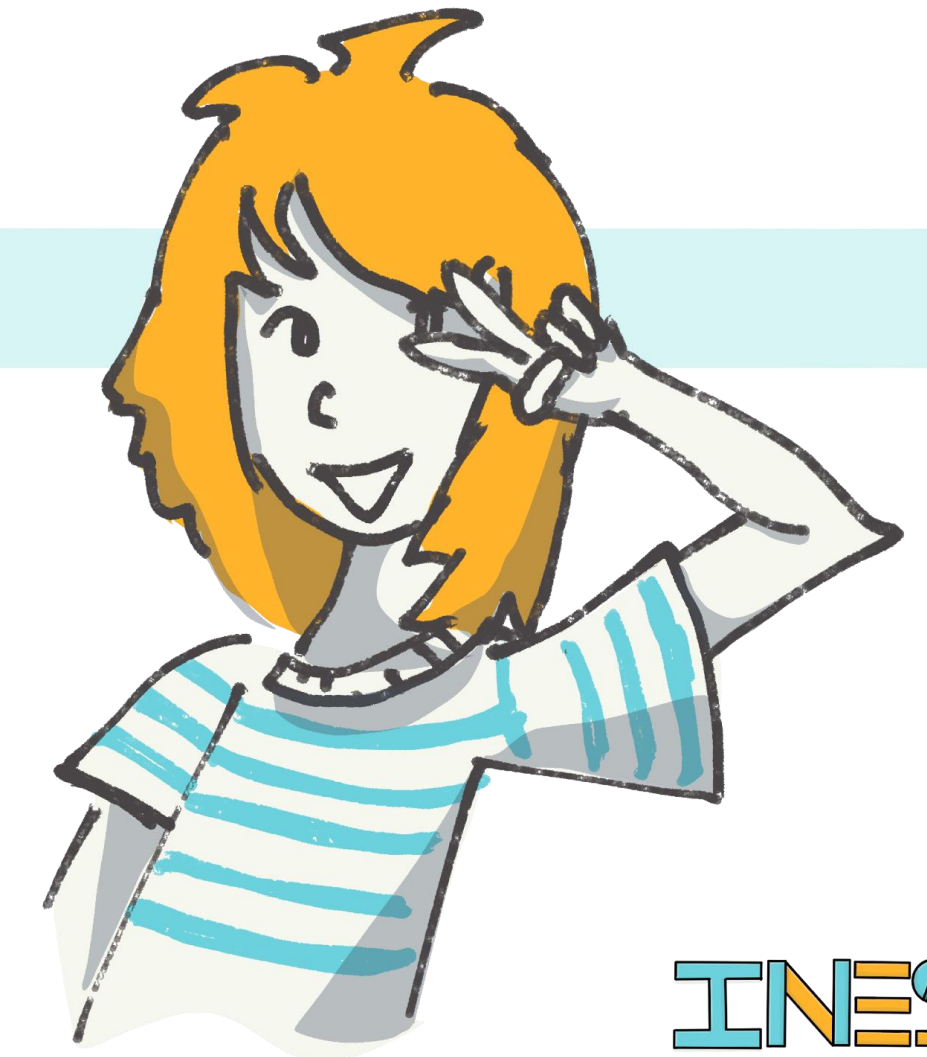
Start: 01/12/202

End: 30/11/2024

Department of Education Studies (Edu),  
Lead Prof. Luca Ferrari

Department of Pharmacy and Biotechnology (FaBiT),  
Lead Prof. Laura Mercolini

Department of Quality Life (Quvi),  
Lead Prof. Roberto Mandrioli



INES is an imaginary name we have given to our project.

INES represents any student who enters into the «tunnel» but who, thanks to the contribution of an authentic and inclusive education program promoted by his/her school context (together with other important actors), succeeds in getting out of it, by changing the course of his/her life...



#ERASMUS+

Jujutsu Kaisen  
ending inspired

# Survey results

## student's perception... before our project

- Both students and teachers have information about NPS, their use and associated effects. The teachers assessed their own knowledge with a high degree of caution, and they declared (directly or via indirect answers) the need for more information on the subject.
- The topic of NPS is approached in the schools mainly in episodic dedicated activities, or in regular curriculum activities.
- The didactic approach is more passive (presentations, or video presentation), but respondents (both students and teachers) declared the need of more interactive methods, mainly based on testimonies, case studies, by using video presentations, or video games, debates, etc.

## Specific objectives of INES:

- **avoid training interventions in schools represented by episodic one-off events**, resorting instead to teaching activities and experiments based on collaborative co-design processes involving academic partners, game design experts (an instructional strategy that will be used and managed by experts in the field within the project), teachers, and students in developing effective "learning pathways" on the topic of NPS, across all school disciplines.

## Specific objectives of INES:

- **promote the action and empowerment of teachers and students** and support innovation at the school system level (and not only at the classroom level);
- **involve teachers, students, and academic partners** in defining and implementing didactic resources (and ideas) and instructional strategies to address NPS;
- **integrate in the school curriculum** the NPS teaching-learning paths created and tested during the INES project

# RESULTS...in progress!

1. Creation of an **European syllabus on the NPS topic addressed to school education**. The expected result will be to incorporate - during the last year of the project – the above-mentioned topic into the curriculum of each partner school. The curriculum should be designed around students to motivate them and recognize their prior knowledge, skills, attitudes, and values.
2. Publication of a **short-blended learning course on NPS** - addressed to teachers, students and educators, available within the open-source INES online platform (based on Moodle).



## European Syllabus



Link: [http://ines.unibo.it/pluginfile.php/1913/mod\\_resource/content/4/Syllabus\\_final%20version\\_April%202023.pptx.pdf](http://ines.unibo.it/pluginfile.php/1913/mod_resource/content/4/Syllabus_final%20version_April%202023.pptx.pdf)

## Blended learning course on NPS

INES Ines Le mie unità Italiano (it)

### Module 1 - Classification and categorization

**Authors**

Laura Mercolini  
University of Bologna

Roberto Mandriol  
University of Bologna

Module 1. Classification and categorization

This module introduces the classification and the categorization of the following topics: the phenomenon of substance abuse, synthetic cannabinoids, analogs of cathinones, and phenethylamines.

Structures (Didactic Units - DU)

- DU 1. Synthetic cannabinoids
- DU 2. Analogs of cathinones
- DU 3. Phenethylamines

M1 - Formative assessment

- Video (stimulus to reflect about the topic)
- Thematic forum - Are NPS more or less dangerous than "classical" substances of abuse? Why?
- Module overview: Classification and categorization Pt.1
- Module overview: Classification and categorization Pt.2
- Module 1 keynote
- Additional learning resources
- Scientific papers
- Other publications

Activity (Schools/in the classroom)

Link: <http://ines.unibo.it/course/view.php?id=10> (registration required)

3. Design and publication into the INES platform of **Open Educational Resources (OERs) co-produced** by teachers and academic partners, and published with open licenses; creation of the **INES Pedagogical Planner** (INES toolkit) and **INES Digital Storytelling GAME**
4. Publication (online/paper) of the **INES Collaborative Handbook** containing all the learning contents, the teaching strategies, and game structures developed during the project lifecycle.
5. An **open-access publication (Book)** with the presentation of the project, the results of didactic experimentations, and the main organizational, technical and didactic recommendations useful to transfer the results to other educational experiences.

# INES Pedagogical Planner



Link: <http://ines.unibo.it/toolkit/#/>

INES toolkit is an online pedagogical planner for secondary school teachers who intend to design and implement interdisciplinary teaching-learning experiences on New Psychoactive Substances (NPS). The toolkit, in particular, aims to support teachers in the ideation phase by providing a clear and feasible design framework and presenting examples and teaching resources that start from the hands-on teaching experience of teachers involved in the INES project.

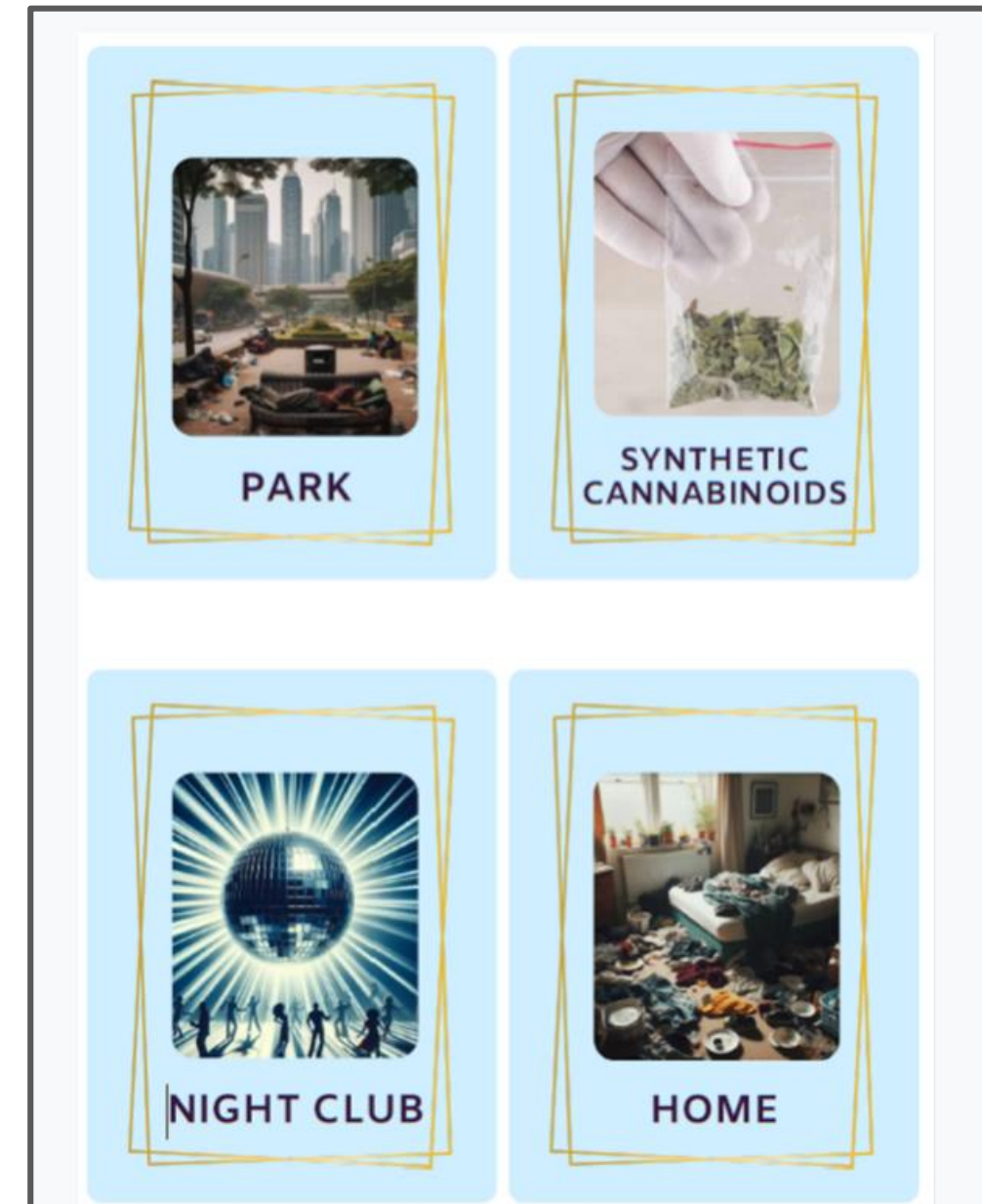
## INES Game ideas

# PARADISE ON EARTH

- an interactive story -

This section contains the storyboard of the game being produced and published (online). The game is the result of a competition of ideas involving students from the three project partner schools.

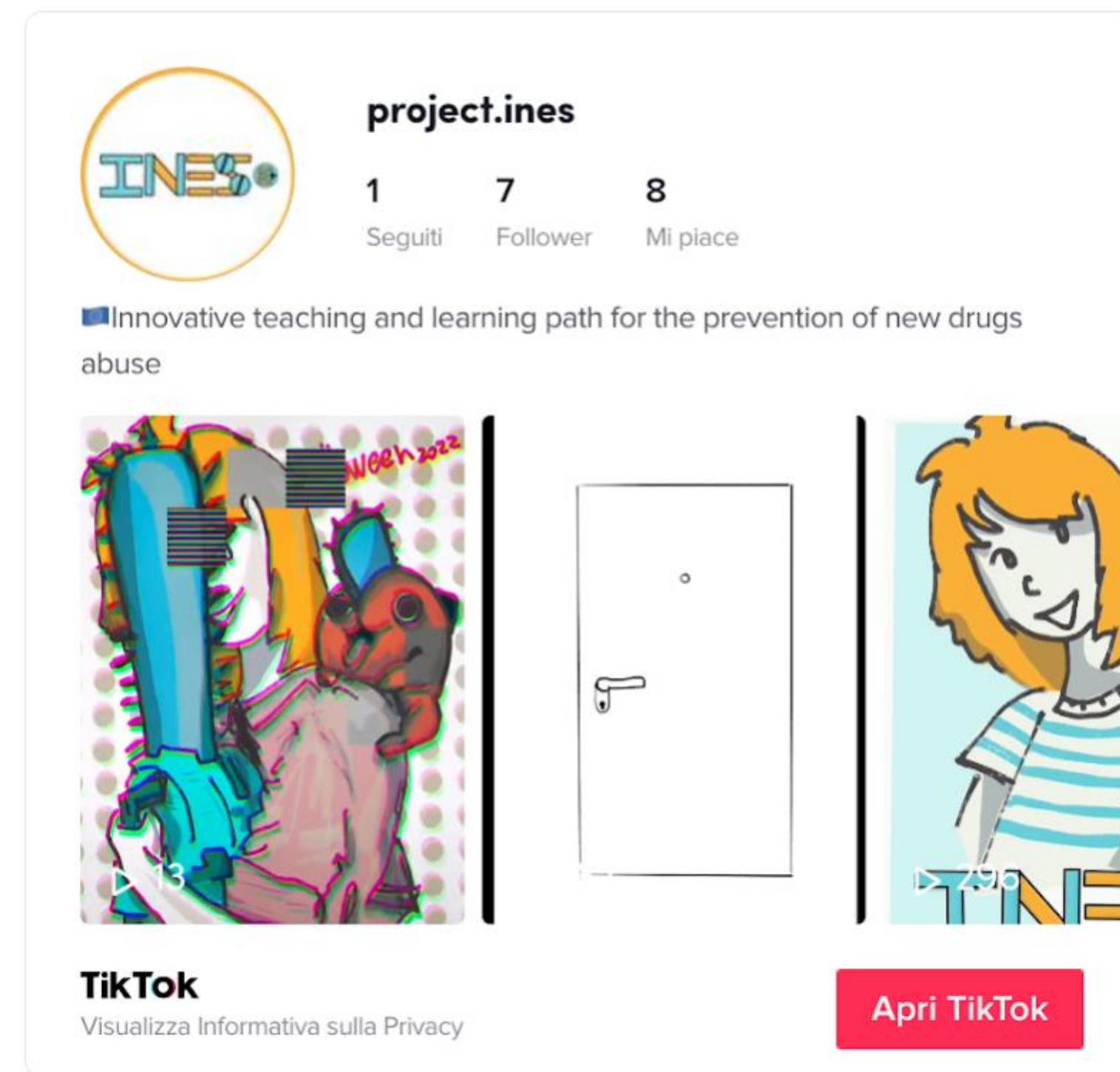
Link: <http://ines.unibo.it/mod/url/view.php?id=237>



The Salvemini School (IT) proposed an adaptation of the INES game through card production. The idea is to have students create storytelling to begin addressing the topic of drugs in the classroom.

Link: [http://ines.unibo.it/pluginfile.php/55485/mod\\_label/intro/Salvemini%20CARD.pdf](http://ines.unibo.it/pluginfile.php/55485/mod_label/intro/Salvemini%20CARD.pdf)

**INES represents a positive and powerful image of possibility, an example of success that can really change something for the better in the contrast to, and against, the spread of new drugs of abuse at school.**



official communication and dissemination channels:

[tiktok](#) - [instagram](#) - [twitter](#) - [telegram](#)



**PANOU I**  
Alex: protagonistul și personajul principal de poveste, este un băiețel obișnuit.  
Jake: prietenul lui Alex și cel care îl ajută să devină un personaj înalt și puternic.

**PANOU II**  
În fața clubului pentru un club de noapte cunoscut pentru folosirea de NPS și alte substanțe sedative, se întrevăde un pariu cel și misterios asupra câștigului de noapte.

**PANOU III**  
\* Jake și Alex se întâlnesc în fața clubului de noapte, Jake scoate și îl prezintă lui Alex pe prietenul său NPS, un băiețel în deșert (sunt în deșert).

**PANOU IV**  
Intâlnirea în fața clubului de noapte la intrare.

**DESEN**

Jake: Be bun, nu ai nici o idee ce pierzi.  
Alex: Nu știu omule porci com vascant.

INES is at school and is influenced by friends to do drugs. Pure peer pressure!

A hand-drawn sketch of three people. On the left is a boy with spiky hair, in the middle is a girl with long hair and a headband, and on the right is a girl with short hair. They are standing in front of a window.

***Thank you!***

<http://ines.unibo.it/>

