Unpacking the Prevention Toybox: Activities for Engaging Community Partners

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Cierra uses “she/hers/her” pronouns
ICADV Prevention Toybox

The Prevention Toybox games employ multiple learning methods (including discussion, visual and kinesthetic activities) to engage audiences in exploring and practicing key prevention concepts.
What do we mean by prevention?
Medical/ healthcare prevention model

**Primary Strategies**
- **Goal:** Reduce risk factors, or alter the nature of stressors, before workers experience psychological injury.
- **Target:** Stressors at their source (organisation of work, working conditions).
- **Examples:** Change, role clarity, relationships, support, fairness, recognition and reward, demands, control.

**Secondary Strategies**
- **Goal:** Help equip people with knowledge, skills, and resources to cope with stressful conditions.
- **Target:** Employee responses to stressors (perceived stress or strain).
- **Examples:** Cognitive behavioural therapy, coping classes, anger management.

**Tertiary Strategies**
- **Goal:** Treat, compensate, & rehabilitate employees with psychological injury.
- **Target:** Enduring adverse health effects of psychological injury.
- **Examples:** Workers compensation system, RTW programs, medical & occupational therapy.
Primary Prevention is not responsive
Primary Prevention

Prevention is a systematic process that promotes safe and healthy environments and behaviors, reducing the likelihood or frequency of an incident, injury or condition occurring (Prevention Institute, 2007).
Primary Prevention is PROACTIVE
Spectrum of prevention strategies

Awareness
- Tells us about the problem

Risk Reduction
- Protects us should we encounter the problem

Primary Prevention
- Changes conditions to eliminate the problem
Does this strategy center the voices, needs, interests and strengths of traditionally marginalized populations?

What evidence makes us believe that this strategy will work?

Does this strategy place the burden of responsibility on the shoulders of those with the power/responsibility to create change?

Does this strategy have the potential to impact broad populations and/or multiple social problems?
ICADV
Prevention
Toybox
Speedy Town

Illustrates the limitation in awareness and risk reduction strategies for eliminating social problems.
Let’s Go to the Beach

Provides an interactive introduction to outcomes-focused prevention planning.
Netty Spaghetti

Creates a human network map to show the connections between multiple social problems through shared risk and protective factors.
Human network map

- We are more connected than we think across social problems.
- We work in siloes!
Fun for All!

Engages players as community planners to design safe and inclusive community spaces.
Plans for an inclusive park!
What Surrounds Us, Shapes Us

Invites participants to explore the constructs of safety, stability and nurturance and to begin to identify opportunities to increase those protections across their communities.
What does **Nurturing** mean to you?

**In the context of:**
- Relationships
- Organizations
- Neighborhoods/community

**SAFE**
- Not
- Honest
- Equal
- Safe from violence
- Safe for us all
- Safe environment

**STABLE**
- Food
- Shelter
- Relationships
- Support
- Others
- Protect

Family
-
- Love
- Acceptance
- Safe in the environment
- Love
- Food
- Shelter
- Relationships

Minority
-
- Safe
- Acceptance
- Diversity
- Understanding
- Respect
- Community

**Heart**
- Love
- Support
- Acceptance
- Diversity
- Understanding
- Respect
Uses everyday scenarios to help players to distinguish between key evaluation concepts—the outcome, activities and indicators.
Contact us to order yours:

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Toybox Contents

Speedy Town....................clear tab
Illustrates the limitation in awareness and risk reduction strategies for eliminating social problems.

Let's Go to the Beach................blue tab
Provides an interactive introduction to outcomes-focused prevention planning.

Nasty Spaghetti....................yellow tab
Creates a human network map to show the connections between multiple social problems through shared risk and protective factors.

Fun for All..............................green tab
Engages players as community planners to design safe and inclusive community spaces.

What Surround Us, Shape Us........orange tab
Invites participants to explore the constructs of safety, stability, and nurture and to begin to identify opportunities to increase those protections across their communities.

Thriving Tomatoes....................red tab
Uses everyday scenarios to help players to distinguish between key evaluation concepts—the outcome, activities and indicators.