

OPERATION TRUTH

TEACHER FACILITATOR GUIDE

Not An Experiment Operation Truth is an interactive, spy-themed activity designed to engage students in learning about the truth and risks of vaping cannabis. The activity was developed for students in Grades 7 and 8.

The activity itself takes about 60 minutes. Following the completion of the game, additional discussion can be facilitated with students using the accompanying Discussion Guide.

Educators are also encouraged to use the additional resources available on the [Not An Experiment](#) website to provide students with as many learning opportunities as possible.

KEY MESSAGES:

The Operation Truth activity moves players through six missions designed to teach:

1. Vaping cannabis can negatively affect health.
2. High levels of THC in cannabis e-liquid can increase the risk of addiction.
3. Vaping cannabis can negatively affect mental health.
4. There are many strategies to stand up to the pressure to vape.
5. It is against the law to have, share, buy, or use cannabis under the age of 19.
6. Vapes create toxic waste that can harm the environment.

FACILITATOR ROLE:

As the facilitator of Operation Truth, your role is to prepare and organize the activity in advance. You will support participating students (Future Knowledge Defenders) to learn about vaping cannabis and the industry that makes and markets these products, using an interactive and engaging approach.

As the facilitator you will:

- Provide a brief introduction to start the activity.
- Keep the activity running smoothly by monitoring progress and verifying answers for each team as they move through Mission 01 to 06. Note that the time it takes for teams to complete the missions will vary.
- Wrap up the activity with class discussion using the provided Discussion Guide.
- Distribute prizes to the winning team/each student (optional).

FACILITATOR PREPARATION:

- Review NotAnExperiment.ca to learn important background information about vaping cannabis.
 - Get familiar with Operation Truth including each Mission and the Discussion Guide. Note the Answer Key provided.
 - Print one copy of the activity for each team of 3-4 players. The PDF file of the game can be printed in black and white or colour on standard single sided paper. Separate the activity into Introduction, Missions 01 to 06 and Conclusion.
 - Arrange a simple prize for the winning team and/or for each student upon completion of the game (optional).
 - You may wish to contact your local public health unit to inquire if resources are available to support the activity.
 - Recommend creating teams ahead of time, grouping students with mixed abilities.
 - Costumes and props such as fedoras, magnifying glass, trench coat, lab coats, safety glasses etc can be used. For added effect you can have detective music playing in the background.
 - Plan to have an extension activity at the end for teams that may finish early.
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SET UP INSTRUCTIONS:

The activity can be played in the classroom or in a larger area (e.g., gym or library). A well-organized gym setup makes it easy to run multiple classes throughout the day. In the larger setting, you may wish to plan for an additional facilitator/helper.

Set up Headquarters (HQ). This will be the facilitator's station to provide introductory pages, mission files, the conclusion and to review the completed activities of the teams.

Before starting each team will require:

- Pencils (3-4 per team)
 - Scissors (1 per team)
 - Scotch tape or glue stick (1 per team)
 - Coloured pencils/markers (recommended one set of colours: red, orange, yellow, green, blue, purple per team)
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STEPS TO MOVE THROUGH MISSION FILES:

1. Divide students into teams of 3-4 players. Each team chooses a team name and appoints a team leader. If preferred, or if time is limited this can be done prior to the block set aside for the activity.
2. Explain to players that they will be participating in an interactive, spy-themed activity called Operation Truth. They will complete six missions to uncover the truth about vaping cannabis and the risks that go with it.
3. After the facilitator introduces Operation Truth, they will invite team leaders to collect the Introduction (pages 1-3) at HQ. Each team must carefully read these pages to effectively start the Operation Truth activity.
4. After reading the introductory pages, team leaders return to HQ to receive Mission File 01 and bring it back to where their team is working.
5. Each team works together to read and solve Mission File 01.
6. Once finished, the team leader brings Mission File 01 back to HQ for review. Upon correct completion, the facilitator retains the completed mission and provides Mission File 02.
7. Teams will continue similarly with each mission until they complete all six missions and the conclusion.

8. Teams may enjoy some competition and race to finish first. However, it is important teams read pages carefully, or they will miss important information to help solve the missions.
9. If a team becomes stuck, remind the players to reread clues carefully and check correct use of the Truthkey Decoder. Provide hints if needed.
10. As students progress through the missions, facilitators will find the included Operation Truth **Answer Key** helpful.

Mission File 01: System Scan (Pages 4-5)

- System Scan activity page 4
 - Students will use the Truthkey Decoder to crack the code in the System Scan puzzle to uncover the missing letters. The numbers underneath the blanks can be converted into letters using the Truthkey Decoder.
 - KEY TRUTH Activity page 5
 - Students will use and unscramble the decoded letters from page 4 to find the KEY TRUTH.
 - Pay close attention to the messages of Director Cipher and Agent Axis.
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Mission File 02: Compound Code (Pages 6-7)

- Compound Code activity page 6
 - Students will solve the math equations and then use the Truthkey Decoder to solve Agent Moth's message.
 - KEY TRUTH page 7
 - Students will use detective skills to unscramble the decoded letters from page 6 (I, T, C, A, D, D, N, O, I) to solve the KEY TRUTH.
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Mission File 03: Seek and Discover (Pages 8-13)

- Seek and Discover activity, page 8
 - Students will read the introduction to Doctor Mindwell.
 - Word Search activity page 9
 - Students will complete the word search finding the words provided in the word bank related to vaping cannabis.
 - KEY TRUTH page 10
 - One of the words uncovered in the word search is the word that is needed to complete the Key Truth. Students will solve the KEY TRUTH by identifying the correct word.
 - Strategies for Stress activity pages 11 and 12
 - Students will prepare to identify several of Dr. Mindwell's stress management techniques by cutting out the icons on page 11. They will then pair the icons with the appropriate strategy on page 12 and affix them with tape or glue.
 - Students will pay close attention to what Dr. Mindwell, Director Cipher and Agent Axis say on page 13 in preparation for Mission 04.
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Mission File 04: False Friend (Pages 14-15)

- False Friend activity page 14
 - Students will read carefully to discover what is happening in their lunchroom.
- Ways to stand up to the pressure to vape puzzle page 15
 - Using the Clarity Matrix, students will uncover several ways to resist the pressure to vape.

Mission File 05: Hidden Age (Pages 16-17)

- Hidden Age activity page 16
 - Students will use the legend to colour the icons and discover the hidden number.
 - KEY TRUTH page 17
 - Students expose the law about cannabis.
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Mission File 06: The Dirty Truth (Pages 18-19)

- The Dirty Truth page 18
 - Students will pay close attention to what Director Cipher, the presenter and Agent Moth, have to say.
 - Environmental Science Presentation page 19
 - Students will unscramble the words associated with the four icons and proceed to use those clues to complete the hidden messages and uncover the KEY TRUTH.
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Conclusion: (Page 20)

- Students will complete the six key messages of Not An Experiment Operation Truth using the Clarity Matrix.
- Students will then answer the questions on the page in preparation for further discussion following the activity.
- Once all teams have completed Operation Truth and discussion has taken place, any optional prizes can be distributed.
- Congratulate the participants!