



## OPIOID SERIES

# EVALUATION QUESTIONS FOR OPIOIDS

The Cal Ripken, Sr. Foundation created a series of resources on opioids to help facilitate healthy, productive conversations between law enforcement mentors and at-risk youth in the *Badges for Baseball* program about dealing with the issues surrounding drug use. The “Evaluation Questions for Opioids” resource helps mentors to evaluate their mentees’ knowledge on this difficult subject matter. This resource will also help law enforcement mentors to build rapport with mentees while developing trusted relational connections.

1. Tell me what opioids are.
  - a. Opioids are drugs that may be used as prescription medicine for severe pain.
2. What happens when you use opioids?
  - a. They can make people feel very relaxed, sleepy, confused, slow their breathing, or make them feel “high”. This can lead to addiction and death.
3. Describe some reasons why people might use opioids.
  - a. People may use opioids to feel like they ‘fit in’ with their peers or because they feel sad, anxious, or stressed .
4. What is dopamine? What role does it play in the brain?
  - a. Dopamine is a chemical in the brain that increases when you do something that makes you feel good. It helps your brain remember that activity so you do it again.
5. Explain why a person who is addicted to a drug might continue to use it even if they experience negative consequences, such as losing friends or a job?
  - a. A person who is addicted to drugs has experienced changes in the way their brain works and they crave drugs so that they continue to use them.

These conversations should take place between a mentee and mentor. Focus on building trust so you can have an open and honest conversation. Be patient as it may take a couple of weeks to build that trust, especially if you only get to see them during program hours.

**Note:** All data in this Opioid Fact sheet was compiled with guidance and assistance from the High Intensity Drug Trafficking Area (HIDTA ) and A Division for Advancing Prevention & Treatment (ADAPT).