As you complete the simulation, answer the following questions.

1. How many people were in your group? ________________

2. How many choice cards did you pick? ________________

3. Is everyone’s switch level the same? ________________

4. What does the switch card mean in regard to addiction?

5. Is everyone’s risk card the same? ________________

6. What do you think the risk card indicates?

7. Why is the risk card face down?
8. What factors influence a person’s risk of becoming addicted? Did you let other people influence how many choice cards you picked?

9. What do you think the choice cards represent?

10. If a total score that equals or goes over the switch value indicates addiction, did anyone become addicted to drugs with the first drug use?

11. What do the jokers mean in the second game you played?

12. Did anyone in your group alter their play when the jokers were added? If so, how did they alter their game?

13. Read the article “Graphic Evidence: Should I or Shouldn’t I”. Identify the two “contending parties” in the debate between temptation and willpower as defined by the article.
14. Make a sketch of these two “pathways” in the brain below. Be sure to distinguish between the two pathways.

15. Identify and label the pivotal structure in “pleasure pathway” in your above model.

16. Identify and label the key structure in the “reasoning pathway” in your above model.

17. Indicate and label the structure where these two pathways converge.

18. What do you think the line is between abuse and addiction?