



Drug and Alcohol Information
Get informed, stay smart, stay safe

Game 

The Reconstructors: Nothing to Rave About



Evidence ratings:



This resource is supported by one published study. See our Help/Q&A section for more details.

Year: Year 7–8, Year 9–10, Year 11–12

Targeted Drugs: Cocaine, Hallucinogens, "Ice" (Methamphetamine)

Tags: Spanish language version, Club drugs

Time Allocated: 1-6 lessons

Links to National Curriculum:

ACPPS072 (Yr 7–8), ACPPS076 (Yr 7–8), ACPPS077 (Yr 7–8), ACPPS092 (Yr 9–10), ACPPS095 (Yr 9–10), ACPPS096 (Yr 9–10), ACPPS098 (Yr 9–10)

Origin: International

Cost:

Free

Available

NOTE: This game requires Flash. If you are using an iOS device, please note these devices do not support Flash. We recommend playing this game on Internet Explorer.

[Access The Reconstructors: Nothing to Rave About](#)

Developers

Rice University Center for Technology in Teaching and Learning, USA.

Summary

Players help solve drug-related cases by gathering evidence, interpreting data, conducting experiments and consulting with experts. Players learn about how MDMA/ecstasy and other party drugs affect the body so that they can make informed choices when encountering MDMA/ecstasy and other party drugs. Players also learn to identify which parts and functions of the brain are affected by stimulants, distinguish between the physiological effects of stimulants and hallucinogens and interpret experimental data and draw conclusions from virtual experiments on the effects of certain drugs.

Format

3 × 30–45 minute episodes

Extensive supplementary classroom activities available [here](#).

Expected Benefits

- Increased general knowledge of drug(s)
- Increased knowledge of drug-related effects and harms.

Evidence Base

Benefits associated with playing The Reconstructors have been evaluated in one published study (see below). The benefits have not yet been evaluated in an Australian sample. Miller, L., Moreno, J., Willcockson, I., Smith, D., & Mayes, J. (2006). An Online, Interactive Approach to Teaching Neuroscience to Adolescents. *CBE-Life Sciences Education*, 5, 137-143.