

THE CHAPTER ADVISOR

Advisor should:

- Actively engage youth in problem solving, decision making, and program leadership
- Provide youth with opportunities for active participation and contribution
- Establish a positive, meaningful, and caring relationship with youth
- Provide opportunities and structure for youth to succeed
- Build on what young people already value
- Have clearly defined goals and high expectations
- Provide a fun and safe environment for youth
- Serve as a gateway to other services and opportunities for young people
- Display a genuine interest
- Provide opportunities for youth to share their voices

Advisor responsibilities include:

- Provide a consistent time and location for youth to meet
- Participate in advisor and youth leadership trainings
- Assist in planning and implementation of substance use prevention activities
- Chaperone and/or recruit chaperones for events and activities
- Review and strive to achieve the FNL Implementation Guidelines

Some “program myths/facts” for the advisor to know:

MYTH: Meetings and events must be held on Friday nights.

FACT: The name Friday Night Live reflects the program’s origin, which focused on providing safe and alternative activities on Friday nights to reduce drinking and driving. Today, the program engages youth in meaningful activities and opportunities to develop competencies and skills that prepare them for work and adult life. Chapter members, along with the advisor, plan and hold meetings and activities when and where they choose.

MYTH: OCFNLP is just an alcohol and drug prevention club.

FACT: While chapter members do conduct projects and activities to support substance use prevention and healthy lifestyles, the chapter is a youth development program where chapter members focus on building positive relationships with their peers and being active leaders and resources in their schools and communities. This is accomplished through leadership training, team building activities, and prevention or community engagement projects.

