

Behavioral Health Barometer Wood County Youth

2022

Indicators as measured through the ADAMHS
Youth Survey on Addiction and Mental Health



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WOOD COUNTY
EDUCATIONAL
SERVICE CENTER



Wood County
ADAMHS
Promoting Community Wellbeing

Alcohol, Drug Addiction and Mental Health Services Board



WOOD COUNTY
PREVENTION COALITION
Uniting for a drug free community since 2004

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INTRODUCTION



In 2004, with funding from the Ohio Department of Alcohol and Drug Addiction Services (ODADAS), the Wood County Educational Service Center and the Wood County Alcohol, Drug Addiction and Mental Health Services Board invited survey researchers the opportunity to gather data on alcohol, tobacco, and other drug use from Wood County adolescents. In 2008, the Ohio Scales were added to assess the mental health of Wood County youth and to demonstrate the relationship between mental health and underage substance use. In 2016 questions were added to assess the type and frequency of adolescent gambling activities, including a measure of disordered gambling. In 2018 ten questions from the Adverse Childhood Experience (ACEs) study were added. In 2022, we added the 4 item Gaming Disorder Test (Pontes, et al., 2019), the 3 item Preference for a Virtual Life Index (Peng & Liu, 2010), and a 3 item Risky Loot Box Index (Brooks and Clark, 2019).

Survey results have been utilized for several purposes. First, the survey provides a consistent method to follow the trends in adolescent alcohol, tobacco and other drug use in Wood County. Second, Wood County school officials have integrated results into the drug use prevention components of school curriculum. As such, the results serve as a summative measure of the effectiveness of current prevention and intervention efforts in the county. Third, Wood County officials have used this data for program planning and other collaborative community ventures designed to decrease drug and alcohol use and improve adolescent mental health and childhood experiences. Finally, the results have been used in requesting federal and state grant money where demonstration of need is part of the requirements.

In October and November, 2021, data was gathered on adolescents in all public-school districts in Wood County including: Bowling Green, Eastwood, Elmwood, Lake, North Baltimore, Northwood, Otsego, Penta Career Center, Perrysburg, and Rossford. The Wood County public schools are the only schools included in this report as they represent the original 2004 cohort group of schools. All school districts will receive individual reports of the substance use trends reported by the youth in their school districts.

METHODOLOGY



This is a report on the 2022 ADAMHS Board/Wood County Educational Service Center Survey on Alcohol and Other Drug Use among elementary, junior high, and high school adolescents in Wood County, Ohio. It is the tenth biennial report of a series that began in 2004.

The 2022 survey was collected from a total of 9,359 students (7050 among 7 through 12 graders: 2309 among 5th and 6th graders) in grades five through twelve in Wood County in October and November, 2021. The total N is 8.2% smaller than the 2020 population as COVID protocols and post-secondary enrollment options reduced the student population. Males comprised 49.8 percent (N=4429) of the population; females comprised 46.4 percent (N=4137); and, other comprised 3.8 percent (N=334). An additional 327 students either did not answer or the scanner did not read the answer. Grade differences were as follows:

Grade	5	6	7	8	9	10	11	12
Total	1098	1187	1138	1065	1110	1120	1243	918

Students were asked to assign themselves to one of eight racial/ethnic groups. Students described themselves as White (81%), Black or African American (3.7%), Latino (4.9%), Multicultural (3.6%), Asian (2.2%) or other (4.6% - combines choice of Pacific Islander, Middle Eastern, Native American, and Other).

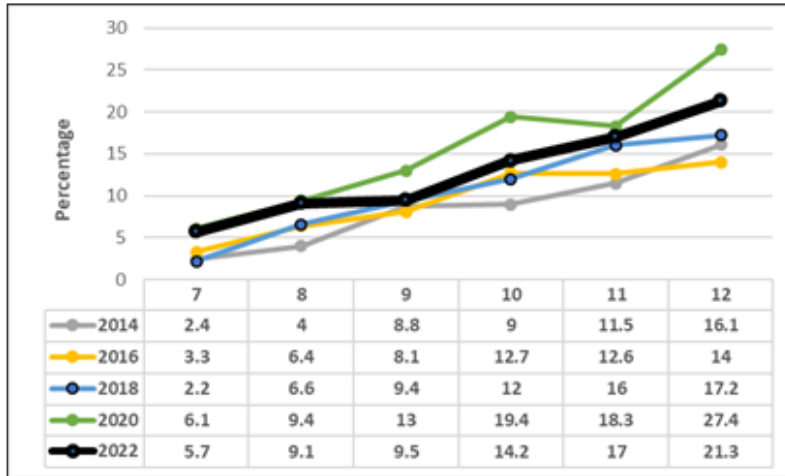
Students who reported using a fake drug were excluded from the analysis (n=70). Students who reported using all drugs at all times in the maximum amounts were excluded from the survey (n=70). Those students who provided responses to items that were inconsistent (for example, a student may have reported to have used a substance during the past month, but not during the past year) were also excluded from the analysis (n=24). Students who reported participating in all gambling activities on a daily basis were excluded (n=59). Students who did not complete at least 70 percent of the survey were excluded (n=143). An additional 136 surveys were not scanned as students misused the scan (drew pictures on scan, made designs, wrote essays, created new categories, etc.). Finally, an additional 24 surveys were removed due to inconsistencies in reported vaping (on question 2 these students reported they'd never vaped, yet on question 29 they reported they did vape). A total of 9,359 surveys were collected and 425 surveys (4.5%) were excluded, leaving 9,342 surveys for analysis. It should be noted that duplication of exclusion factors oftentimes exists on the same survey (i.e. respondent will report use of the fake drug, report using all substances in excess, and be inconsistent in their reporting). Finally, Penta Career Center (1056) data is not included in the overall analysis, reducing the number of surveys in this report to 7,861. Penta is excluded so that survey results will more closely compare to the Monitoring the Future results, where career centers are not included in the analysis.

Substance use indicators were taken from the "Monitoring the Future" study by Johnston, O'Malley and Bachman (The University of Michigan's Institute for Social Research).

VAPING



VAPING IN PAST 30 DAYS



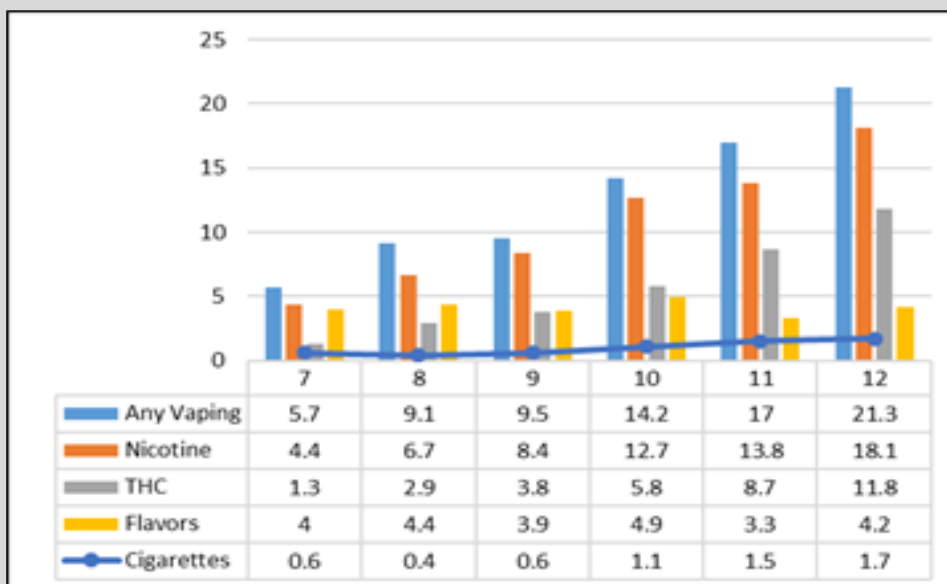
21%

One in five 12th Graders Vape in Wood County (declined over 2020, but still higher than previous years)

Vaping nicotine has replaced and/or supplemented the use of cigarettes.

18.1% of 12th graders vape nicotine

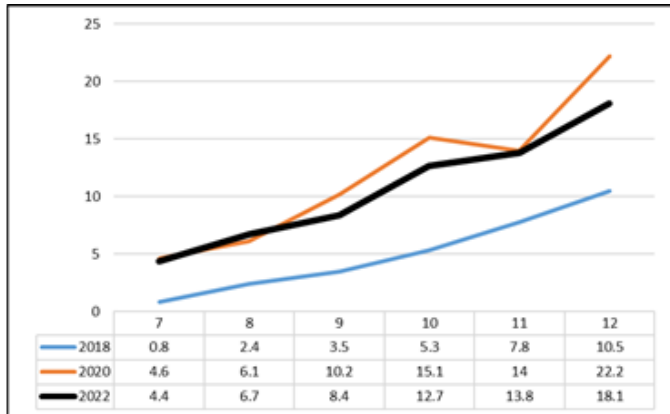
WHAT'S IN THE VAPING DEVICE?



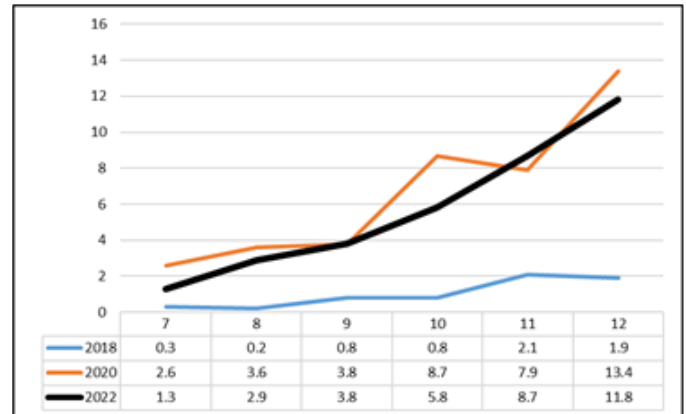
VAPING



NICOTINE VAPING



MARIJUANA VAPING



11.8% OF 12th GRADERS VAPED MARIJUANA WITHIN THE PAST 30 DAYS

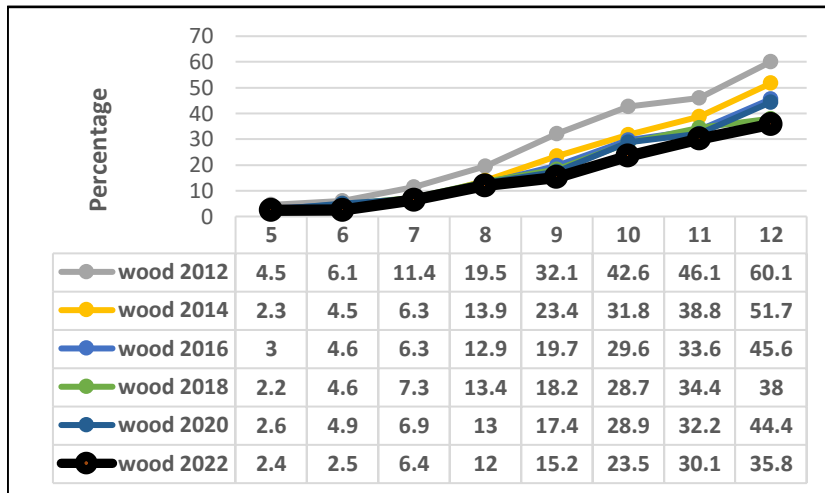
521% 4-year INCREASE IN VAPING MARIJUANA (12th GRADE)

VAPING HARMS THE DEVELOPING BRAIN. Vaping typically delivers nicotine, a harmful drug to the youth brain and body. Teens are particularly vulnerable to the effects of nicotine since the brain is still developing during these years and through young adulthood. Teens who vape marijuana experience the same side effects as they would if they smoked marijuana—all of which can be heightened if the person uses marijuana with another substance, such as alcohol.

ALCOHOL



ALCOHOL USE LAST YEAR



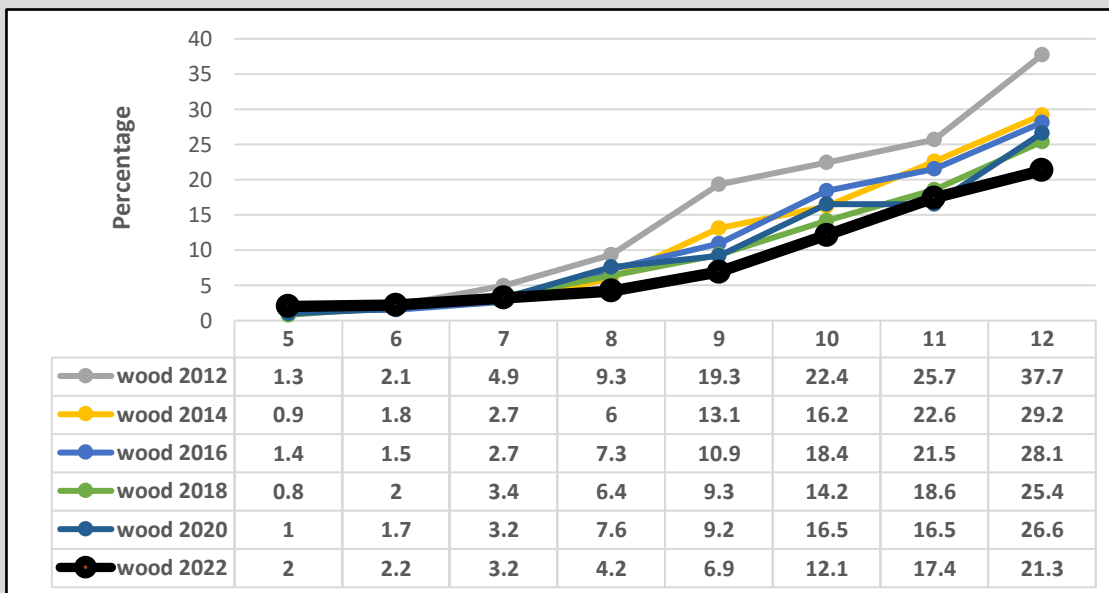
-8.6%

Decreased annual alcohol use among 12th graders. Lowest level in history of survey

The decades old decline in alcohol use among school aged youth continued during the pandemic

Monthly drinking lowest levels recorded

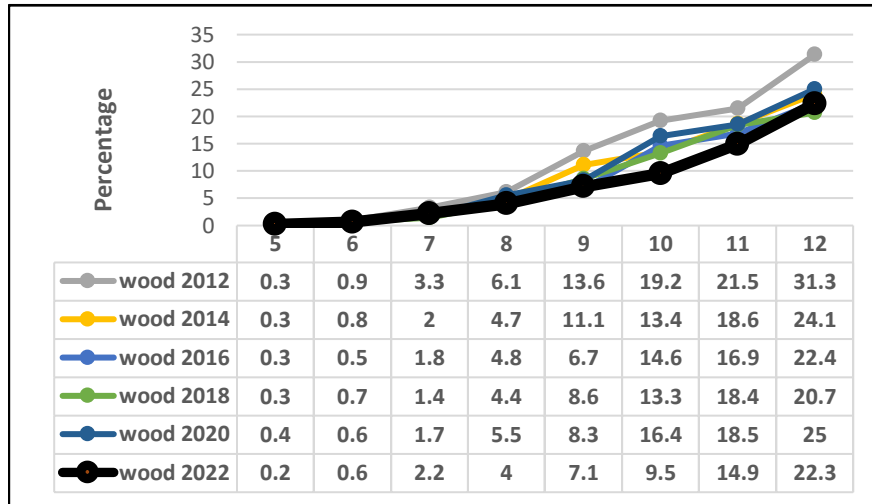
DRINKING IN PAST 30 DAYS



MARIJUANA



MARIJUANA USE LAST YEAR



22%

Marijuana use in decline. Still 1 in 5 high school seniors used marijuana last year.

Marijuana is perceived to be 'less harmful' and enjoys more 'peer approval' than in past years

The decade long decline in marijuana continued in pandemic

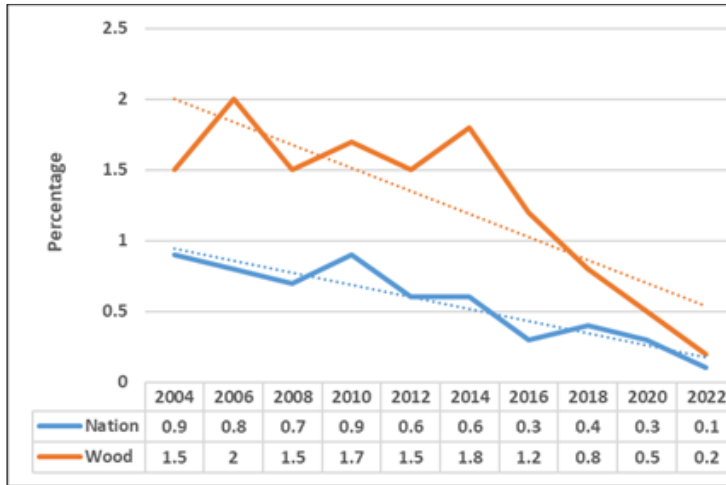
30 DAY MARIJUANA USE BY METHOD

	Monthly Marijuana Use			Marijuana Edibles		
	Any Use	Vaping	Edibles	2018	2020	2022
7	1.3	1.3	2.7	0.8	1.4	2.7
8	2.5	2.9	4.9	2.3	2	4.9
9	3.9	3.8	5.7	3.2	3	5.7
10	6.6	5.8	7.8	4.2	5.2	7.8
11	9.1	8.7	12.5	7.4	3.7	12.5
12	12.9	11.8	16.9	7.7	7.7	16.9

HEROIN AND PAINKILLERS



Heroin Use Last Year



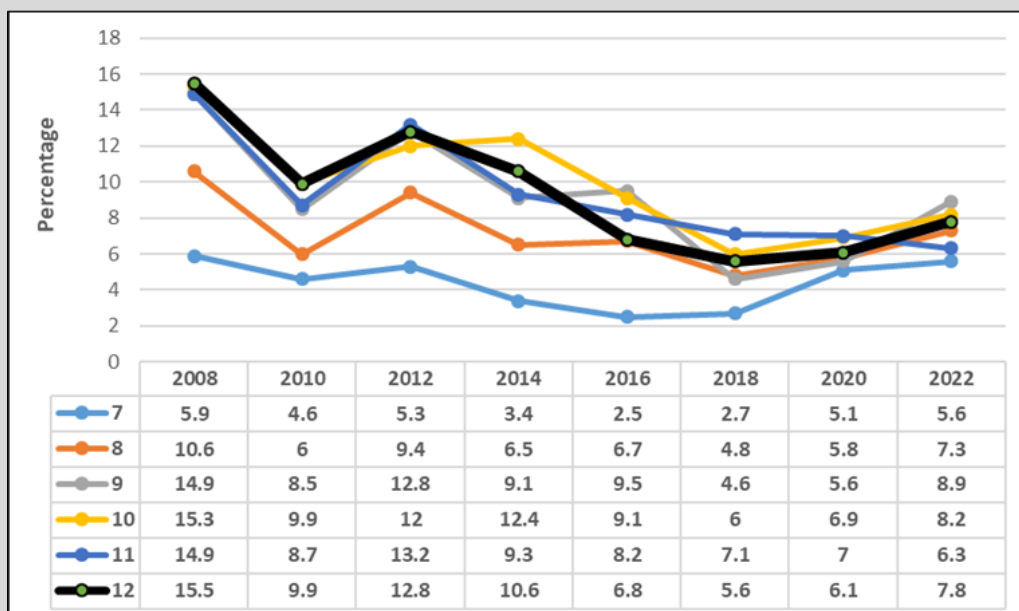
18

Number of school aged kids in Wood County who tried heroin

School aged adolescents escaped the national epidemic of heroin and opioid abuse

Heroin is the LEAST likely drug used by teens

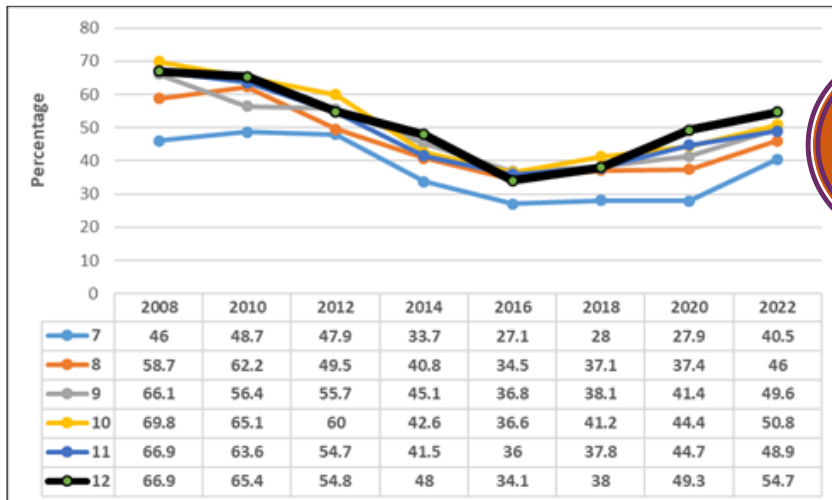
PAINKILLER USE (30-day)



CAFFEINATED ENERGY DRINKS



CAFFEINATED ENERGY DRINKS LAST YEAR



54.7%

Over half of 12th graders consume caffeinated energy drinks. A 60% increase since 2016

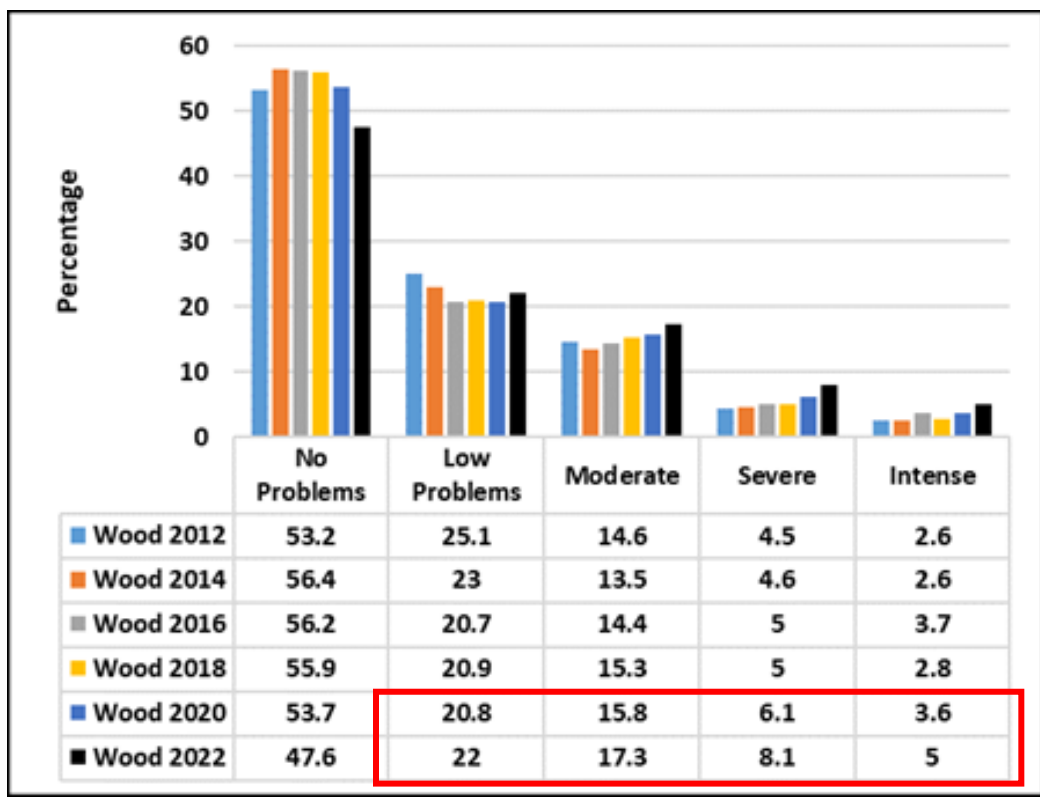
Caffeinated energy drinks are increasingly popular among teens despite growing evidence of their negative health effects

The highest rate of use in the U.S. is among young teens

Energy drinks are non-alcoholic beverages that contain caffeine, plant-based simulants (ex. Guarana), amino acids (ex. Taurine), herbs (ex. Ginkgo biloba), and vitamins. They have been around since the late 1990's and their caffeine content ranges from 50 mg to 500 mg per serving

An 8-oz cup of coffee has about 100 mg of caffeine

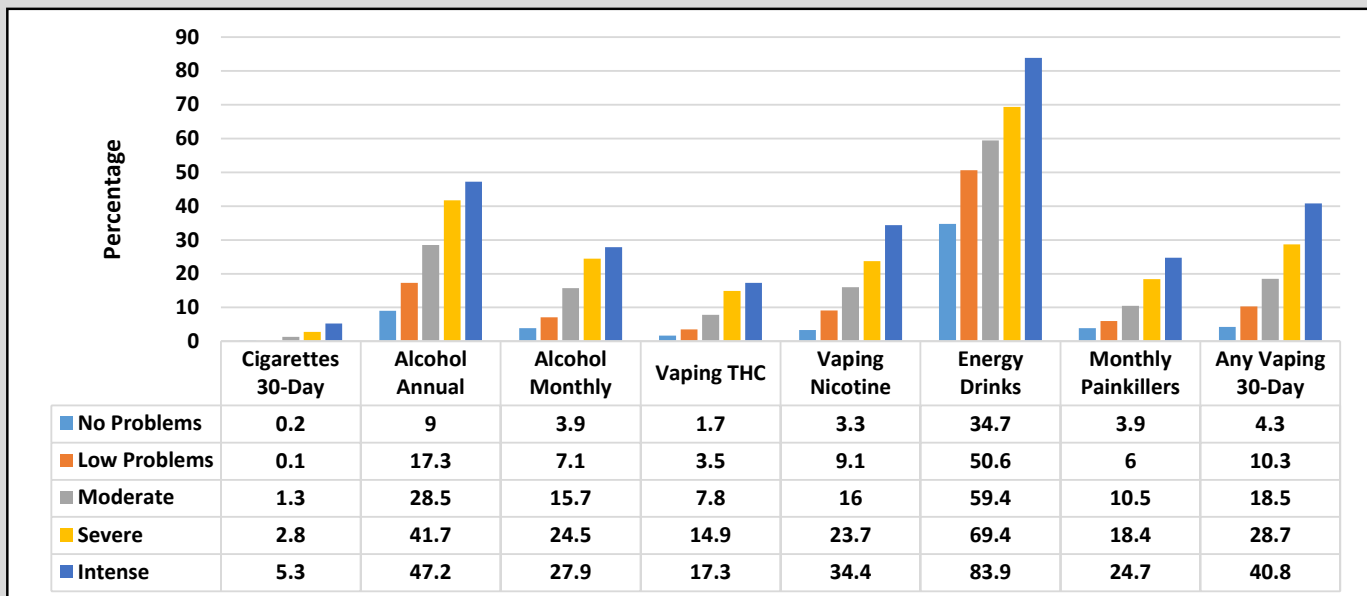
YOUTH MENTAL HEALTH



The ADAMHS Youth Survey has given the Problem Severity Scales since 2008. They are measures developed for the ongoing assessment of mental health services for children.

The pandemic revealed an increase in teens reporting ‘severe’ and ‘intense’ mental health symptoms and a decline in teens reporting ‘no problems’.

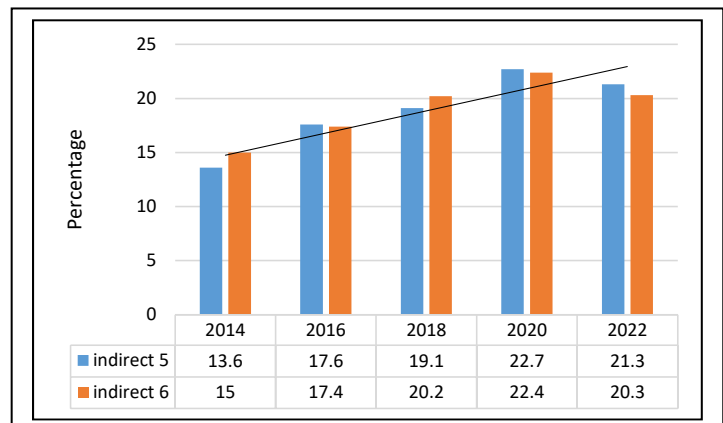
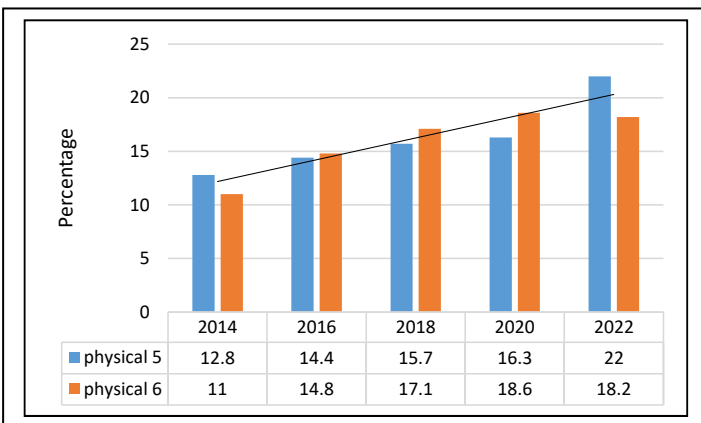
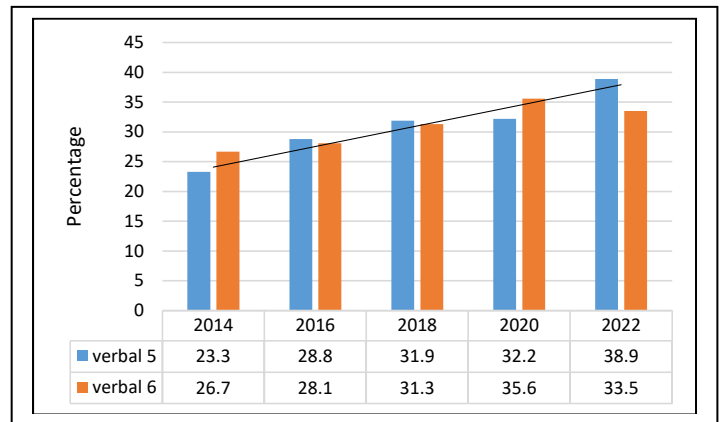
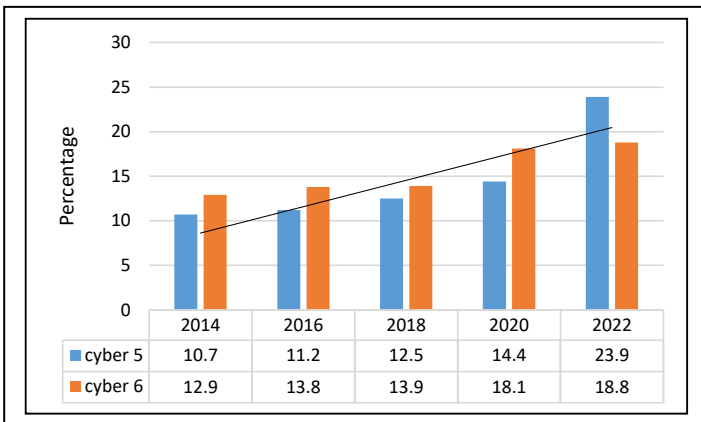
AS MENTAL HEALTH PROBLEMS INCREASE, SO DOES SUBSTANCE ABUSE



BULLYING



BULLYING CONTINUES UPWARDS TREND AMONG 5th AND 6th GRADERS NOTABLY CYBER AND VERBAL

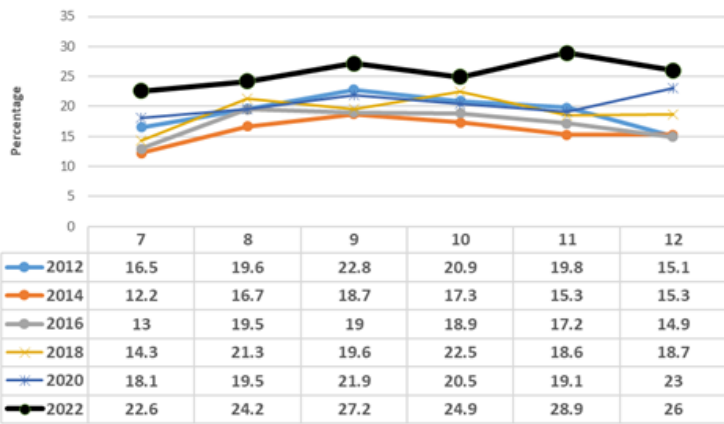


“Victims of bullying are more likely to exhibit health problems, have declining grades, contemplate suicide, skip school to avoid being bullied, and experience feelings of depression and low self-esteem that can persist for years after the incidents. Research conducted in three countries also has shown that bullies themselves are much more likely to develop a criminal record”
(FBI Bulletin Reports, 2010).

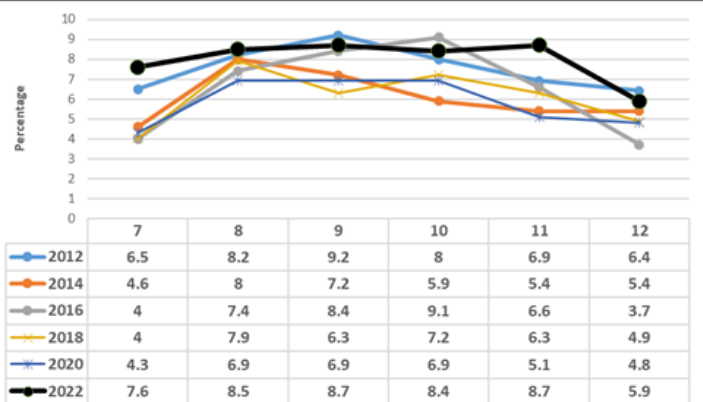
SUICIDE



All GRADES REPORTED THE HIGHEST RATE OF SUICIDE IDEATION EVER RECORDED IN THE ADAMHS YOUTH SURVEY



SUICIDE ATTEMPTS TRENDED UPWARD

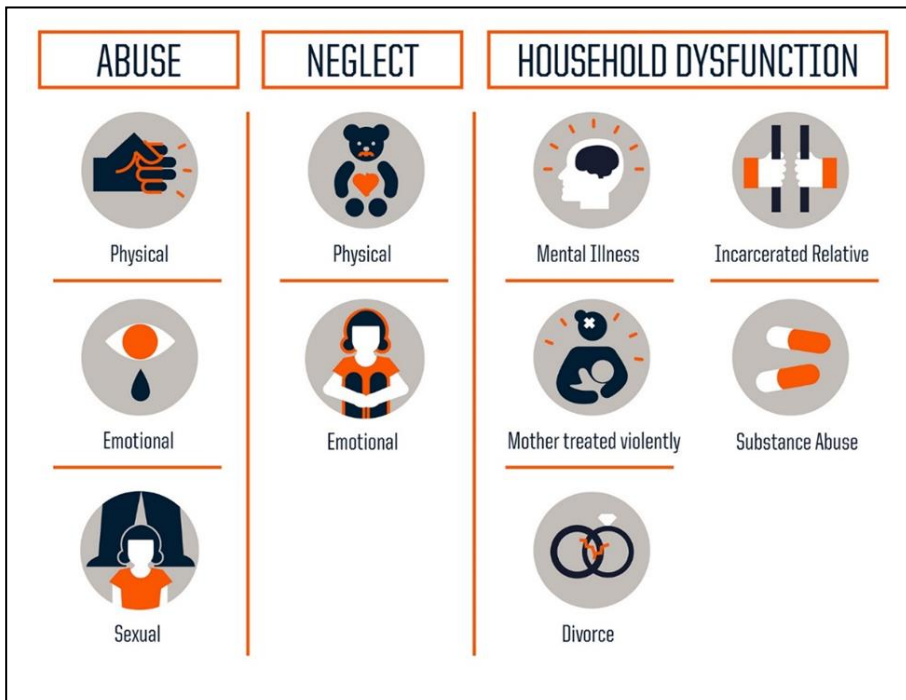


Mental health symptoms are inversely related to suicide ideation and attempts.

Grades 7-12	No Problems	Low Level	Moderate	Severe	Intense	total
Suicide Ideation (%)	4.9	17.2	49.5	72.7	87	24.9
Number	114	185	417	287	215	1218
Suicide Attempts (%)	1.5	3.2	9.5	24.4	56	7.8
Number	35	34	80	96	139	384

Teens who report significant mental health problems, with problem severity scores in the “severe” or “intense” range, are much more likely to think about suicide or make a suicide attempt.

Adverse Childhood Experiences



Approximately 6000 Wood County adolescents from grades 7 through 12 completed the ACEs survey in October and November, 2021. The prevalence of each item, overall and by grade level, is reported in the Table below. ACEs, or the perception of ACEs, increased in 2022 over 2020.

ACEs Questions	Wood County		
	Grades 7-12 Combined		
Parent/Household member experienced:	2018	2020	2022
Mental Illness	19.6	22.1	26.6
Substance Abuse	15.7	15.8	17.7
Incarcerated Relative	17.1	18.2	19.1
Separation or Divorce	34.6	35.4	34.7
Parents/Adults treated violently	4.4	5	6.1
Physical abuse	5.5	6.2	6.6
Emotional abuse	19.1	20	22.8
Sexual abuse	4.4	4.5	6.1
Physical neglect	4.7	5	5.9
Emotional neglect	16.8	18.9	21.7

ACES increase in 2022 over 2020

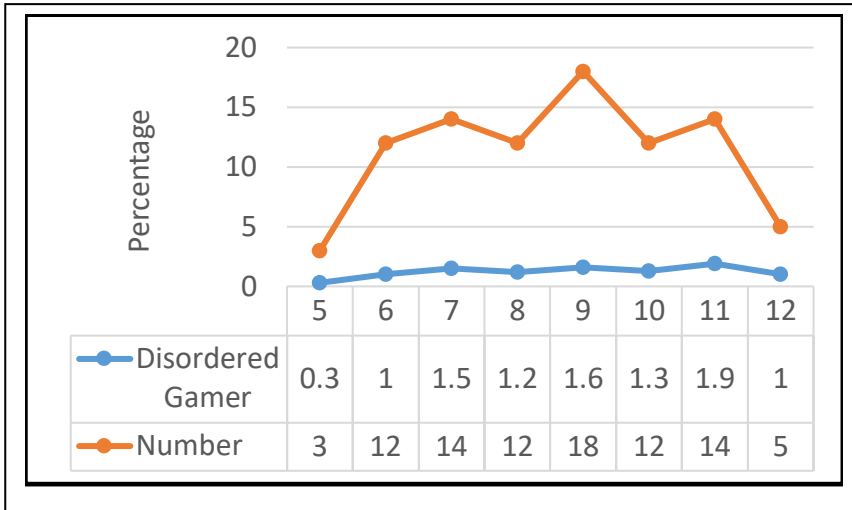
As the number of ACEs increase, so does the percentage of at-risk behaviors

No.ACEs / Prevalence	<u>0</u>	<u>1</u>	<u>2</u>	<u>3</u>	<u>4+</u>
Vaped past 30-days	4	8	14	16	32
Vaped Marijuana	1.3	3.2	5.4	5.1	16.1
Suicide Ideation	7.3	19	32	41	63
Suicide Attempts	1.4	3.8	7.6	12.3	28
Hopeless	13	26	43	53	74

YOUTH GAMING & GAMBLING



DISORDERED 'GAMING' BY GRADE AND GENDER



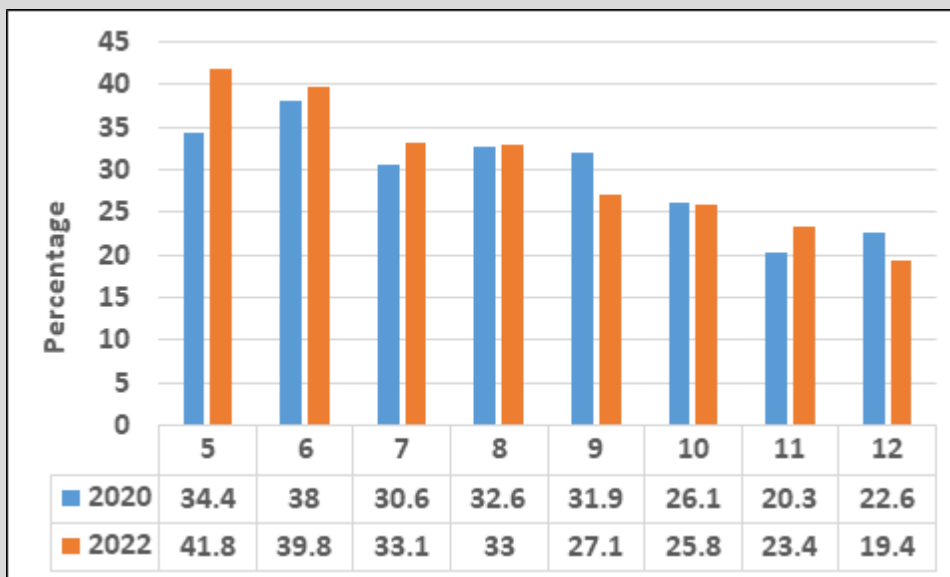
61%

Among 5th and 6th graders, 6 out of 10 report some gaming every day last year

40% of 5th & 6th graders "game" for 2 hours or more daily

Teens took the Gaming Disorder Test (Pontes, 2019). Problem gaming rates were low

Teens Who Report They Game for 2 or More Hours, Every Day

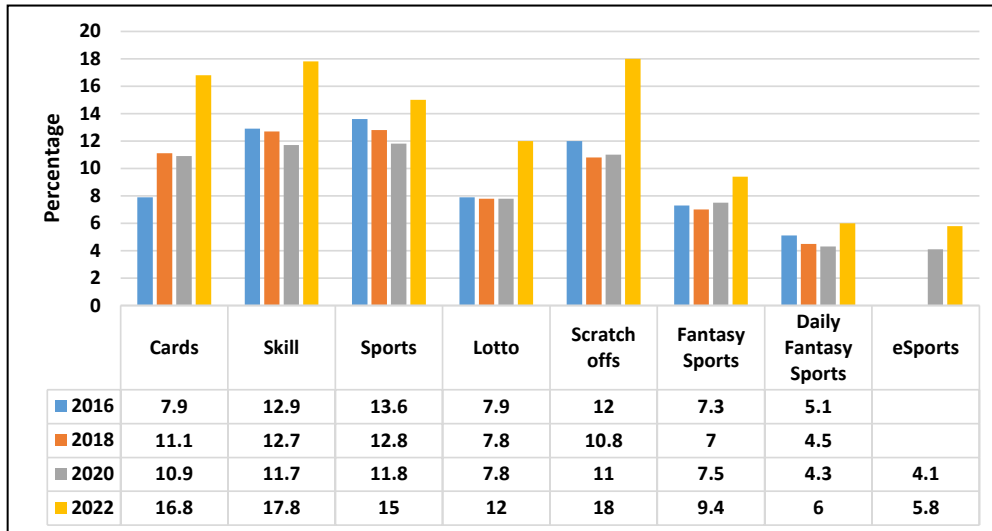


Gaming activity is any gaming-related activity that has been played either from a computer/laptop, from a gaming console, or from any other kind of device (phone, tablet) on or offline

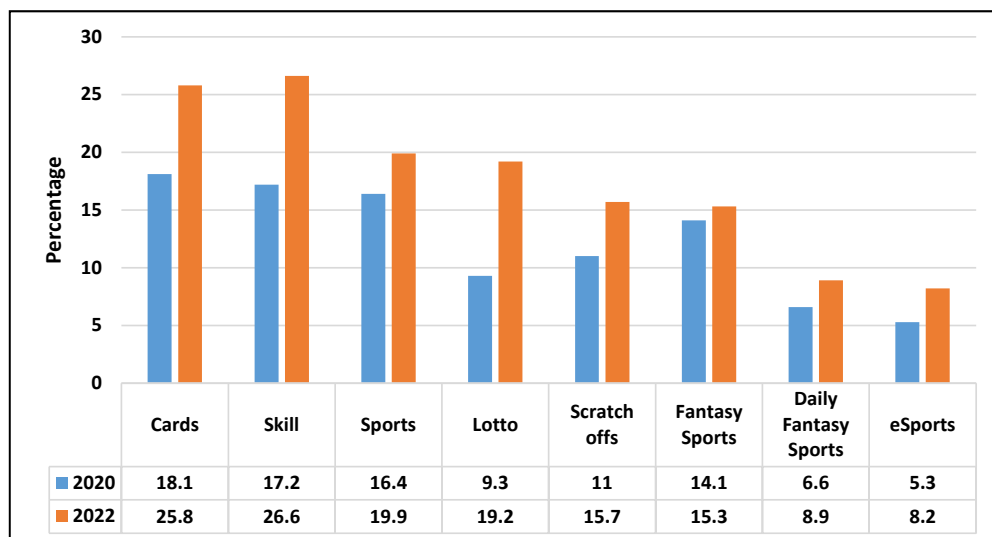
YOUTH GAMING & GAMBLING



GAMBLING ACTIVITIES AMONG 7 – 12th GRADERS IN WOOD COUNTY



GAMBLING ACTIVITIES AMONG MALES – 11th & 12th GRADE



‘Disordered’ or problem gambling increased from 2.7% (2020) to 6.7% (2022). Highest rates were reported among 11th and 12th grade males

YOUTH GAMING & GAMBLING



Have you ever spent money on Loot Boxes in a game?

	Daily	Weekly	Monthly	Few x Year	Never
Grades 5-12	2.8	1.8	5.8	14.9	74.5
Count	216	132	433	1115	5603

Risky Loot Box Inventory (RLI) Indicators

	Daily	Weekly	Monthly	Few x Year	Never
Grades 5-12	1.4	2.4	6.7	16.2	73.3
Count	109	186	505	1234	5562

RLI includes 3 indicators: *“Play games longer than I intended to, so I can earn loot boxes,” “Bought more loot boxes after failing to get valuable items,” and “The thrill of opening loot boxes has encouraged me to buy more.”*

Teens took the Preference for a Virtual Life (PVL) Scale (Peng & Liu, 2010) which includes questions such as *“I am a more valuable person in the online game world than in real life,” “I am more respected in the online game world than in real life,” and “I prefer communicating with other people in the online game world rather than face-to-face.”*

Percentage of Teens who agreed with the PVL items

Grades 7-12	Strongly Disagree	Mostly Disagree	Mostly Agree	Strongly Agree
Prefer a Virtual Life	52.6	26.4	13.5	6.4
Game 2+ hours Daily + prefer virtual life	28.5	32.8	25.4	13.4

ATOD PREVALANCE

GRADES 7-12 (combined) – 2020-2022



47.7%	Caffeinated Energy	↑
18.4%	Alcohol	↓
11.7%	Vaping (30-day)	↓
8.6%	Marijuana	↓
7.0%	Cough Medicine	↓
5.6%	Barbiturates/Benzos	↓
4.3%	Painkillers (30-day)	↑
2.5%	Methylphenidate	↑
1.9%	Inhalants	↓
1.2%	LSD	↓
0.9%	Cigarettes	↓
<1%	Ecstasy/MDMA	↓
<1%	Cocaine	↓
<1%	Methamphetamines	↓
<1%	Heroin	↓

SHIFTING TRENDS



**Cigarette
Use**



94%

**Annual
Alcohol Use**



49%

**12th Graders
Vaping Marijuana**



521%

**Alcohol
Use**





55%

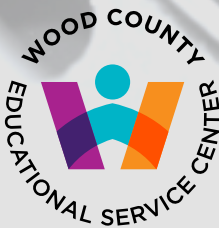
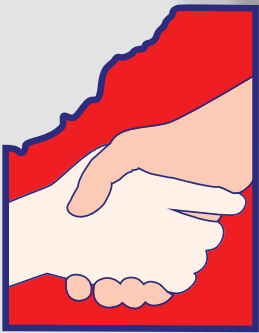
**30-Day
Marijuana
Use**



43%

-  % decline since 2004. Decline continues.
-  % decline since 2004, but decline is slowing.
-  % of increase since 2018

Mr. B. Cool says that
92% of youth in grades
5-12 have been drug-
free in the
past 30 days.
THAT is COOL!



WOOD COUNTY
PREVENTION COALITION
Uniting for a drug free community since 2004



Alcohol, Drug Addiction and Mental Health Services Board
Bowling Green, Wood County, OH