PACES Learning Pathway - Phase 1 (Beginning)

General Information

The Provincial Addiction Curricula & Experiential Skills Learning Pathway (PACES) is an evolving four-phase sequential learning pathway providing self-paced, personalized addiction and mental (AMH) education for all skill levels. It advances learners from a basic understanding to a mastery of the competencies required to assess and treat primary addiction and/or psychiatric comorbidities (concurrent disorders) through e-learning modules, educational videos, simulated patient scenarios, and virtual skill-building sessions.

Phase 1: Beginning

Course Access:

AHS Staff: MyLearning Link Non-AHS: www.ahs.ca/PACES

Duration: Varied due to length of individual modules – see below for more details. Developers: Provincial Addiction and Mental Health, Practice Supports Team

Team Contact: amh.practicesupports@ahs.ca

Global Learning Objective

Describe foundational concepts related to substance use disorders, behavioural addiction (gambling and gaming), and co-occurring mental health disorders that commonly present in individuals accessing AMH treatment services.

Course Descriptions

Module Title	Learning Objectives	Approx. Duration
Expectations for Care	 Recognize the importance of engagement when developing relationships with those in need of addiction & mental health services. Identify evidence-informed approaches to addiction and mental health care that meet the needs and expectations of patients and families. Identify personal biases regarding addiction and mental health that may impact care provision. 	60 mins
Understanding Addiction	 Define addiction and understand its complexities. Explain the biopsychosocial-spiritual model of addiction. Identify the criteria and level of severity required for diagnosing a substance use disorder. 	60 mins
Understanding Psychoactive Substances	Identify the Diagnostic and Statistical Manual of Mental Disorders Fifth Edition, Text Revision (DSM-5-TR) drug classes associated with substance use disorder.	60 mins



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Created by: amh.practicesupports@ahs.ca



	 Describe the prevalence and impact of each substance. Explain the addiction liability and short and long-term effects of each substance. 	
Understanding Gambling Disorder	 Identify the three essential components of gambling and the various gambling activities. Define problem gambling and understand its complexities, including the impacts of gambling disorder. Recognize the vulnerability and risk factors for gambling disorder among higher-risk groups. 	60 mins
Understanding Internet Gaming Disorder (IGD)	 Define Gaming and review the elements of Game Design. Identify the advantages and disadvantages of game playing. Define IGD; and the diagnostic criteria for IGD. Learn preventative measures to reduce excessive game playing and the development of IGD. Identify the similarities and differences between electronic gaming and gambling. 	60 mins
Understanding Mental Health and Mental Health Conditions	 Define Mental Health along its continuum from mental wellness to mental health disorder. Identify the biopsychosocial-spiritual components of mental health. Characterize the most common mental health conditions classified within the DSM-5-TR. Distinguish strategies to prevent stigmatization of mental health conditions and promotion of mental wellness. 	60 mins
Understanding Concurrent Disorders	 Define the term concurrent disorders. List the causes, connections, and risk factors for concurrent disorders. Identify the most common combinations of concurrent disorders. Describe an integrated approach to concurrent capable care. 	60 mins