KS3/KS4, **Lesson Plan**

Addiction & Mental Health

Up to 10 hours (approx.)

Overview: 5.8

Design a website or equivalent site to show the cycle of addiction and possible ways of breaking it. Offer detailed factual information as well as sources of help. Find suitable images and words to support your concept.

Learning Objectives: Understanding the cycle of addiction in gambling addicts

- To understand what we mean by a cycle of addiction.
- To define the 'cycle of addiction'.
- To learn about breaking the cycle of addiction.
- To understand where to find possible sources of help for gambling addicts.
- To understand about the main facts and statistics associated with gambling addiction in the United Kingdom.

Learning Outcomes

1. I can identify research sources for looking at gambling addiction.

2. I can describe ways of trying to break the cycle of problem gambling.

3. I can present facts and data using appropriate images and words.

4. I can create a website to present facts on breaking the cycle of addiction.

Resources

1. Power-point presentation on 'Addiction & Mental Health'.

2. Infographic on 'Addiction & Mental Health'.

3. Downloadable information sheets with facts and figures.

4. 'Gambling Addiction' guidance notes and downloadable support materials.

Addiction & Mental Health

Starter
(30 minutes)

How can IT help us deal with addiction?

Discuss how a website or micro site can be used to disseminate information. How might this help with the issues around gambling addiction? What sort of material might it usefully carry and for which demographic?

Main Activity
(up to 9 hours)

Design a website or equivalent to look at the cycle of addiction and ways of breaking it.

This is a project which will take several sessions to complete and should be broken down into a series of steps for each of the groups of students involved. It is important to stress that there is a balance to be struck between the design and the content of the website and that this is essentially a design project. The following steps might be identified by each group:

- Identifying of groups, including role & responsibilities, and key objectives.
- Producing a 'Plan of Action'.
- Web-site/Micro-site content 'Plan'.
- Group meetings and updates.
- Building Schedule.
- Editing and final production session.

Students should also be clear about on-line permissions, protocols, health & safety and other centre digital literacy policies.

Findings from the discussion should be recorded in an appropriate format and shared. Students can use the skills sheet for 'Creative Thinking & Exploration' as appropriate. Students should use the appropriate skills sheet and complete the preparation and review sections to support this activity fully.

Plenary
(30 minutes)

What have we learned?

Groups should explain the rationale behind the website or micro site to the rest of the group, highlighting design and content as well as the overall functionality of the site.

Extension Activity

Seek for external funding or backing to produce a website for another organisation outside your own centre.

YGAM