

Bite-Size Lesson 'In The Know'

We listened to what the professionals told us about our curriculum and we've produced 10 bite-size lessons, which can fill five or ten minutes if that's all the time you've got! Simply record the activity in an appropriate way. E.g. photograph, notes, graffiti wall sheets.

Before you begin with any of the challenges with your students, please ensure that you have read, shared and discussed the YGAM guidance on establishing a safe learning environment.

1. What are the odds? A quick fire quiz to find out the following odds.

- a) Calling heads for a coin toss
- b) Choosing a king from a pack of cards
- c) Throwing seven with two dice
- d) Winning at roulette
- e) Winning on a fruit machine
- f) Winning the National Lottery

2. Gambling Language - can the class think of as many gambling phrases which we use in modern life?

3. On-line Gaming. Quick class discussion on who plays games on-line and why? Which is most popular and why?

4. Are scratch cards a different sort of gambling? Talk about people's experiences or debate the pros and cons.

5. If you borrow money for gambling, how does the interest on a debt build up?

6. "Why don't people gamble?" In a circle ask each member of class to think of a different reason?

7. Film-makers often use scenes in casinos or show other forms of gambling. How true are these and what are they trying to suggest. Find examples in groups and report back.

8. Is it alright to have a friendly bet? Discuss as a class and take a vote.

9. Quick debate on going to the seaside and putting money in slot machines.

10. Is it possible to define luck? Does it even exist? In groups discuss and report back.