

Gaming and Gambling: Safeguarding

KS5 / LESSON 2



LEARNING OBJECTIVES

- To understand the current regulations and proposed recommendations
- To explore safeguarding in relation to gambling and gaming



LEARNING OUTCOMES

01

Describe

- You can describe current regulations and proposed recommendations

02

Explore

- You can explore each industry's role and responsibilities

03

Put forward

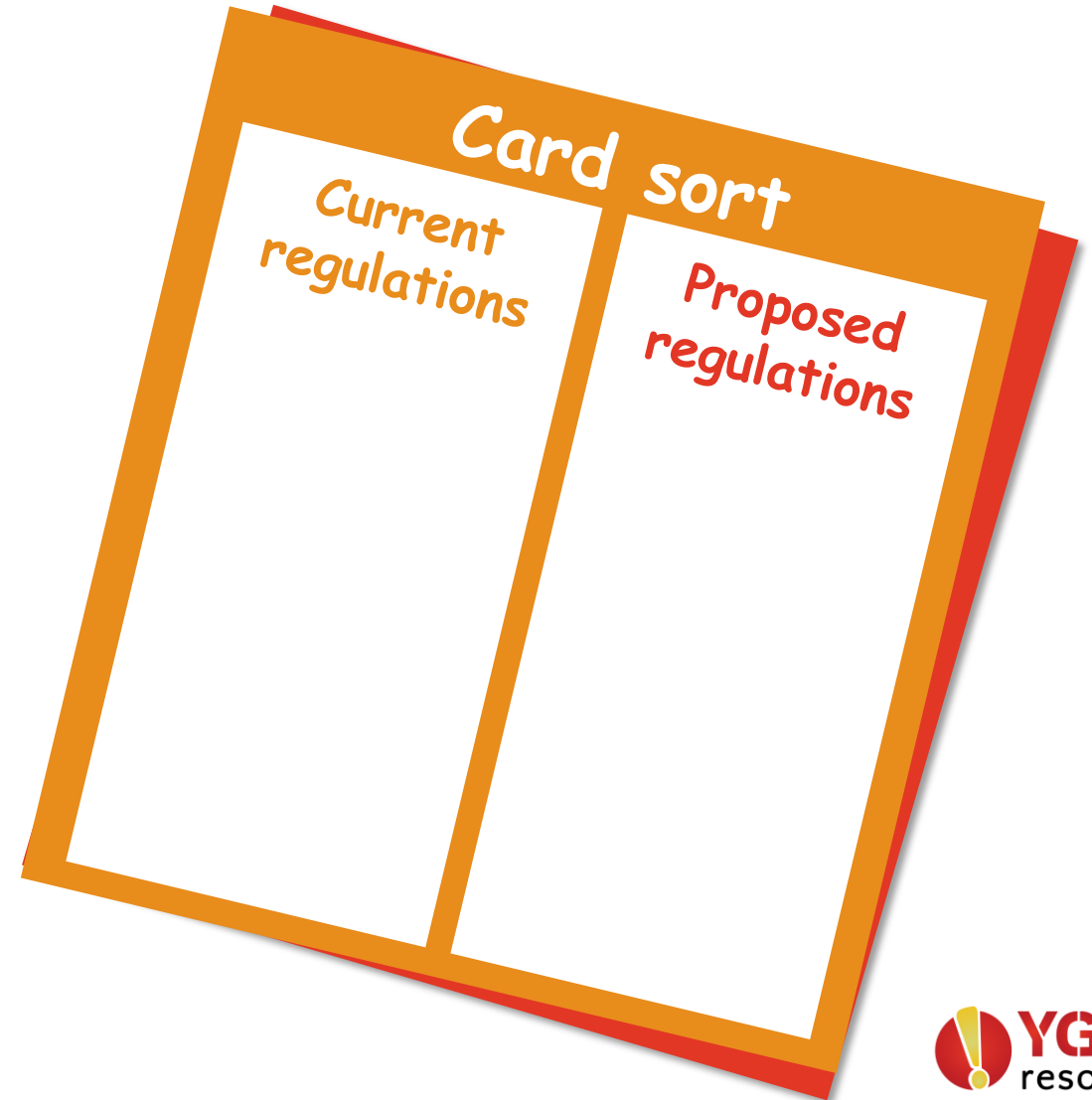
- You can put forward justified arguments to your peers

ACTIVITY: CARD SORT

A) Sort the statements into two groups:

B) Discuss:

- Are any of the answers surprising?
- Is enough being done?
- Who is responsible for putting regulations in place and monitoring them?
- Who is responsible for safeguarding consumers, children and young people?



ACTIVITY: LET'S INVESTIGATE

Each group has an industry card.

Create a presentation of the following:

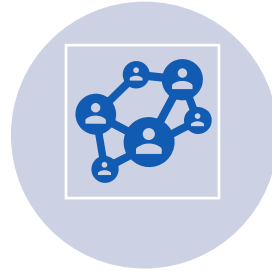
- What is your industry currently doing to support safer gaming/gambling?
- What issues are still present within the industry?
- What do you plan to do to improve upon current regulations?



ACTIVITY: WE PROUDLY PRESENT



**PRESENT YOUR FINDINGS AND
PLEDGES TO THE WIDER GROUP.**



**EACH GROUP SHOULD TAKE
POSITIVE AND CONSTRUCTIVE
FEEDBACK.**



If you need help...

- If you are worried about any of the content today you can talk to a teacher or member of staff. For additional support relating to your own or someone else's relationship with gambling/gaming you can contact Childline or GamCare.



YoungPeopleService@gamcare.org.uk

T: 02030926964

childline

ONLINE, ON THE PHONE, ANYTIME

[childline.org.uk](https://www.childline.org.uk) | 0800 1111