





Money & Debt

60 - 120 minutes (approx.)

Overview

This lesson is part of the YGAM 'In The Know' programme section 4, 'Money & Debt', offering students an initial look at money management and debt associated with gambling and problem-gambling and/or gaming. This activity relates to challenge 4.4

Learning Objectives: To introduce Money & Debt:

-  To understand personal finance
-  To learn about borrowing and debt
-  To learn about how much individuals gamble
-  To understand the consequences of gambling debt

Learning Outcomes

1. I can describe what is meant by personal finance.
2. I can explain the key terms 'borrowing' and 'debt'.
3. I can describe the main consequences of gambling debt.
4. I can research information and present it appropriately.

Resources

1. Power-point presentation on 'Money & Debt'.
2. Infographic on 'Money & Debt'.
3. Downloadable information sheets with facts and figures.
4. 'Money & Debt' guidance notes and downloadable support materials.

Money & Debt?

Starter

(20 minutes total)

What are your limits?

Discuss in pairs and feed back answers to the following questions:

- What do we mean by personal finance?
- What do we mean by debt?
- Is it easy to borrow money?
- What do we mean by levels of interest?

Write answers on board or sugar paper and save as appropriate

Look at the Infographic on Money & Debt. What is of interest? - (5 minutes)

Main Activity

(30 minutes)

Financial Responsibility?

This activity invites students to investigate different aspects of financial management and borrowing money. In response to their primary research and analysis each group of 3 to 5 students should create a brief guide or leaflet for other students based around personal Finance and Gambling and/or Gaming

The guide or leaflet should feature information, infographics, data, financial data, pictures and could also carry interviews and case studies as appropriate.

The leaflet could be created to help younger students in the school or centre. The skill of Research and Presentation can be used to support this activity. Students should complete the appropriate skill sheet with regard to preparation and reviewing the activity.

Plenary

(10 minutes)

What have we learned?

Following the lesson ask the students to feed back on what they have learned about the financial risks associated with problem gambling. Use the learning outcomes as above to measure and assess the impact of the lesson on the students. You can use the YGAM self/peer assessment documents or grade them yourself using our progression grading system.

Extended Learning

Students could investigate how much money can potentially be borrowed by an individual and how the levels of interest compare across the industry. They could link this to how to access help for people who find themselves in debt. This could be added as a supplementary leaflet.

Teacher's Note

Financial Education should already be the subject of part of the school or centre curriculum and the issues attached to problem gambling or gaming can be discussed as an extension to this. The activity can also be linked to Mathematics at both KS3 and KS4. Explain to students about the idea of harm-minimisation with regards to responsible gambling as well as discussing ideas for sign-posting students to help as necessary.