Using This Document



This document sets out and demonstrates how each session links to Core Themes and Frameworks. Within this document you will find:

- Links to the Core Curriculum Topics
- Skills Builder Framework
- NCS Programme Quality Framework

We have indicated which sessions/activities meet each area of the curriculum and framework, allowing you to evidence how you are able to meet this criteria when delivering sessions related to gaming/gambling harm prevention.





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Core Curriculum Themes



CORE CIRRICULUM TOPICS			20 Minute	Activities					1 Hour A	Activities					2 Hour A	Activities		
	01	02	03	04	05	06	01	02	03	04	05	06	01	02	03	04	05	06
Building A Team																		
Understanding Communities																		
Living Independently																		
Enterprise & World of Work																		
Engaging in Politics																		
Social Action																		





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Skills Builder Framework



SKILLS BUILDER FRAMEWORK			20 Minute	Activities					1 Hour A	Activities					2 Hour A	2 Hour Activities			
	01	02	03	04	05	06	01	02	03	04	05	06	01	02	03	04	05	06	
Listening																			
Speaking																			
Problem Solving																			
Creativity																			
Staying Positive																			
Aiming High																			
Leadership																			
Teamwork																			





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NCS Programme Quality Framework



NCS PROGRAMME QUALITY FRAMEWORK			20 Minute	Activities					1 Hour /	Activities			2 Hour Activities							
	01	02	03	04	05	06	01	02	03	04	05	06	01	02	03	04	05	06		
(C1) Connecting with new people																				
(C2) Making a difference																				
(C3) Reflecting on experiences																				
(C4) Experiencing a challenge																				
(C5) Feeling part of something bigger																				



