

One-to-one Challenges as part of the YGAM Curriculum

ITK/OTOC/0818

These challenges can be used in situations where class or group work is not practical for a particular reason. They allow for a student to work in an effective way on an individual basis but also allow for the challenge outcomes to be shared with a tutor, trainer or facilitator. They are particularly designed for the 11 - 25 age group. Recording documents are available as 'Research & Presentation' and 'Preparation and Discussion'.

Why People Gamble

Explain to somebody about why you chose to start gambling? Have you been able to gamble responsibly or has it ever become a problem?

Have you ever had a friend or relative who has become a problem gambler? Tell someone about what made them start gambling and what the consequences were of these actions.

Probability & Luck

Do you believe in luck or is gambling only about probability? Explain to somebody else why you have this opinion and try to justify your views.

Choose a form of gambling which involves probability. Investigate what the odds are and explain how this affects winning and losing to somebody else.

The Gambling Industry

What do you think of the gambling industry and the way it makes its money? Is it possible to have a balanced view? Explain your thoughts to somebody else.

Who runs the gaming industry? Who owns esports? Where do all the profits from social gaming go to? Research these questions and tell somebody else about your findings.

Money & Debt

Explain to someone else how you manage your spending on a weekly or monthly basis. Does this include any spending on gaming or gambling?

What is your view on people who get into debt through gaming or gambling? Should there be more education around these ideas. Share your thoughts with someone else.

Addiction & Mental Health

Do we need to do more research into mental health issues and addictive gaming or gambling? Explain your views to someone else?

Are you worried about the lack of information around addiction and young people in relation to social gaming? How much data is available on these issues? Explain your findings to someone else.

Social Gaming

Is Social Gaming safe or will it lead to more dangerous behaviours? Try to give examples of games and how they can have both positive and negative effects. Share your thoughts with somebody else.

What do you think will be the next big idea in social gaming? If you could invent a game what would the key properties be and why? Share your thoughts with somebody else.