

SQUID GAME INFORMATION SHEET

This information sheet is designed to support teachers, youth workers, parents and anyone who works with young people.

Squid Game has quickly become a Netflix sensation since its release on 17th September 2021. As of 13th October 2021, 111 million worldwide viewers had tuned into the popular series.

The series has been rated appropriate for viewers aged 15 and older (Year 10/11) and Netflix gives a series of content warnings including sex, violence and suicide.

Other themes within the show focus on gambling, debt, relationships and risk.

The premise of the series follows the protagonist, Seong Gi-hun. Unemployed, he spends his days in Seoul gambling on horse races and has signed away his organs as collateral to his creditors.

His deficits, both financially and personal, hurt the people closest to him. He hasn't paid for child support or alimony to his ex-wife and he mooches off his elderly mother.

On his daughters birthday, Gi-hun can afford to buy her only spicy rice cakes and a claw-machine toy. He has little left to lose.

In order to win back his dignity and family, Gi-hun accepts a mysterious offer to play a series of six traditional children's games for the chance at winning millions of dollars (45.6 billion won, to be exact). He finds himself among 456 contestants who are also in extreme financial distress.

Given the popularity of the series, content creators have taken advantage of this and have been creating videos via some of the most played video games including Roblox, Minecraft and Fortnite. All these video games have a PEGI Rating below 15 which means viewers of this content will be inclined to watch Squid Game to understand the hype and what they are potentially missing out on.

[Atlantic article: In Netflix's Squid Game, Debt Is a Double-Edged Sword](#)

The logo for the TV series 'Squid Game' is displayed in a stylized, white, blocky font on a dark blue rounded square background. The word 'SQUID' is on the top line and 'GAME' is on the bottom line. The letter 'Q' in 'SQUID' has a pink circle inside it, and the letter 'A' in 'GAME' has a pink triangle inside it. The letters 'S', 'G', 'M', and 'E' have horizontal lines extending from their right sides.

Top Tips

- ✓ Be aware of the Age Ratings and Content Descriptors and whether they are appropriate for your children and young people
- ✓ Explore how young people feel about the content they watch/play through positive conversations
- ✓ Research content yourself to understand what motivates children and young people

YGAM Resources

Upon completion of the Young People's Gambling Harm Prevention Programme, attendees receive access to over 450 resources that can be delivered to young people on the topics of gaming and gambling. Below are some of our resources, mapped to the PSHE Programme of Study and RSE Links, that explore themes that arise within shows such as Squid Game:

KS3

- Year 7 – Lesson 4 – (The Gaming Industry: Blurred Lines)
- Year 8 – Lesson 1 – (Why do people gamble)
- Year 9 – Lesson 4 – (Addiction & Mental Health)

KS4

- Year 10 – Lesson 1 – (Gambling: Motivation & Risk)
- Year 11 – Lesson 3 – (Why Do people gamble. Getting help)

KS5/16+

- Tutorial Activity – Lesson 2 – (Gaming and gambling: Blurred lines)
- Lesson 3 – (Finances, debt and support)

YGAM Parents HUB / Awareness Workshops

Providing Parents with the knowledge and resources to safeguard their families, YGAM has a dedicated Parents HUB with information, help and advice.

We also want to support you having meaningful interactions with your children covering topics of gaming and gambling with the aim of preventing future harms.

We offer Free Parent Awareness Workshops to enhance your knowledge. Visit our [Parents HUB](#) for more information.

