

The Gambling Industry?

60 - 120 minutes (approx.)

Overview

This lesson is a part of the YGAM 'Just In The Know' programme section 3, 'The Gambling Industry', offering students an overview of how the sector functions and the ability to engage with the ethics involved. This activity relates to challenges 3.7 and/or 3.8

Learning Objectives: To introduce the Gambling Industry:

-  To understand the structure of the gambling industry
-  To learn about the finances of the industry
-  To learn about the winners and losers in the industry
-  To consider the present and future of the gambling industry

Learning Outcomes

1. I can identify key elements of the gambling industry.
2. I can describe how the gambling industry makes money.
3. I can weigh up the pros and cons of the industry.
4. I can work creatively to develop new ideas or I can research information and present it appropriately.

Resources

1. Power-point presentation on 'The Gambling Industry'.
2. Infographics on 'The Gambling Industry'.
3. Downloadable information sheets with facts and figures.
4. 'The Gambling Industry' guidance notes and downloadable support materials.

The Gambling Industry?

Starter

(20 minutes total)

Who runs gambling?

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

- What are the main areas of gambling?
- Who owns the gambling industry?
- Who owns the National Lottery?
- Where does all the money go?

Write answers on board or sugar paper and save as appropriate

Look at Infographic. What is of interest? - (5 minutes)

Main Activity

(30 minutes)

Past, Present, Future?

This exercise invites students to access a range of shorter challenges or activities. It allows them to look at a particular time - past, present or future - and link this to an area of the gambling industry.

For example, a student could look at where gambling began, the current financial state of the industry or the future of gaming.

Students can produce a range of different creative outcomes, ranging from a short YouTube video to a poster or leaflet.

This activity can focus on the skill of creative thinking and exploration or research and presentation. Students should use the appropriate YGAM skills sheets to help them in preparing for and reviewing this activity.

Plenary

(10 minutes)

What have we learned?

Following the lesson, ask the students to feed back on what they have learned about the past, present or future of 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 link past, present and future elements to make a longer video on the history and future of the gambling industry.

Teacher's Note

This is an opportunity to introduce the all-embracing scope of the gambling industry as well as its component parts. Although this is a brief activity, there is still the chance for students to consider the financial, moral and ethical issues as well as research specific areas of interest. The format of reporting can be used to differentiate between both different abilities and ages.