YC/WPG/3/0516

# YGAM - Just Fun & Games

Module 1 - Why People Gamble.







## **Learning Objectives**





To find out what motivates people to gamble

- To find out who is at risk from problem-gambling
- To find out the main types of gambling in the UK
  - To understand what we mean by responsible gambling





# Learning Outcomes







I can identify those most at risk from problem gambling



I can define 'responsible gambling'



I can work successfully as part of a team





## Why People Gamble.



**ANXIETY** - School Performance; Relationships

**RISK & REWARD** - Rapid event frequency; Short payout intervals; Psychological rewards; Limited skill required

**PLEASURE** - Audio and visual stimulation; Problem Gamblers vs Non-Problem Gamblers

**FAMILY INFLUENCE** - The earlier people start, the more likely they are to experience gambling-related problems later on



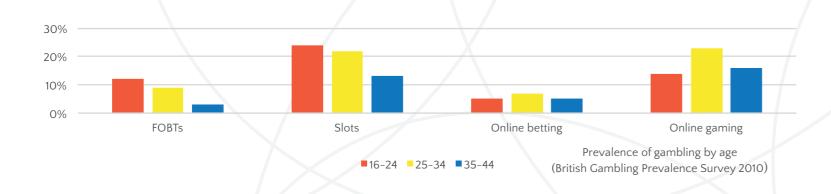


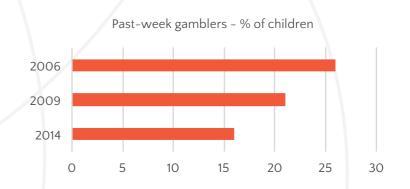
## Youth gambling - a few facts



Gambling is reasonably prevalent amongst young people.

Despite the increased visibility and accessibility of gambling, this does not appear to have increased.







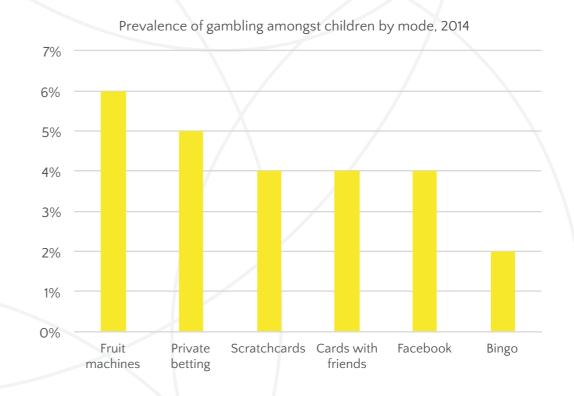


## Youth gambling - a few facts



Fruit machines and private wagering are the key areas.

Remote gambling - contrary to expectations - has not yet materialised as a significant mode of youth gambling.







### Some facts





In May 2013, gambling was reclassified from a compulsion to full addiction status, yet it is not treated as a public health issue as yet in the UK.



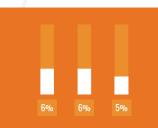
Rates of problem and at-risk gambling among young people show that 0.6% of 11-15 year olds are classified as problem gamblers and 1.2% being classified as at-risk gamblers. This means that 2 in every 100 of their Facebook friends have the potential to be affected by gambling related harm.



Great Britain is the only Western democracy that allows children of any age to bet on limited stake (Category D) fruit machines.



36% of under-16s played an online gambling-style game on Facebook in the last 7 days.



Fruit machines (6%), private betting (6%) and playing cards with friends (5%) are consistently the most common form of gambling among young people.





## What makes young people start to gamble?



#### Discuss in pairs and feed back answers to the following questions.

- What are the different types of gambling available?
- Which type of gambling is most risky?
- Why does the UK allow young people to access certain types of gambling?
- What do we mean by 'responsible gambling'?





## Main Activity: Developing a Short Gambling/Gaming Awareness Campaign



- You will share your own thoughts on key gambling or gaming awareness messages and produce a short campaign message. You will ideally work in groups between 3 and 5.
- You can produce a range of different outcomes, ranging from a short YouTube video to a poster or leaflet. Key elements will be both pictorial and language-based. It may be appropriate to look at other awareness campaigns to stimulate creativity.
- Outcomes can focus on gambling, gaming or other specific issues or concerns.





## **Leadership and Teamwork**



- This is a good opportunity to develop your skills
- Who will lead your team?
- Who will do which jobs?
- How will you plan your activity?





## **Plenary**





#### What have we learned?

Feed back on why young people gamble following the lesson.

#### **Extended Learning**

Develop the ideas above and produce an assembly aimed at students in the same or other year groups.





## Further Reading / Help

Information on GamCare: www.gamcare.org.uk

Information for young people can be found at: www.bigdeal.org.uk

Information for parents & young people: www.youndminds.org.uk

Information on YGAM: www.ygam.org



