



Yogam

Diogelu Ein Cenhedlaeth Ddigidol
Safeguarding Our Digital Generation

Housekeeping



Welcome to this Primary School Session



Welcome

Aspiration 1 : Young People's Awareness

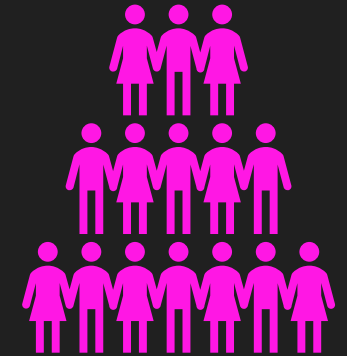
Aspiration 2 : The Youth Professional Workforce

Aspiration 3 : Parents and Families

Aspiration 4 : Age Appropriate Treatment

**YOUNG PEOPLE'S
GAMBLING
HARM PREVENTION
PROGRAMME**

Education | Training | Support



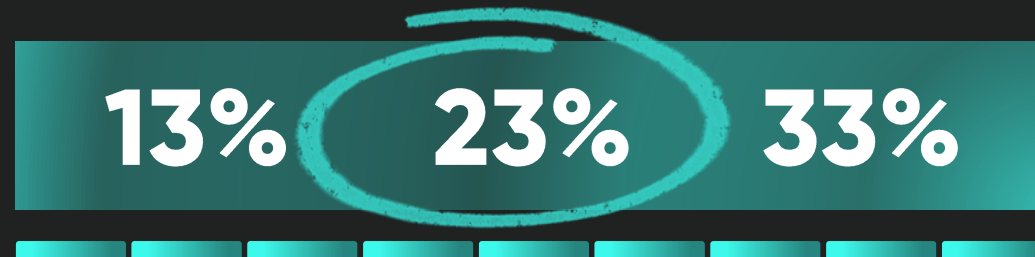
Ice Breaker



Quiz Time!



What % of 11-16 year olds in Wales had spent their own money on gambling in the last 12 months?



Quiz Time!



What is the chance of winning the UK National Lottery Jackpot?

1 in 14m 1 in 45m 1 in 4bn

Quiz Time!



How many Premier League clubs have partnerships with a betting brand?

8

14

18

Quiz Time!



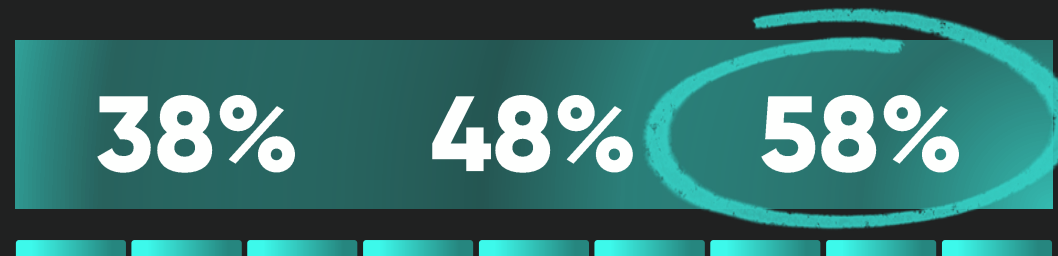
What year was the Gambling Act published?

1945 2005 2014

Quiz Time!



What % of 8-25 year olds play online games every day?



Learning Outcomes



You will understand why children/young people might game/gamble



You will understand what is meant by gaming and gambling related harm



You will recognise the signs of gaming and gambling related harm



You will know where to go for help and support



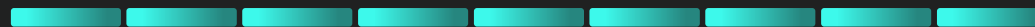
You will have increased confidence in talking to people about gaming/gambling



10 Second Type



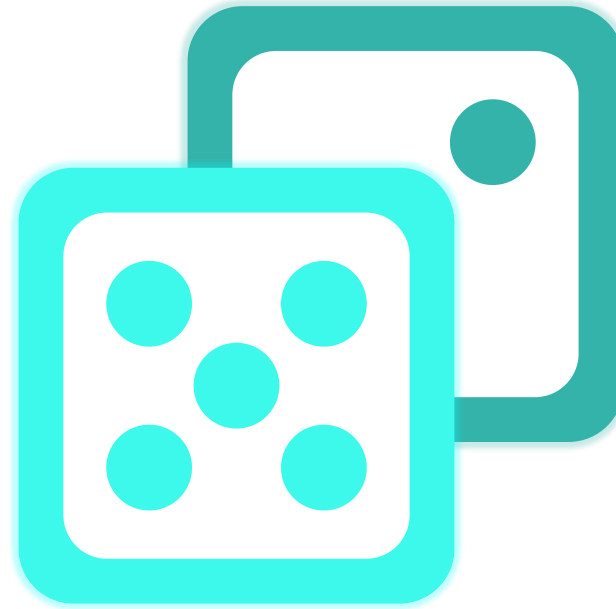
What words do you associate
with gambling?



What is gambling?

What is gambling

Betting, gaming,
participating in a lottery



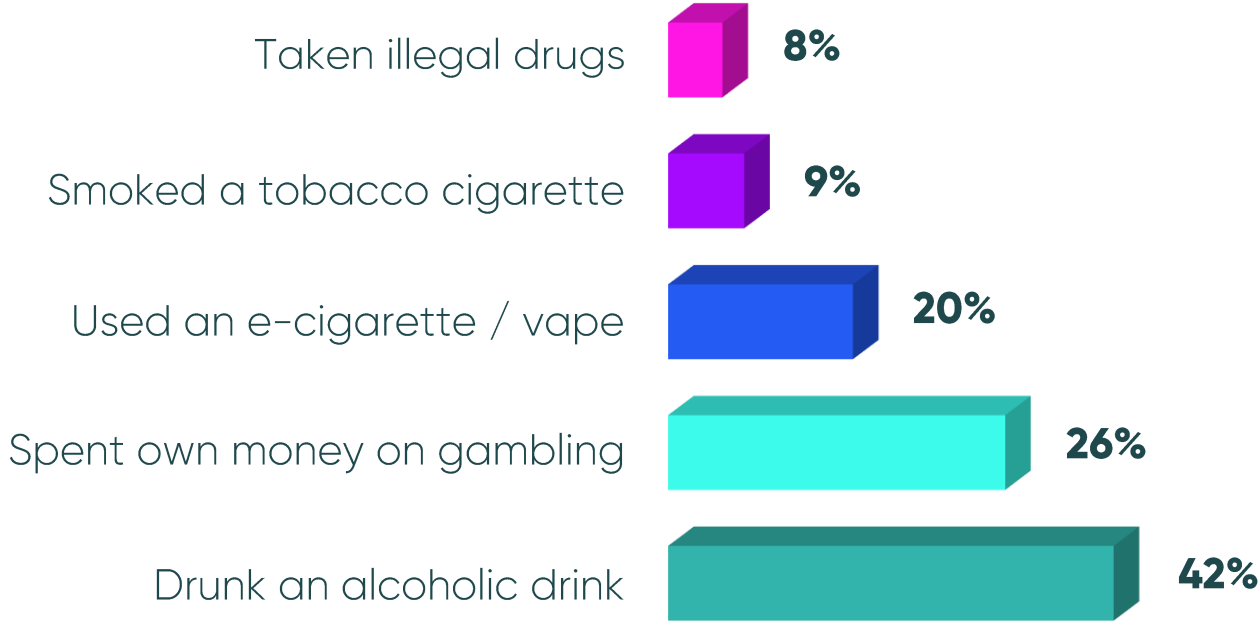
Gambling harm

Gambling to a degree that
compromises, disrupts or
damages family, personal
or recreational pursuits

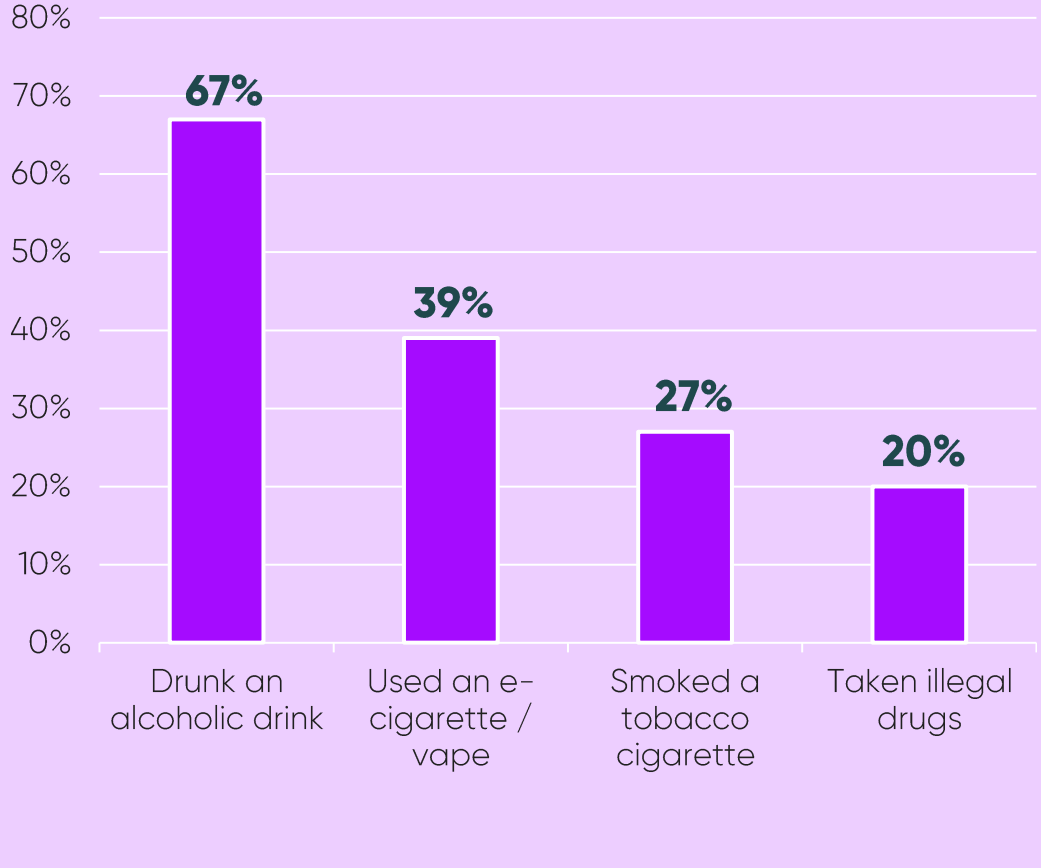
Gambling-Related Harms are the adverse impacts from gambling on the health and wellbeing of individuals, families, communities and society

Facts and Figures

Activity Participation in the Past 12 months



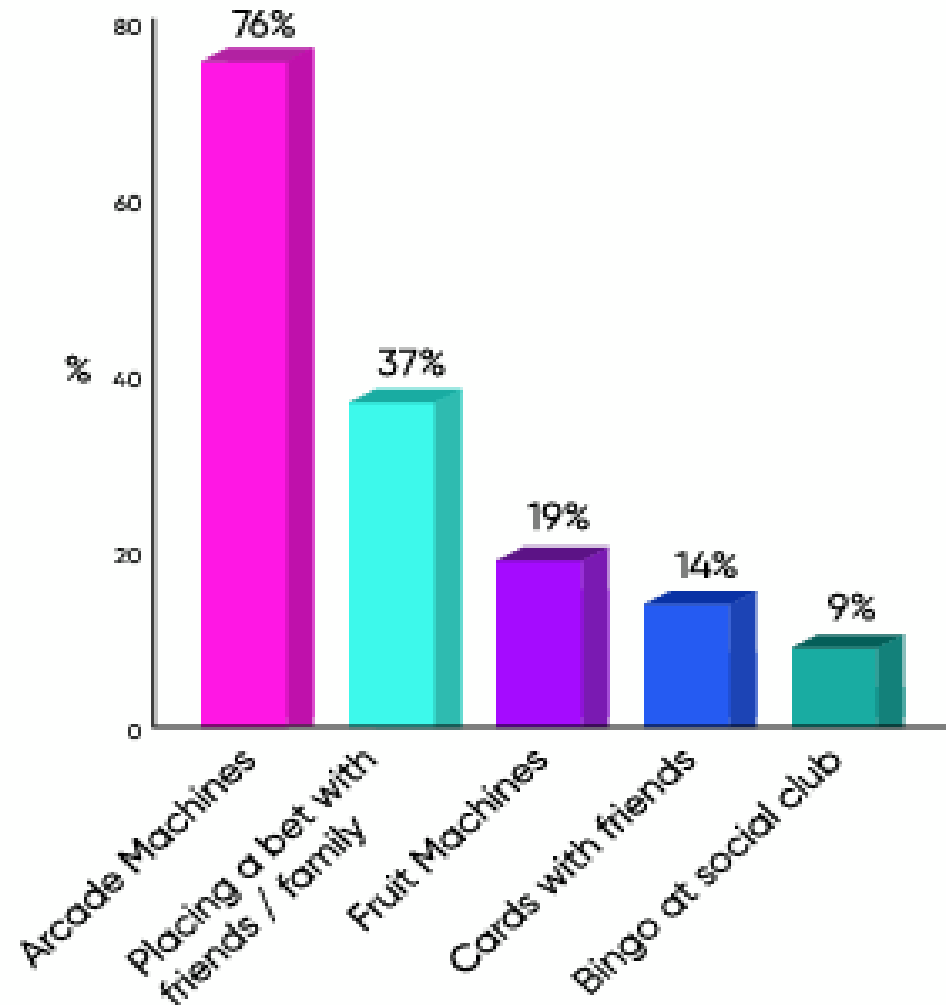
Other Risk Taking Activities



Facts and Figures

70%
11-16 year
olds

1.3%
at risk of
gambling
harm



£40-70m
cost to public
services

Gambling Harm: Now & The Future

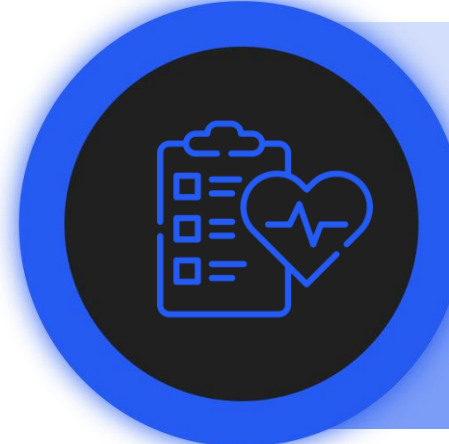


Behaviour

Family

Friendships / Community

RELATIONSHIPS

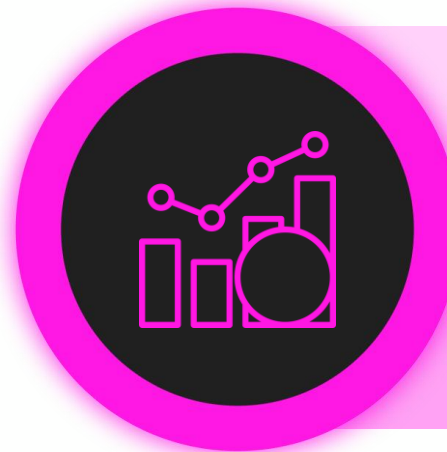


Emotional Wellbeing

Mental Ill Health

Physical Health

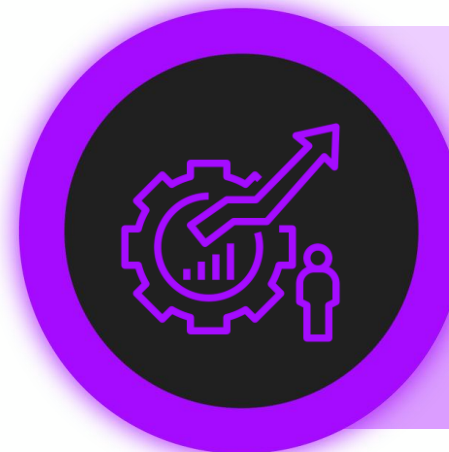
HEALTH



**Attitudes/Concerns
About Money**

Living Standards

FINANCIAL



**Social & Emotional
Functioning**

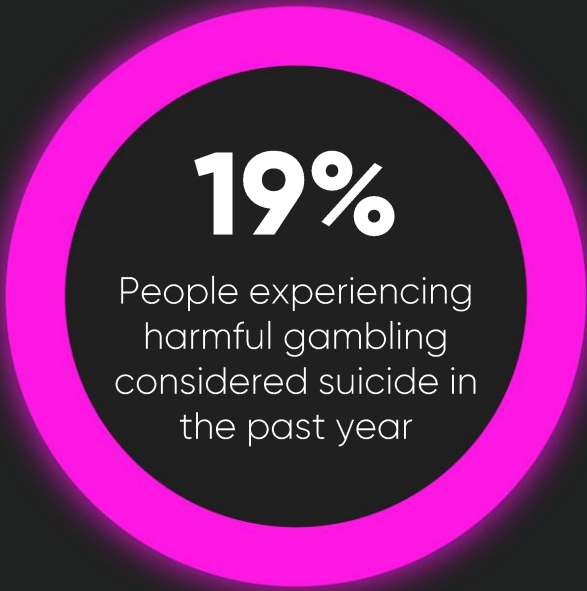
Education

DEVELOPMENT

**Any questions,
observations or
reflections?**

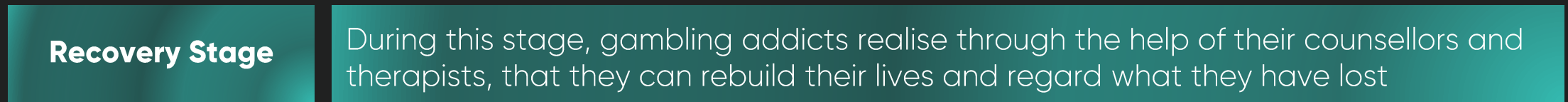
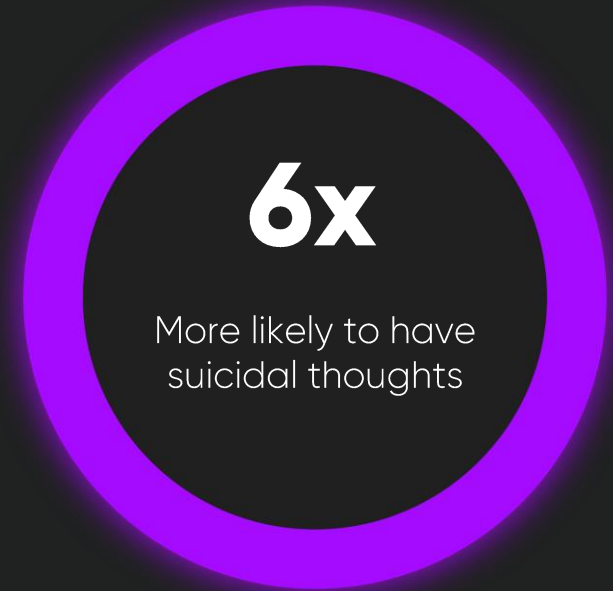


Mental Health



It's not so much about the debt, at least not on its own. It's the knowledge that you just can't stop, even if you want to. You feel powerless, gambling just possesses you. The shame and the stigma associated with gambling is sometimes too much to take and your health deteriorates rapidly. Myself and others like me have all felt this way. I just wanted it to stop.

- Sam Starsmore: Expert by experience.

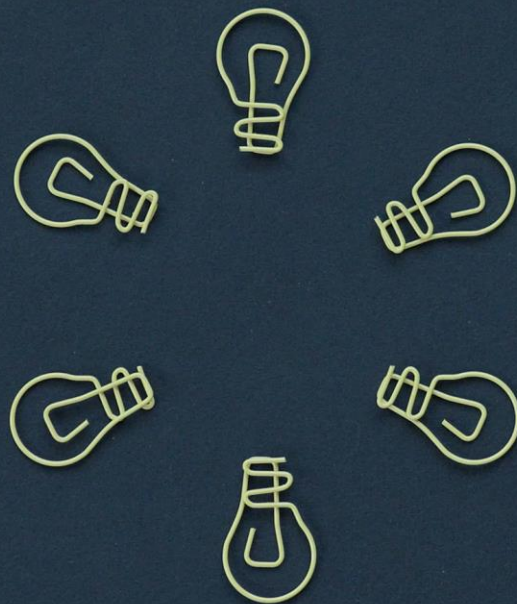


Illinois Institute For Addiction Recovery

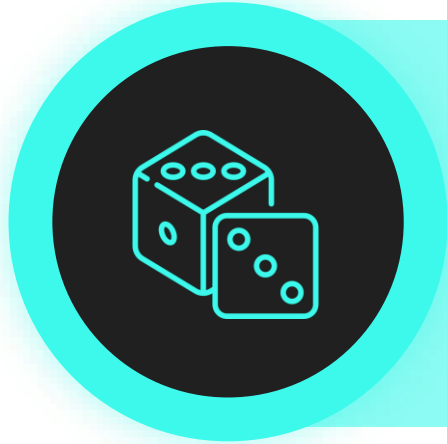
Lived Experience of Gambling Harms



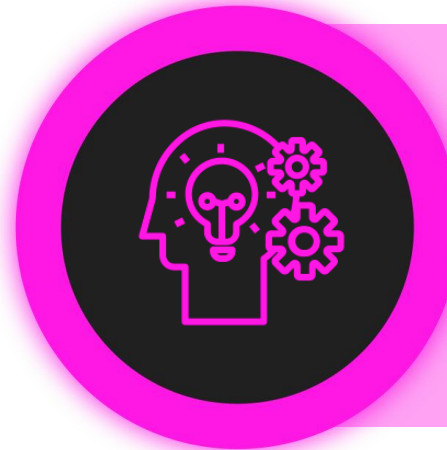
Influences



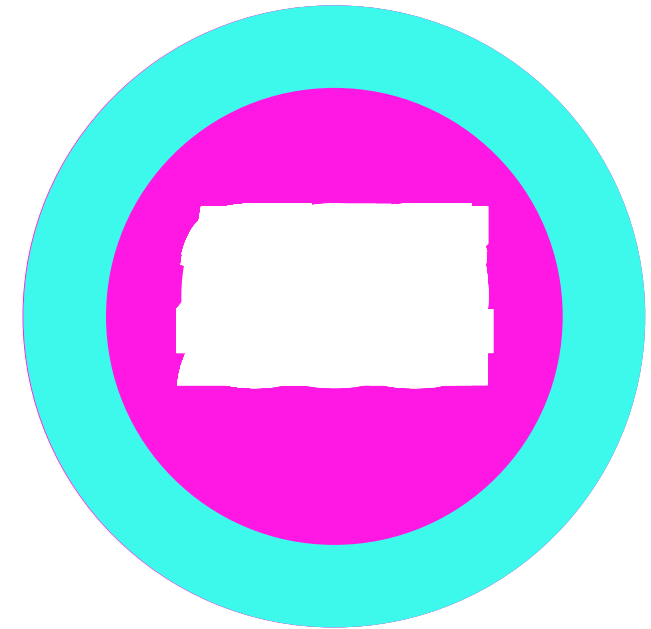
60-Second Type



Why might CYP Gamble?



What might Influence CYP?



Why might young people gamble?



78%

It's Fun



35%

Chance to Win



28%

Something to do



19%

Take Risks



12%

It's Cool

Influences



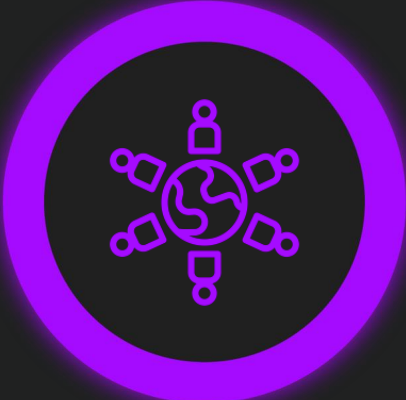
TV Advertising



**Social Media /
Internet**



Radio



Socio-cultural



Family



Friends

Gambling Products

- A No concept of time, no clocks or windows
- "The atmosphere inside a casino makes it easy to get lost in time and keep on spending."
- "The Las Vegas effect, the bright lights make it more fun"

Public Attitude towards gambling Products. Thomas et al 2017.

B FOBT's: A fast speed of play has been identified as one of the key features that appeal to gamblers.

Gambling Commission: National Strategic Assessment 2020

I 1.45 Million
The dreams of winning can activate the same part of the brain which would be activated had we won which keeps us engaged.

Adam Piore: Why we continue Playing the Lottery

- D Multiple Markets, online and at events.
- Social and Cultural norms.

Public Attitude towards gambling Products. Thomas et al 2017.

J Scratch cards were found to be "particularly harmful," possibly due to the instant result and impression players came close to winning.

Leon Booth: Forms of Gambling, Gambling Involvement and Problem Gambling.

F In game betting increased the pace of betting and access to sports betting. Participants also described the role of advertising in the normalisation of sports betting.

Public Attitude towards gambling Products. Thomas et al 2017.

G 9% of regular bingo club visitors are at a moderate risk of developing a gambling problem, while a further 2.5% of those surveyed already had one.

Responsible Gambling Trust Problem Gambling In Licensed Bingo Premises.

H APPG recommend significantly slowing down the speed of random number generated digital games.

Online Gambling Harm Inquiry 2020

I Slot Machines payoffs (when they occur) are immediate, usually coinciding with flashing lights and music and high tech animations.

Mike J Dixon et al. Reward Reactivity in slot machine gambling. 2019

J Category D Machine. No lower age limit.

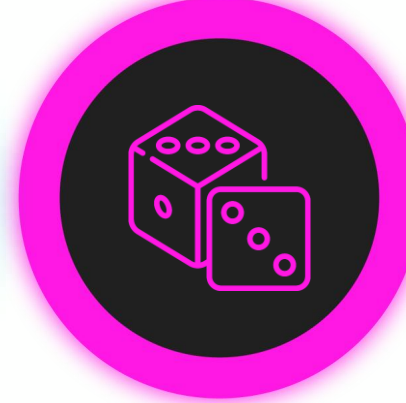
2p Machine

Incentives, VIP & HVC



One company took 83% of deposits from 2% of customers

Source: The Guardian 2020



Estimated 47,000 VIPs - 8% classed as problem gamblers

Source: The Guardian 2020



Sites are set up with tips & tools for how to become and stay a VIP

Source: BeatingBettingUK

Prevalent Incentive Types:

Refund/stake back offers (27%)

Sign up offers (13%)

Bonus or better odds (13%)

Bonus or better winnings (12%)

Source Hing et al. 2017

Advertising

"Betting is increasingly seen as a normal part of supporting your team or following a sport."
PROFESSOR JIM ORFORD, GAMBLING WATCH UK



Match of the day



Gambling logos in PL matches

Advertising

“Betting is increasingly seen as a normal part of supporting your team or following a sport.”
PROFESSOR JIM ORFORD, GAMBLING WATCH UK

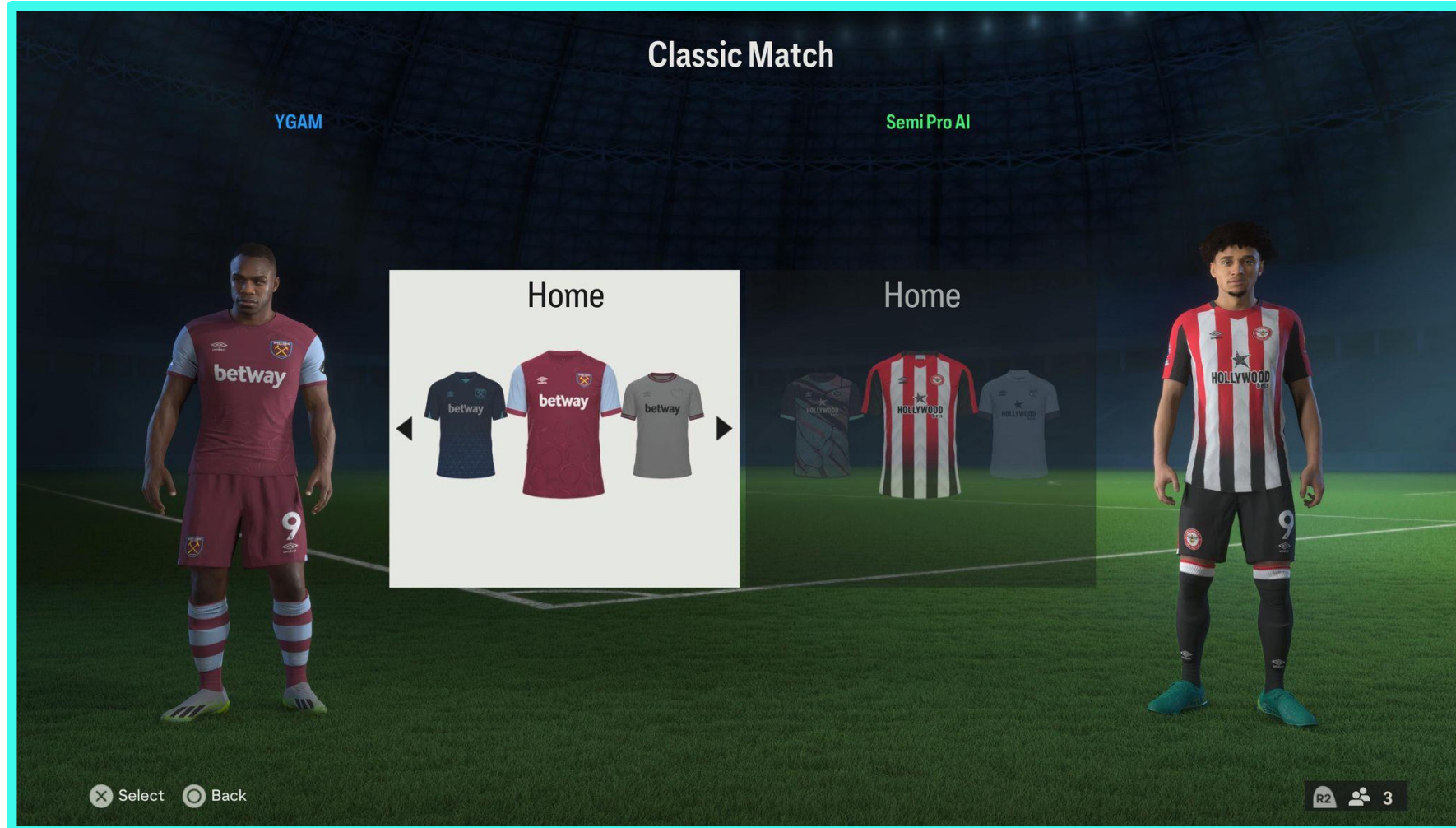


Advertising



Do these shirts carry a gambling sponsor?

Advertising



Current Legislation



Source: Ofcom 2022

Current Legislation



Gaming

The good, the bad and the misunderstood



10 Second Type



What words do you associate
with gaming?



10 Second Type



What are the similarities and differences between gambling and gaming?

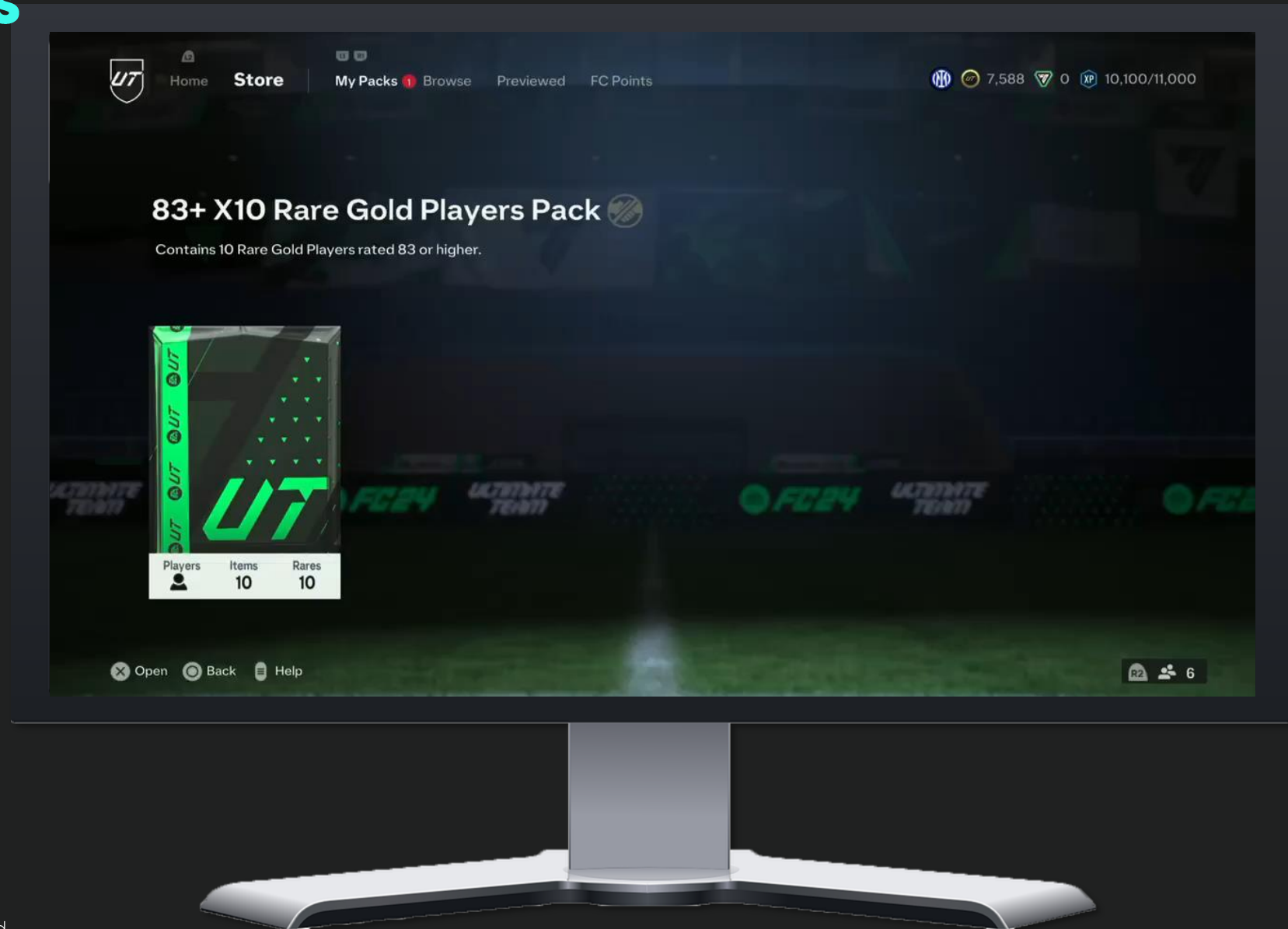


Do you recognise this?

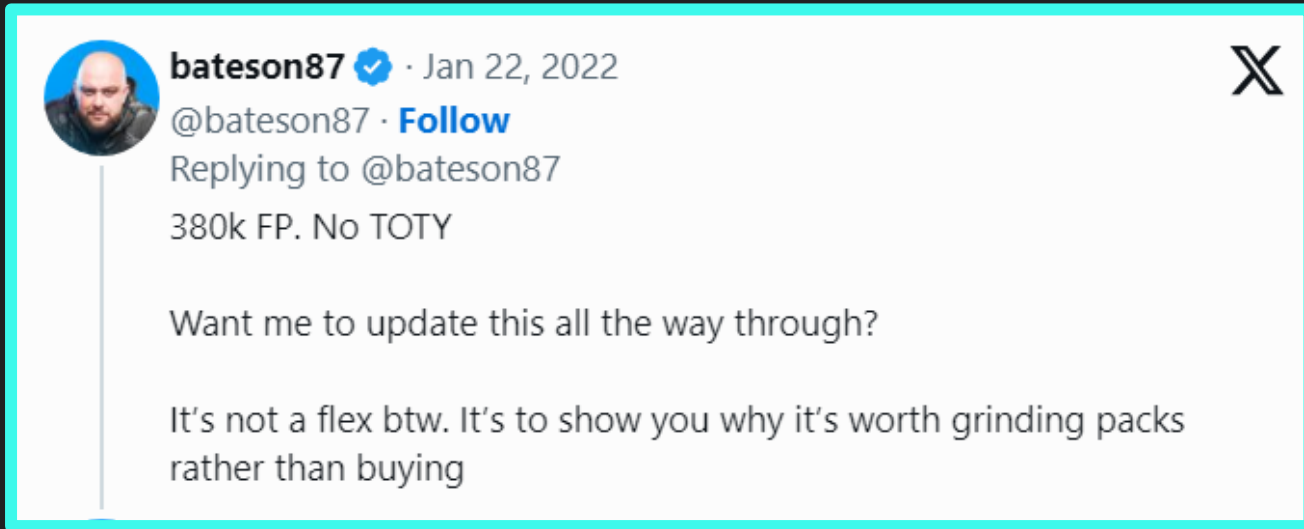
Quickfire: what is this item?



Loot Boxes



Loot Boxes



A screenshot of a tweet from the user **bateson87**, who is verified and has a blue checkmark. The tweet is dated Jan 22, 2022, and is a reply to another tweet from the same user. The text of the tweet reads: "380k FP. No TOTY

Want me to update this all the way through?

It's not a flex btw. It's to show you why it's worth grinding packs rather than buying". The tweet is displayed on a white background with a blue border, and the X logo is visible in the top right corner.

bateson87 ✓ · Jan 22, 2022
@bateson87 · **Follow**
Replying to @bateson87
380k FP. No TOTY

Want me to update this all the way through?

It's not a flex btw. It's to show you why it's worth grinding packs rather than buying

Popular content creator Jamie Bateson admitted he spent 504,000 FIFA points, which is the equivalent to £3,332, during the first two days of the FIFA Team of The Year period in 2022.

“Bateson” has a huge reach across YouTube with 1.6 million people subscribing to his channel.

What does this mean to young people?

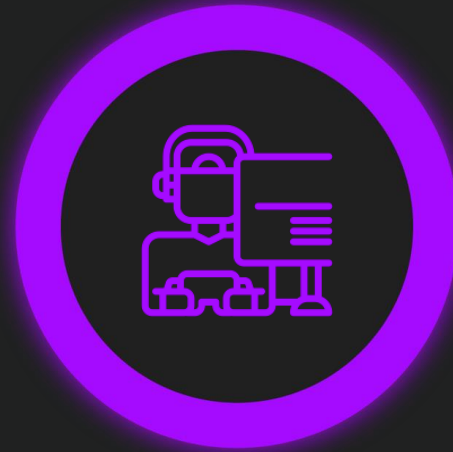
The Action

Surprise / Suspense

Desire to win rare item

Social

In-game advantage



As soon as I was getting better players, I wanted to get better and better and like, I couldn't stop. In my head I was like 'stop', my guts were saying 'stop', everything was saying 'stop', but my brain wasn't. My brain was like 'keep opening'. It was hard.'

Peer Pressure

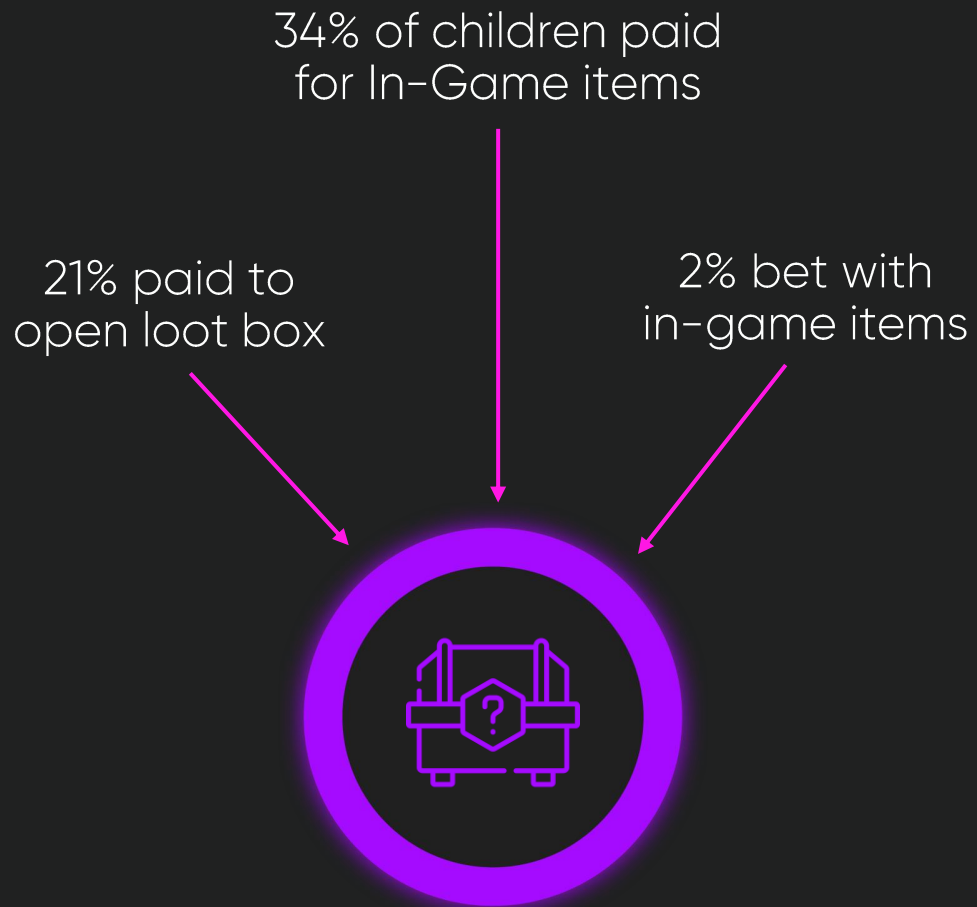
Influencers

Unfair

Frustration

Trading / Profit

Loot Boxes



July
2020

"If a product looks like gambling and feels like gambling, it should be regulated as gambling.... The government must act immediately to bring loot boxes within the remit of gambling legislation and regulation."

[The House of Lords Select Committee, 2nd July 2020](#)

Sept
2020

Call for evidence unveiled a link between loot boxes and gambling harms, as well as wider mental health, financial and problem-gaming harms.

July
2022

Games companies are asked to improve protections for children as well as players of all ages from the risk of harm.

[Government Response on Loot Boxes](#)

Loot Boxes



...In relation to this gambling issue, we obviously, as a nation, want to take advantage of the growth of the esports and gaming industry, as do other nations, and that is very important. But we also want a responsible esports and gaming industry, not one that promotes loot boxes and the kind of gambling that we've seen in that industry over the years.

Darren Millar, Member of Senedd

What happens inside the gaming brain?

Dopamine

Oxytocin

Serotonin

Endorphins

Adrenaline



Motivation to Game

Dr David McClelland's Human Motivation Theory identified that; we seek 3 key needs:

Autonomy – The power of self-determination,

Belonging – A feeling of fitting in and

Competence – We want to feel that we are good at what we are doing

Source: [mindtools](#)

Autonomy

They get to pick and lead their own adventures

Belonging

They can play online with friends and build a community

Competence

Levelling system with the chance to unlock skills

Gaming Disorder

Excessive:

Playing for long periods of time. May prioritise gaming over other hobbies



Gaming Disorder:

“Mental Health condition which can have a hugely debilitating effect on people’s lives, both for patients and their families.”
(period of 12 months or more)

Dr Henrietta Bowden Jones,
Director of the Centre of Internet and Gaming
disorder and Royal College Psychiatrists

Esports

ESPORTS

Esports – What is it?



Esports – What is it?



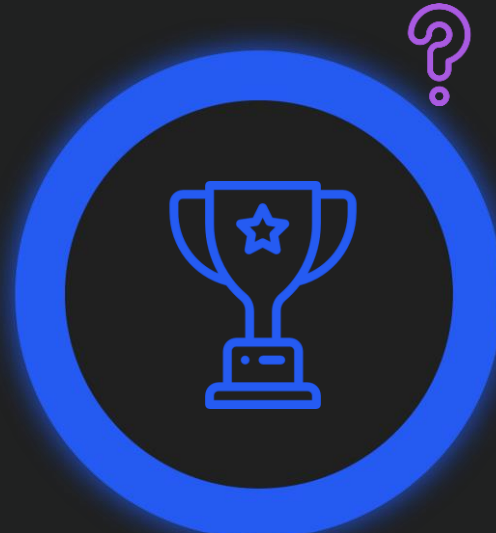
ESPORTS



532 Million

Global Esports audience

Source: [statista](#)



\$18 Million

Prize pool for the 2022 International DotA 2

Source: [Esports Earnings](#)



\$7.2 Million

Highest earning player

Source: [Guinness World Records](#)

Advertising, Gambling and Esports



ENCE – Jing Ji Bao



Godsent – CoolBet



Team Secret – Stake



Monte – FavBet

In the UK GGY from Esports leaped by 124% between April & May 2020

Source: Gambling Commission July 2020

Almost 1/3 of replies & retweets on Esports gambling Twitter posts are from under 16's

Source: Gamble Aware and Bristol University 2019






**Any questions,
observations or
reflections?**







Spotting the Signs and Signposting

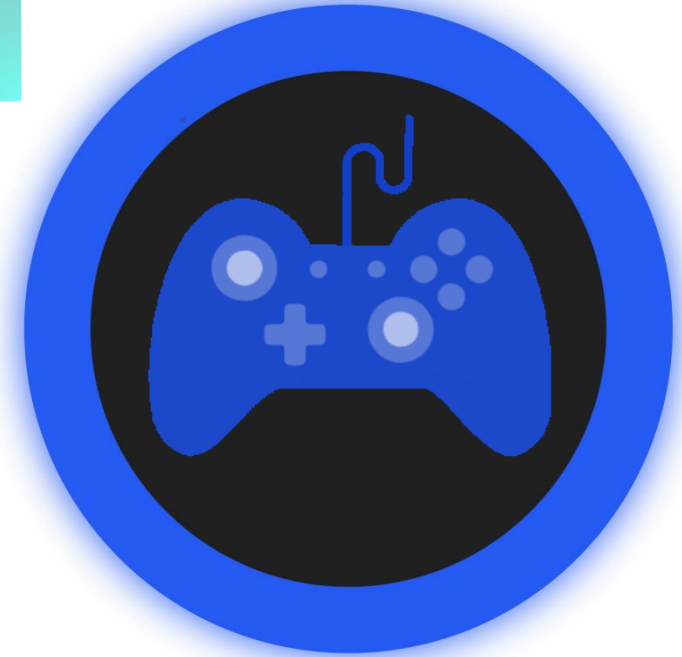
Spotting the Signs: Gaming Disorder

Emotional Signs

-  Preoccupation with gaming
-  Downplaying time gaming
-  Unable to set time limits
-  Avoiding family / friends
-  Being overly defensive

Physical Signs

-  Headaches or migraines
-  Neglecting hygiene
-  Extreme fatigue
-  Carpal tunnel syndrome



Spotting the Signs: Gambling Harm

- ⚠ Spending too much time and/or money
- ⚠ Finding it hard to manage or stop
- ⚠ Arguing with family or friends
- ⚠ Thinking or talking about it a lot
- ⚠ Chasing losses or suffering debt
- ⚠ Gambling until you have nothing left
- ⚠ Feeling anxious, worried
- ⚠ Losing interest in hobbies
- ⚠ Neglecting personal needs
- ⚠ Lying about / hiding gambling
- ⚠ Selling possessions



How You Can Help



**Increase your
knowledge**



**Try to take
a balanced
approach**



**Be mindful
of your
tone/any bias**



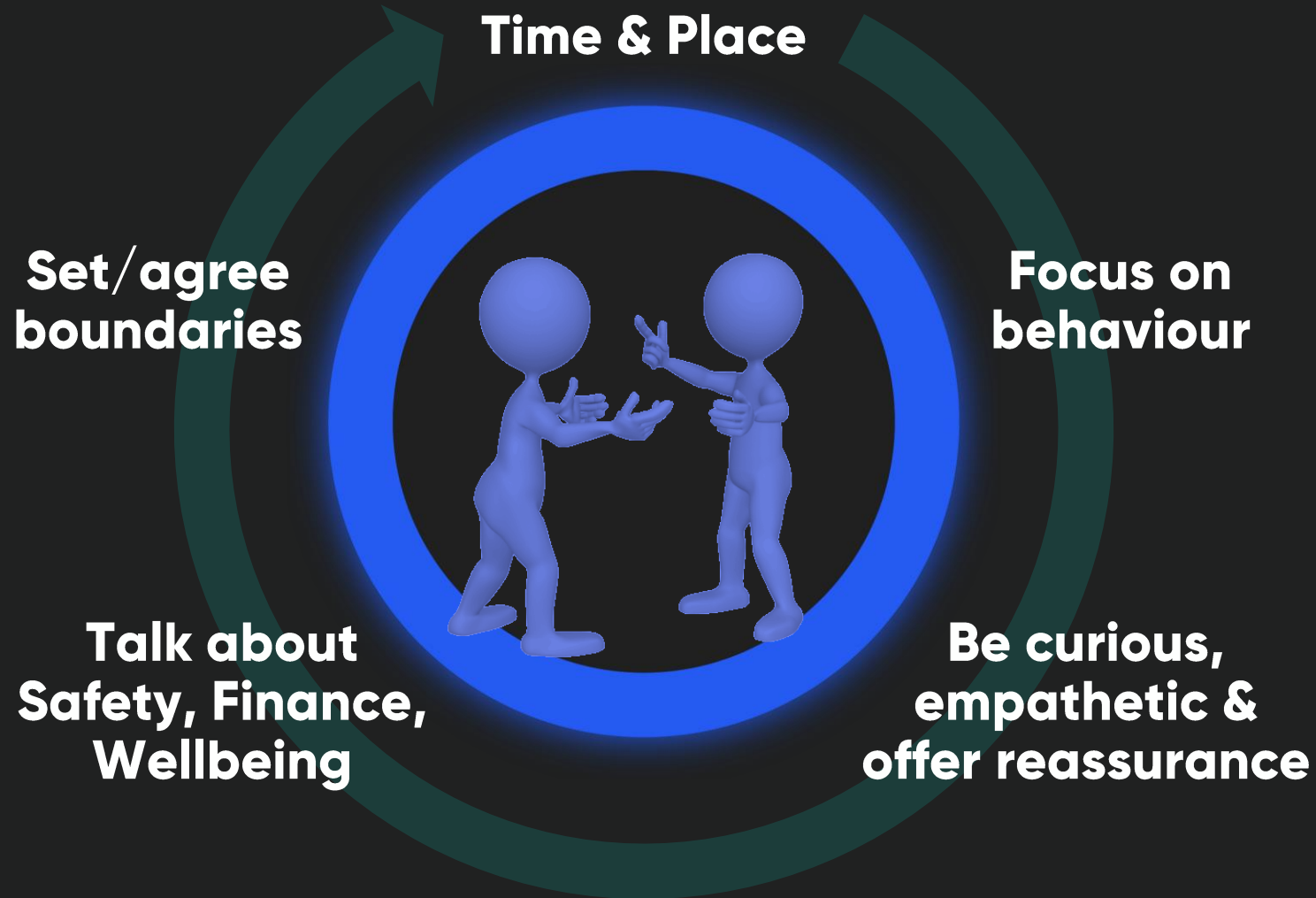
**Reassure
them**

How You Can Help

What You Say Vs What I Hear

I didn't think you did stuff like that.	I feel judged.	Stigma	I've noticed this is important to you.
Don't worry – it isn't that bad.	I'm weak!	Shame	What do you enjoy about it/ what do you want to do differently?
Why don't you just stop?	I'm useless!	Guilt	Is there anything that worries you/that you want to change?
Should you be doing that?	I can't do anything right!	Shame	What does it give you that other activities don't?

It's Good To Talk



It's Good To Talk

The Ygam three-question initial screening tool is useful for determining if seeking additional support is appropriate.

1. Have you ever had to lie to people important to you about how much you gamble/game?
2. Have you ever felt the need to spend more and more money?
3. Have you ever tried to stop, cut down, or control your gambling/gaming?

If your answer to one or more of these questions is "yes" further assessment is advised.



Getting Help



Young People Support Service:
YoungPeopleService@gamcare.org.uk
T: 02030926964

shout

for support in a crisis

24-7 Text crisis service. Text SHOUT to 85258 and you will be connected with a crisis volunteer who will support you.



HOPELINEUK
0800 068 41 41

Support for CYP and their families if a YP is experiencing suicidal thoughts.

childline

ONLINE, ON THE PHONE, ANYTIME
childline.org.uk | 0800 1111

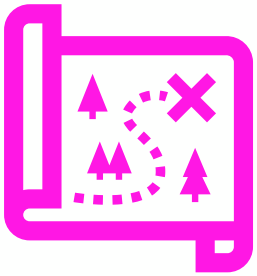
Support from a counsellor on a wide range of issues.

**Any questions,
observations or
reflections?**



Ygam Resources

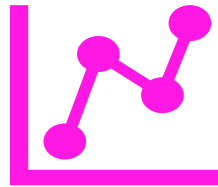
Home to over 1000 resources



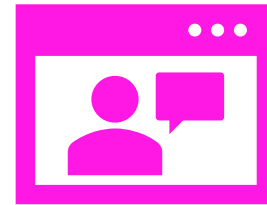
Long-term,
thematic
spiral map



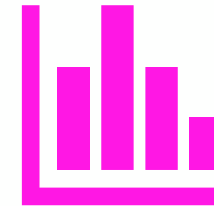
Complete
SOW &
Pre/Post
session
surveys



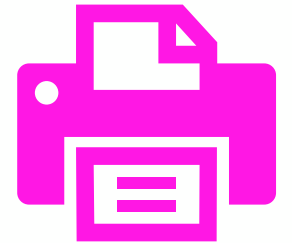
Mapped to
the PoS and
PSE,
Curriculum for
Wales



Interactive
(editable)
PowerPoint
presentations



Data sheets
and
resources



Print and go

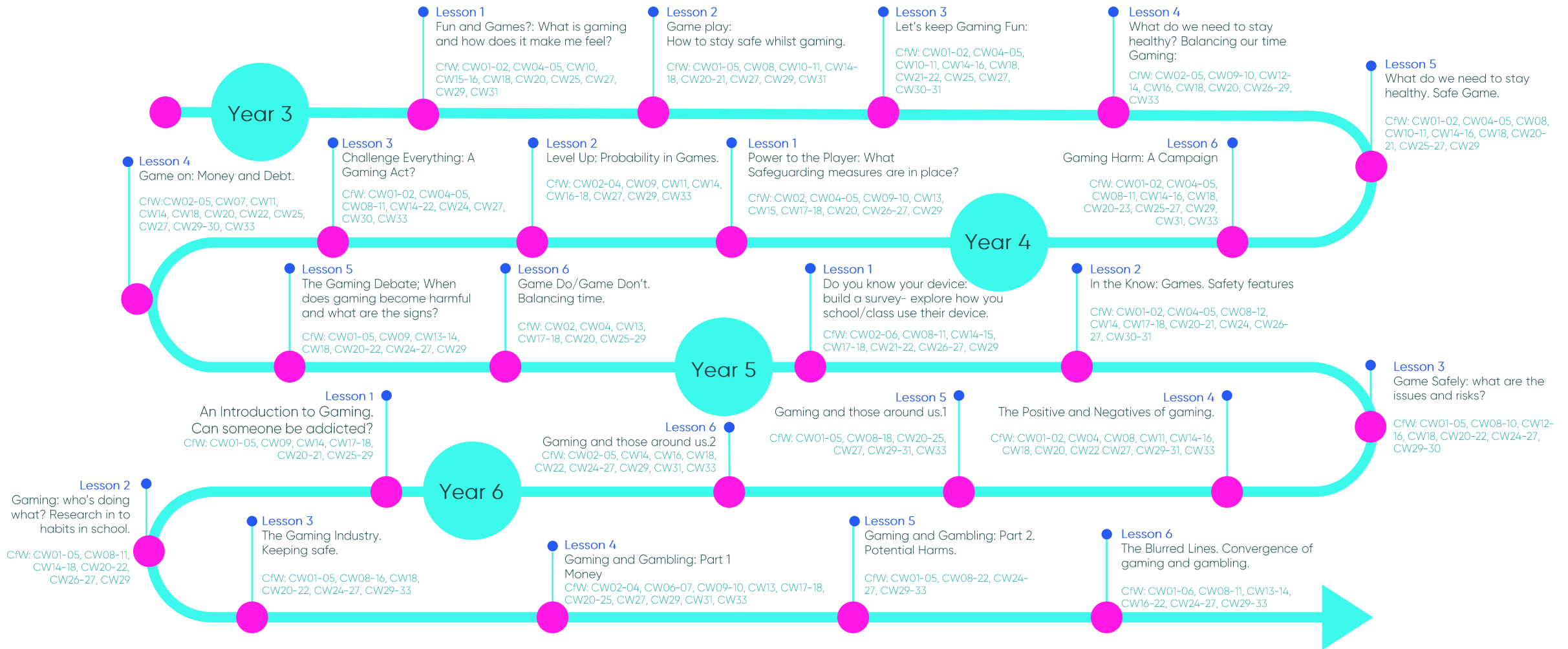
Welsh Curriculum

How to address gambling through the Welsh Curriculum

- ✓ Develop skills as well as knowledge
- ✓ Assessment and evaluation
- ✓ Avoid shock, fear or shame
- ✓ Signpost support



Gaming and Gambling: Y3 – Y6 Long Term Plan



Curriculum for Wales – Programme of Study Links KS2

	Year 3						Year 4						Year 5						Year 6					
	L1	L2	L3	L ₄	L5	L6	L1	L2	L3	L ₄	L5	L6	L1	L2	L3	L ₄	L5	L6	L1	L2	L3	L ₄	L5	L6
The four purposes of the curriculum for Wales – All our children and young people will be...																								
Ambitious, capable learners who:																								
CW01. Set themselves high standards and seek and enjoy challenge																								
CW02. Are building up a body of knowledge and have the skills to connect and apply that knowledge in different contexts																								
CW03. Are questioning and enjoy solving problems																								
CW04. Can communicate effectively in different forms and settings, using both Welsh and English																								
CW05. Can explain the ideas and concepts they are learning about																								
CW06. Can use number effectively in different contexts																								
CW07. Understand how to interpret data and apply mathematical concepts																								
CW08. Use digital technologies creatively to communicate, find and analyse information																								
CW09. Undertake research and evaluate critically what they find and are ready to learn throughout their lives																								
Enterprising, creative contributors who:																								
CW10. Connect and apply their knowledge and skills to create ideas and products																								
CW11. Think creatively to reframe and solve problems																								
CW12. Identify and grasp opportunities																								
CW13. Take measured risks <i>(These sessions do not encourage risk taking but instead look at current popular activities within video gaming, enabling young people to reflect and make informed choices)</i>																								
CW14. Lead and play different roles in teams effectively and responsibly																								
CW15. Express ideas and emotions through different media																								
CW16. Give off their energy and skills so that other people will benefit and are ready to play a full part in life and work																								
Ethical, informed citizens who:																								
CW17. Find, evaluate and use evidence in forming views																								
CW18. Engage with contemporary issues based upon their knowledge and values																								
CW19. Understand and exercise their human and democratic responsibilities and rights																								
CW20. Understand and consider the impact of their actions when making choices and acting																								
CW21. Are knowledgeable about their culture, community, society and the world, now and in the past																								
CW22. Respect the needs and rights of others, as a member of a diverse society																								
CW23. Show their commitment to sustainability of the planet and are ready to be citizens of Wales and the world																								

Curriculum for Wales – Programme of Study Links KS2

	Year 3						Year 4						Year 5						Year 6					
	L1	L2	L3	L4	L5	L6	L1	L2	L3	L4	L5	L6	L1	L2	L3	L4	L5	L6	L1	L2	L3	L4	L5	L6
The four purposes of the curriculum for Wales – All our children and young people will be...																								
Healthy, confident individuals who:																								
CW24. Have secure values and are establishing their spiritual and ethical beliefs																								
CW25. Are building their mental and emotional well-being by developing confidence, resilience and empathy																								
CW26. Apply knowledge about the impact of diet and exercise on physical and mental health in their daily lives																								
CW27. Know how to find the information and support to keep safe and well																								
CW28. Take part in physical activity																								
CW29. Take measured decisions about lifestyle and manage risk																								
CW30. Have the confidence to participate in performance																								
CW31. Form positive relationships based upon trust and mutual respect																								
CW32. Face and overcome challenge																								
CW33. have the skills and knowledge to manage everyday life as independently as they can and are ready to lead fulfilling lives as a valued member of society																								
Six Areas of Learning and Experience																								
6A1. Expressive Arts																								
6A2. Health and Wellbeing																								
6A3. Humanities																								
6A4. Languages, Literacy and Communication																								
6A5. Mathematics and Numeracy																								
6A6. Science and Technology																								
Themes of PSE Framework																								
Active Citizenship																								
Health and emotional well-being																								
Moral and spiritual development																								
Preparing for lifelong learning																								
Sustainable development and global citizenship																								

Now time to look at the online resource platform



Delivery

**How might you
deliver the
resources?**

**Life / Employment
Skills**

Tutorial Time

Local Priorities

Programme of Study

Campaign

1:1s

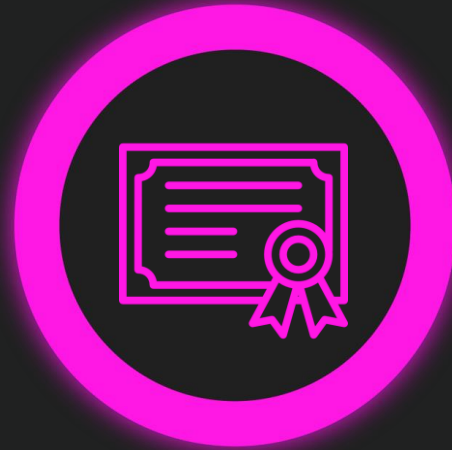
Let's Recap

- ✓ You will understand why children/young people might game/gamble
- ✓ You will understand what is meant by gaming and gambling related harm
- ✓ You will recognise the signs of gaming and gambling related harm
- ✓ You will know where to go for help and support
- ✓ You will have increased confidence in talking to young people about gaming/gambling

What happens next?



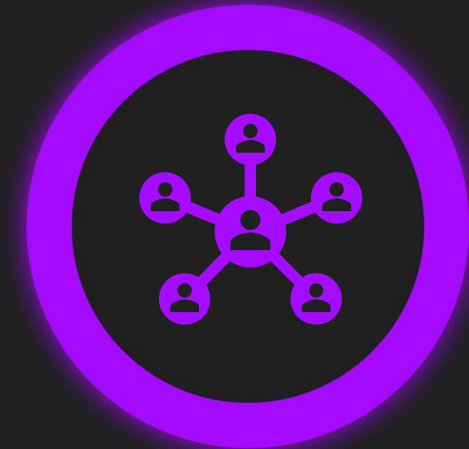
Email containing details on how to access our resources as well as a 2 minute feedback form



City & Guilds certificate and digital credential



Continued professional support from your local Training and Engagement Manager



Access to continued CPD via our vast range of Ygam Alumni sessions

Opt In?



- ✓ To receive support from your Training and Engagement Manager
- ✓ To receive updates on our training and resources and newsletter
- ✓ To avoid duplication, please use the same email address

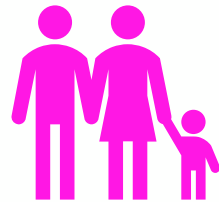
Bespoke Bookings

Get in touch to book a bespoke workshop!

- ✓ Flexible dates and timings
- ✓ INSETS/parents' evenings
- ✓ Bookings for the next academic year
- ✓ Fully-funded
- ✓ Face-to-face or online



Organisations
and Teams



Parents and carers



Foster Carers and Residential
Childcare settings



Early Help and family
support teams



THANK YOU!

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