

# Why People Gamble

60 - 120 minutes (approx.)

## Overview

This lesson is part of the YGAM 'In The Game' programme section 1, 'Why Gamble?' offering students an initial look at the reasons why young people might gamble. This lesson plan relates directly to Challenge 1.1.

### Learning Objectives: To introduce Gambling Awareness:

-  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

1. I can describe why some people gamble.
2. I can identify those most at risk from problem gambling.
3. I can define 'responsible gambling'.
4. I can work successfully as part of a team.

## Resources

1. Power-point presentation on Why Gamble?
2. Infographic on 'Why People Gamble'.
3. 'Why People Gamble' downloadable support materials.
4. 'Why People Gamble' website links.

# Why People Gamble

## Starter

(20 minutes total)

### What makes a young person start to gamble?

Discuss in pairs and feedback 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'?

Write answers on board or sugar paper and save as appropriate

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

## Main Activity

(30 minutes)

### Developing a Gambling Awareness Message.

This activity invites students to share their own thoughts on key gambling awareness messages and to produce a short campaign message of their own. Students should ideally work in groups between 3 and 5.

Students 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 or other specific issues or concerns.

This activity focuses on the skills of leadership and teamwork. Students should use the appropriate YGAM skills sheet 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 why young people gamble. 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 be asked to develop the ideas above and produce an assembly aimed at students in the same or other year groups.

### Teacher's Note

Encourage students to focus on an area of gambling which they think is relevant to other students and which is of interest to them. This is a relatively short activity and teachers need to encourage students to work quickly on this in the time available. Students should also be encouraged to use appropriate IT and social media possibilities, as well as more traditional methods. Differentiation across KS3 and KS4 is by outcome.