



Practitioner Workbook

Today's Aims

- Increase your knowledge & understanding of gambling & gambling-related harm in the UK.
- Explore the YGAM programme, curriculum and resources.
- Provide material for immediate use in your schools.

Today's Programme

- The YGAM Concept
- Background on young people gambling
- YGAM Curriculum Model
- Skills and other benefits
- Engaging your students - Activities
- Certification
- Final thoughts

Baseline Testing and Progression

'In The Know' - Quiz & Attitudes

Factual questions

1. What percentage of young people aged between 12 and 15 develop gambling problems? a) 0.2% b) 2% c) 0.02% d) 20%
2. What percentage of children spend their own pocket money on gambling and/or gaming? a) 1.7% b) 7% c) 17% d) 0.17%
3. The most popular form of youth gambling is a) Fruit machines b) Private bet with friends c) Playing cards with friends d) Sports betting?
4. What is the current chance of winning the National Lottery a) 1 in 4 million b) 1 in 14 million c) 1 in 43 million d) 1 in 4 billion
5. What is the approximate number of official casinos in the UK? a) 25 b) 110 c) 140 d) 200
6. How many Fixed Odds Betting Terminals are allowed in a single betting shop? a) None b) Four c) Ten d) As many as will fit
7. Which is the biggest gambling company in the United Kingdom? a) Ladbrokes b) Paddy Power c) Bet365 d) Coral Rank
8. When did the gambling act become a piece of United Kingdom Legislation? a) 1995 b) 2005 c) 2015 d) 1945
9. How many numbers are on a roulette wheel? a) 10 b) 64 c) 44 d) 37
10. At what percentage do many gambling machines pay out? a) 25% b) 48% c) 75% d) 96%

Attitudes

Describe how you feel about the following questions with 1: Strongly Agree 2: Agree 3: Don't Know 4: Disagree 5: Strongly Disagree

- | | | | | | |
|---|---|---|---|---|---|
| 1. It is wrong for young people to gamble. | 1 | 2 | 3 | 4 | 5 |
| 2. Gaming will lead to gambling for most people Is there a difference. | 1 | 2 | 3 | 4 | 5 |
| 3. Gambling is a form of addiction. | 1 | 2 | 3 | 4 | 5 |
| 4. I think gambling should be more closely controlled. | 1 | 2 | 3 | 4 | 5 |
| 5. The National Lottery is just fun and not gambling. | 1 | 2 | 3 | 4 | 5 |
| 6. Young children should not have access to slot machines. | 1 | 2 | 3 | 4 | 5 |
| 7. It is acceptable to have a friendly bet. | 1 | 2 | 3 | 4 | 5 |
| 8. The gambling industry should pay more for helping with gambling addiction. | 1 | 2 | 3 | 4 | 5 |
| 9. There is a stigma attached to all forms of gambling. | 1 | 2 | 3 | 4 | 5 |
| 10. There is no such thing as responsible gambling. | 1 | 2 | 3 | 4 | 5 |

Teachers and tutors should log base-line scores for the quiz and record other responses appropriately so that these can be compared with the same at the end of the teaching programme.

Attitudes To Gambling & Social Gaming

In groups discuss the following questions and record your answers:

1. What is the difference between gambling & social gaming?

2. Why do people choose to gamble?

3. Is there a stereotypical gambler / social gamer?

4. Is there an associated stigma with problem gambling & if so, why?

YGAM Curriculum Model

- Flexible time frame 2 - 10+ hours (minimum of 10hrs for certification).

- YGAM Curriculum available in PDF & printed format.

- 60 interchangeable, flexible, student challenges available.

- Based on experiential learning philosophy.

- Six easy-to-use lesson plans.

- Five skills sheets recording documents for students / young people.

Certification & Quality Assurance

1. Optional student / young people certification available for 10 hours or more of learning.

2. Optional certificates available for practitioners who commit to 10 additional hours of CPD following today's workshop.

3. Participation not qualification.

4. YGAM resources are quality-assured by the PSHE Association.

5. The YGAM training programme is accredited by ASDAN.

Curriculum Overview

1. Why People Gamble

2. Probability & Luck

3. The Gambling Industry

4. Money & Debt

5. Addiction & Mental Health

How To Deliver The Programme

PSHE Provision

Gambling Awareness Day

Tutorial programme

Gambling Awareness Week

Special Campaign

On-Line IT Focus

Financial Input

Skills Programme

Visit

It's up to you how you deliver the programme, but we hope that the chart gives you some ideas on how you might run it in your school, college or organisation. Try to think about opportunities, which might already exist, especially if it fits into other subject or training areas. Think about who is going to receive the 'Young Gamblers' training. Which one would you choose and why?

Activities Linked To Skills Development

Leadership and Teamwork

Target-Setting and Creativity

Creative-Thinking and Exploration

Research & Presentation

Preparation and Discussion

Skills are really important in the world of education and employment. We want young people to benefit in as many ways as possible from our training programme, which is why we've devised the skills aspect. What are the benefits of each skill section above?

Rationale For Skills

Investigation

Independent Learning

Fostering Enquiry

Testing Available Evidence

Emotional Intelligence

Focus on Student Interest

How do we get young people interested in learning? Discuss the key benefits from the chart above and explain why each is important.

Building A Curriculum

Have a look at the curriculum booklet.

How much curriculum time is available?

Which section would you want to use first with your students/young people?

Which age group will you work with?

Week	Activity Reference	Details: Materials Documents, Evidence, Equipment etc.
1		
2		
3		
4		
5		
6		

Building A Campaign

Notes Page

Final Reflections

- What have we learned as a group?

- What are the important lessons when delivering the programme?

- Are you more confident delivering new content from YGAM?

- Any other questions or observations?

- What happens now? - next steps.

Notes

Notes

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YGAM™ educational resources are quality-assured by the UK PSHE Association 2016.

If you are concerned about the amount of time or money that you or someone you know is spending gambling, you can talk in confidence to GamCare's advisers free of charge over the phone or online.

They are available 8am - midnight, seven days a week.

HelpLine: Freephone 0808 8020 133 (Available for anyone living in England, Scotland and Wales).

