

NOTES FOR PROFESSIONALS:

This is an example Scheme of work. You could create your own using the YGAM workbook and online resources provided; supplementing them with your own ideas and resources to align with your curriculum. This SOW covers topics such as loot boxes, Esports careers, gambling/gaming and mental health as well as safeguarding and responsibility. This KS5 SOW is thematic in its approach, covering key topics for gambling and gaming across the four Purposes of Welsh Education enabling all our children and young people to be: 1) Ambitious, capable learners 2) Enterprising, creative contributors 3) Ethical, informed citizens and 4) Healthy, confident individuals. It is a spiral curriculum, with key topics and themes being revisited, whilst increasing the challenge, broadening the scope, and deepening students' thinking further through the key stages. You will find all lesson plans and resources within this document. The PowerPoint presentations to accompany each session can be found within the KS5 resources on our resources page.

	Activities	Resources
1	<p>Gaming and Gambling: Bias and Ethics</p> <p>Focus:</p> <ul style="list-style-type: none"> To understand what is meant by the terms 'the house always wins' and 'House Edge' To explore how marketing and advertising might influence the perception of success <p>Curriculum for Wales links: CW01-02, CW04-05, CW08-11, CW14-18, CW20, CW24, CW27, CW30-CW31, CW33</p> <p>Six Areas of Learning and Experience: Health and Wellbeing Languages, Literacy and Communication</p>	<ul style="list-style-type: none"> KS5 Lesson 1 KS5 Lesson 1 PowerPoint Filming equipment/phone/craft materials Pen and paper
2	<p>Gaming and Gambling: Safeguarding</p> <p>Focus:</p> <ul style="list-style-type: none"> To understand the current regulations and proposed recommendations in relation to gambling To explore safeguarding and responsibility in relation to gambling <p>Curriculum for Wales links: CW01-02, CW04-05, CW08-11, CW14, CW16, CW19-CW22, CW27, CW30, CW33</p> <p>Six Areas of Learning and Experience: Health and Wellbeing Languages, Literacy and Communication</p>	<ul style="list-style-type: none"> KS5 Lesson 2 KS5 Lesson 2 PowerPoint KS5 LP2 Resource 1 – card sort KS5 LP2 Resource 2 – industry profiles Pen and paper

<p>3</p>	<p>Finances, Debt and Support</p> <p>Focus:</p> <ul style="list-style-type: none"> To understand the risks of debt and how to manage personal finances To explore the term safeguarding and understand the measures needs to safeguard at risk people/groups <p>Curriculum for Wales links: CW01-05, CW09-CW11, CW14, CW16-CW18, CW20, CW22, CW27, CW29, CW33</p> <p>Six Areas of Learning and Experience: Health and Wellbeing Languages, Literacy and Communication</p>	<ul style="list-style-type: none"> KS5 Lesson 3 KS5 Lesson 3 PowerPoint KS5 LP3 Resource 1 – scenario cards KS5 LP3 Resource 2- signposting services Computer suite (optional) Pen and paper
<p>4</p>	<p>Gaming, Gambling and Mental Health</p> <p>Focus:</p> <ul style="list-style-type: none"> To understand how to identify gaming and gambling related harm To explore strategies for maintaining positive mental health <p>Curriculum for Wales links: CW02-05, CW09-CW11, CW14-CW18, CW20, CW25, CW30-CW31, CW33</p> <p>Six Areas of Learning and Experience: Health and Wellbeing Languages, Literacy and Communication</p>	<ul style="list-style-type: none"> KS5 Lesson 4 KS5 Lesson 4 PowerPoint KS5 LP4 Resource 1 – scenario cards Filming equipment (optional) Pen and paper
<p>5</p>	<p>Esports and Professional Gaming</p> <p>Focus:</p> <ul style="list-style-type: none"> To explore the career opportunities within the gaming industry To evaluate the impact of gaming on mental health and wellbeing <p>Curriculum for Wales links: CW02, CW04, CW08-CW10, CW12-CW14, CW18, CW20-CW21, CW27, CW29, CW33</p> <p>Six Areas of Learning and Experience: Health and Wellbeing Languages, Literacy and Communication</p>	<ul style="list-style-type: none"> KS5 Lesson 5 KS5 Lesson 5 PowerPoint KS5 LP5 Resource 1 - info sheet Pen and paper

6	<p>Let's Open Up On Loot Boxes</p> <p>Focus:</p> <ul style="list-style-type: none">• To understand the nature of microtransactions and loot boxes in particular• To evaluate current and proposed legislation <p>Curriculum for Wales links: CW02, CW04-CW05, CW08-CW10, CW13, CW15-CW18, CW20-CW22, CW24, CW27, CW33</p> <p>Six Areas of Learning and Experience: Health and Wellbeing Languages, Literacy and Communication</p>	<ul style="list-style-type: none">• KS5 Lesson 6• KS5 Lesson 6 PowerPoint• Pen and paper
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Safeguarding:

It is important to establish a safe learning environment with clear guidance ground rules. Children and young people should feel able to seek support if necessary and be provided with appropriate support and additional sign posting options. You may wish to work with your DSL. This topic may lead to some children sharing sensitive information and personal experiences which may trigger emotions. In each lesson they should be reminded they can talk to staff within the school. You can also share the sign posting options.

Support/Sign Posting Services

Service	Role
 GamCare NATIONAL GAMBLING HELPLINE 0808 8020 133	<p>Service for anyone in UK age 16+. Offering 1-2-1 face to face support as well as telephone support via the free number available 24hrs a day, 7 days a week. Additionally, an online chat function is available as well as group chats and forums.</p> <p>Young People Support service: YoungPeopleService@gamcare.org.uk T: 02030926964</p>
 Gamban	<p>https://gamban.com/ Self-exclusion tool: Provides ability to block access to online gambling sites and apps.</p>
	<p>BigDeal.org.uk Provides support for 11-19 year olds. Offers a 1-2-1 confidential chat room throughout Great Britain.</p>
 <small>ONLINE, ON THE PHONE, ANYTIME childline.org.uk 0800 1111</small>	<p>Childline works with children and young people until their 19th birthday. They offer a FREE telephone service plus online support and message boards available 24hrs a day as well as practical online materials and activities.</p>
	<p>Text service: 85258. Free service to anyone in crisis. https://giveusashout.org/</p> <p>Provides free healthcare for people of all ages across the UK. There are NHS Gambling clinics in Manchester, Leeds, Sunderland and London and a national gaming clinic in London. They can provide support for those experiencing harm as well as those affected by someone else's problem. National Gaming Clinic and Gambling Clinics ncba.cnwl@nhs.net 02073817722</p>

KS5.L1

Gaming and Gambling: Bias and Ethics

Learning Objectives:

- To understand what is meant by the terms 'the house always wins' and 'House Edge'
- To explore how marketing and advertising might influence the perception of success

Learning Outcomes:

- You can explain and define the terms 'the house always wins' and 'House Edge'.
- You can explore different marketing and advertising strategies
- You can discuss the implications of marketing and advertising and share your own opinions

Resources:

- KS5 Lesson 1. 'Gaming and gambling: bias and ethics' PowerPoint
- Pen and paper
- Filming equipment/phones/craft materials

Curriculum for Wales links:

CW01-02, CW04-05, CW08-11, CW14-18, CW20, CW24, CW27, CW30-CW31, CW33

Six Areas of Learning and Experience:

- Health and Wellbeing
- Languages, Literacy and Communication

Safeguarding: It is important to set ground rules in advance of the session. This topic may lead to some children opening-up about personal experiences - this could in turn trigger emotions. It is essential to establish a safe learning environment, so children and young people feel confident in seeking support if needed.

NOTE: This lesson can be completed as a stand-alone lesson or as part of the KS5 SOW for which it is part 1 of 6 lessons. You may wish to deliver this session as two separate lessons in which case you may choose to adapt the SOW to suit the needs of your school or college.

Starter	Main	Plenary
<p>Post-it: How are games/gambling activities advertised and marketed?</p> <p>Follow with discussion to generate ethical debate:</p> <ul style="list-style-type: none"> • How does sports contribute? • How do influencers and celebrity endorsements contribute? • How does social media contribute? • Do these advertisements ever show failure/losses? • Is gambling advertised in games? How are young people safeguarded? • Think of the games you play/have played are they set up with a fair chance of winning? <p>Define the term 'House Edge.' What do people mean when they say the house always wins'? Does this apply to all forms of gambling?</p> <p>Definition: This is the mathematical advantage that the gambling product and therefore, the gambling firm/venue has over the player. This advantage results in an assured percentage return over time.</p> <p>(www.casino.org)</p> <p>Let's debate: Children have reported seeing gambling adverts in the mobile games they play. Is this ethical?</p>	<p>Raising awareness: Split the class into 3 groups and assign each group a focus:</p> <ol style="list-style-type: none"> a) games b) social media and influencers c) sports <p>Each group creates a short video or poster/leaflet to inform their peers of the impact of gaming and gambling advertising. Consider:</p> <ul style="list-style-type: none"> • What is the message of the advertising? • Who is the target? • Are young people safeguarded? • How can young people make informed choices moving forward? 	<p>Pledge: Each team will pledge to share their work with one key audience e.g., in assemblies, around school, in the community, on social media etc.</p> <p>Teacher to remind students of where they can get help. If they are worried about their own or someone else's relationship with gaming or gambling they can speak to a member of staff.</p> <p>GamCare and Childline sign posting options.</p>

KS5 L2

Gaming and Gambling: Safeguarding

Learning Objectives:

- To understand the current regulations and proposed recommendations in relation to gaming and gambling
- To explore safeguarding in relation to gambling and gaming

Learning Outcomes:

- You can describe current regulations and proposed recommendations
- You can explore each industry's role and responsibilities
- You can put forward justified arguments to your peers

Resources:

- KS5 Lesson 2 'Gaming and Gambling: Who is responsible?' PowerPoint
- Resource 1 – Card sort
- Resource 2 – Profiles
- Pen and paper
- Computer suite (optional)

Curriculum for Wales links:

CW01-02, CW04-05, CW08-11, CW14, CW16, CW19-CW22, CW27, CW30, CW33

Six Areas of Learning and Experience:

- Health and Wellbeing
- Languages, Literacy and Communication

Safeguarding: It is important to set ground rules in advance of the session, you may wish to work with the young people to set these ground rules and take advice from your DSL. This topic may lead to some children opening-up about personal experiences, which may trigger emotions. It is essential to establish a safe learning environment, so children and young people feel confident in seeking support if needed.

NOTE: This lesson can be completed as a stand-alone lesson or as part of the KS5 SOW for which it is part 2 of 6 lessons. You may wish to deliver this session as two separate lessons in which case you may choose to adapt the SOW to suit the needs of your school or college.

Starter	Main	Plenary
<p>Card sort: Students sort the statements into two groups: current regulations vs. proposed regulations. (resource 1) Follow with discussion:</p> <ul style="list-style-type: none"> • Are any of the answers surprising? • Is enough being done? • Who is responsible for putting regulations in place and monitoring them? • Who is responsible for safeguarding consumers, children and young people? 	<p>Let's investigate: Split the class into groups and assign each group an industry (Advertising, gaming, gambling Resource 2 can assist).</p> <p>Source: https://committees.parliament.uk/committee/406/gambling-industry-committee/news/147122/time-to-act-to-reduce-gamblingrelated-harm-says-lords-report/</p> <p>Each group creates a presentation of the following:</p> <ul style="list-style-type: none"> • What they currently do to support safer gaming/gambling • What issues are still present within the industry? • What they plan to do to improve upon current regulations <p>Let's present: The groups now present their findings and pledges to the wider group. The more creative the better.</p>	<p>We proudly present: Each team will take it in turns to score the presentation out of 5 and provide feedback.</p> <p>They must pick up on:</p> <ul style="list-style-type: none"> • 1 interesting point the team made • 1 feature that is shared with their own findings <p>Teacher to remind students of where they can get help. If they are worried about their own or someone else's relationship with gaming or gambling they can speak to a member of staff.</p> <p>GamCare and Childline sign posting options.</p>

Resource 1:

Current regulations	Proposed regulations
Games carry a PEGI rating according to which age the game is deemed suitable for. Games with in-game purchases carry a warning label.	Games tested with harm indicators to establish the potential addictiveness and the appeal to young people.
Maximum stake for fixed odds betting terminals limited to £2.	Maximum stake limit for online gambling products.
Games provide the 'odds' of obtaining items such as rare players and weaponry.	Provide information on the 'odds' or amount of the stake retained by the 'house'
Gambling operators work independently to financial operators but adhere to self-exclusion regulations.	Work with financial operators such as banks to complete affordability checks on consumers before allowing them to gamble.
In game purchases that have characteristics of gambling, but which use virtual money, are not classed as gambling.	Class any in game purchases that have characteristics of gambling as a form of gambling.
The minimum age to purchase and play national lottery products is 16 years of age.	The minimum age to purchase and play national lottery products is 18 years of age.
Gambling operators do not advertise on children's sports kits.	Gambling operators remove advertising from all sports kits, as well as all sports grounds and programmes.

Resource 2:

Advertising:

Current efforts:

- Remove advertising from children's kits
- Whistle to whistle ban on advertising during live events

Issues:

- Advertising on kits and in stadiums
- Advertising on programmes e.g., Match of the Day
- Advertising on none-live events e.g., when streamed

Recommendations (House of Lords Select Committee on the Social and Economic Impact of the Gambling Industry):

- Remove all advertising from kit and stadium
- Remove all advertising from programmes

Gaming:

Current efforts:

- PEGI ratings
- Warning labels representing in-game purchases

Issues:

- If virtual money is used it is simulated gambling and so carries no age restrictions
- No test for addictiveness and appeal for children
- Loot boxes causing or benefitting from gambling related harm (Dr Zendell/Dr Cairns)

Recommendations/future actions:

- The Government must act immediately to bring loot boxes within the remit of gambling legislation and regulation
- Harm indicator test to establish level of addictiveness and appeal for children

Gambling

Current efforts:

- Age restrictions of 16/18 on many gambling products
- Age restrictions and age checks at gambling venues e.g., casinos and races.
- Self-exclusion schemes

Issues:

- Online betting much faster rate of play than offline
- Inconsistencies of affordability checks
- Machines often show amount returned to player, but this is not always clear or very well understood.

Recommendations/future actions:

- Affordability checks
- Introduce maximum stake betting limits online
- Equalise speed of play for online and offline gambling
- Display 'odds' or 'house' stake retention on machines prominently and clearer.
- Regulation of VIP schemes to ensure they do not entice at risk gamblers
- Bank and UK Finance should create and industry wide protocol on blocking gambling payments with a 48 hour cooling off period.

KS5 L3

Finances, Debt and Support

Learning Objectives:

- To understand the potential impact of debt and how to manage personal finances
- To explore the term safeguarding and understand the need to safeguard at risk people/ groups

Learning Outcomes:

- You can describe the risks and the impacts of debt
- You can identify ways to manage your personal finances
- You can explore safeguarding in relation to gambling and at-risk people

Resources:

- KS5 Lesson 3 'Finances, debt and responsibility' PowerPoint
- Resource 1 - scenario cards
- Pen and paper
- Computer suite (optional)

Curriculum for Wales links:

CW01-05, CW09-CW11, CW14, CW16-CW18, CW20, CW22, CW27, CW29, CW33

Six Areas of Learning and Experience:

- Health and Wellbeing
- Languages, Literacy and Communication

Safeguarding: It is important to set ground rules in advance of the session, you may wish to work with the young people to set these ground rules and take advice from your DSL. This topic may lead to some children opening-up about personal experiences, which may trigger emotions. It is essential to establish a safe learning environment, so children and young people feel confident in seeking support if needed.







NOTE: This lesson can be completed as a stand-alone lesson or as part of the KS5 SOW for which it is part 3 of 6 lessons. You may wish to deliver this session as two separate lessons in which case you may choose to adapt the SOW to suit the needs of your school or college.

Starter	Main	Plenary
<p>Mind-map: Students create a mind map of the risks/impacts of debt. Encourage students to think about the impacts on the individual and the wider community, both in the present and the future.</p> <p>Follow with discussion: How might young people spend their money? Do they ever mismanage their money? What would this look like? What might they do? How might young people find themselves in debt?</p>	<p>Group chat: Discuss the following: What can individuals do to manage their finances? Who else is responsible for supporting financial management e.g., banks, financial advisors, education, apps, suppliers etc.? What about in relation to gambling? What duty of care do the providers have to the individual?</p> <p>Financial planning: Split the class into groups. Provide students with the scenario cards. Students read each scenario and create a financial plan that includes both individual and industry-based interventions. Considering, who, what and how. (resource 1)</p> <p>Encourage the groups to think about key industry interventions such as using apps such as Gamban (which self-excludes from gambling websites) and ensuring banks and operators work closely to safeguard people at risk. (resource 2)</p>	<p>We proudly present: Each group presents their plans to the class and take questions and feedback from the audience.</p> <p>Teacher to remind students of where they can get help. If they are worried about their own or someone else's relationship with gaming or gambling they can speak to a member of staff.</p> <p>GamCare and Childline sign posting options.</p>

Resource 1:

<p>Scenario 1: Madiyah</p> <p>Madiyah has just started a part-time job at her auntie’s salon on weekends. She has started spending some of her wage on online gambling apps such as online poker. She made money at first, but now is struggling to regain what she has lost in the last few weeks. She wants to block herself from going on the app somehow but often spends her money on gambling and feels like she is chasing losses all the time.</p>	<p>Scenario 2: Jamal</p> <p>Jamal has opened a bank account and wants to start making money to put into it. He has a part time job but also makes money on the side by playing games with his sixth form friends such as ‘penny up’. Every day he is betting against different groups of friends and every evening he is dreaming up more schemes for making money. He’s started using online gambling sites too – he goes online every night and has stopped seeing his family and friends outside of college.</p>
<p>Scenario 3: Aleksandra</p> <p>Aleksandra has always watched family members gamble and lose large amounts of money. At the moment they can’t afford to buy food and are at risk of eviction. Aleksandra wonders if she should try to win some money by gambling. She feels hopeless and depressed and cannot see a way out of this.</p>	<p>Scenario 4: Georgie</p> <p>Georgie is a huge football fan and goes to the game every weekend with their dad. Georgie has an old shirt which doesn’t have the betting logo on but sees the logo at all the games on shirts and in the stands. Georgie’s dad bets on the games every week and they join in now they have a part time wage. Georgie has started betting on other sports too and use most of their wage on online bets. Georgie wants to save for a car but is struggling to save enough each month to do both things so is looking at the possibility of getting a loan.</p>

Resource 2:

Support/Sign Posting Services	
Service	Role
 <p>GamCare NATIONAL GAMBLING HELPLINE 0808 8020 133</p>	<p>Service for anyone in UK age 16+. Offering 1-2-1 face to face support as well as telephone support via the free number available 24hrs a day, 7 days a week. Additionally, an online chat function is available as well as group chats and forums.</p> <p>Young People Support service: YoungPeopleService@gamcare.org.uk T: 02030926964</p>
 <p>Gamban</p>	<p>https://gamban.com/ Self-exclusion tool: Provides ability to block access to online gambling sites and apps.</p>
 <p>BIG DEAL?</p>	<p>BigDeal.org.uk Provides support for 11-19 year olds. Offers a 1-2-1 confidential chat room throughout Great Britain.</p>
 <p>childline ONLINE, ON THE PHONE, ANYTIME childline.org.uk 0800 1111</p>	<p>Childline works with children and young people until their 19th birthday. They offer a FREE telephone service plus online support and message boards available 24hrs a day as well as practical online materials and activities.</p>
 <p>shout for support in a crisis</p>	<p>Text service: 85258. Free service to anyone in crisis. https://giveusashout.org/</p>
 <p>NHS</p>	<p>Provides free healthcare for people of all ages across the UK. There are NHS Gambling clinics in Manchester, Leeds, Sunderland and London and a national gaming clinic in London. They can provide support for those experiencing harm as well as those affected by someone else's problem. National Gaming Clinic and Gambling Clinics nca.cnwl@nhs.net 02073817722</p>

KS5.L4

Gaming, Gambling and Mental Health

Learning Objectives:

- To understand how to identify gaming and gambling related harm
- To explore strategies for maintaining physical and mental well being

Learning Outcomes:

- You can differentiate between healthy and harmful gaming/gambling
- You can empathise with someone experiencing gaming/gambling related harm
- You can identify a range of strategies for maintain positive mental health

Resources:

- KS5 Lesson 4 'Gaming, gambling and mental health' PowerPoint
- Resource 1 – scenario cards
- Pen and paper
- Filming equipment/phones (optional)

Curriculum for Wales links:

CW02-05, CW09-CW11, CW14-CW18, CW20, CW25, CW30-CW31, CW33

Six Areas of Learning and Experience:

- Health and Wellbeing
- Languages, Literacy and Communication

Safeguarding: It is important to set ground rules in advance of the session, you may wish to work with the young people to set these ground rules and take advice from your DSL. This topic may lead to some children opening-up about personal experiences, which may trigger emotions. It is essential to establish a safe learning environment, so children and young people feel confident in seeking support if needed.

NOTE: This lesson can be completed as a stand-alone lesson or as part of the KS5 SOW for which it is part 4 of 6 lessons. You may wish to deliver this session as two separate lessons in which case you may choose to adapt the SOW to suit the needs of your school or college.

Starter	Main	Plenary
<p>Stand up if: Read the following statements and ask the young people to stand up if they have ever...</p> <ul style="list-style-type: none"> • Played pitch and toss/penny up/coin game at school • Bet amongst friends • Bought and won on a scratch card • Lied to people about money spent on gaming/gambling • Played on the penny slot machines • Picked a horse for someone when betting on the horse racing • Played bingo • Played the national lottery • Picked an outcome for someone betting on Esports • Played an free online free game that has a roulette wheel • Borrowed money for a game/gambling activity <p>Ensure that students feel it is a safe environment to do this activity. It could be that groups close their eyes and raise their hands or write down and post their activities anonymously.</p>	<p>Health vs harm: Students create mind-maps of the signs and symptoms of gaming and gambling related harm.</p> <p>In their shoes: Students work in pairs/small groups. Students are given a choice of scenarios and must create a short radio/ written interview, playing the role stated on the cards (resource 1).</p> <p>Each group is to consider:</p> <ul style="list-style-type: none"> • the behaviours of someone experiencing gaming/gambling related harm • the wider impact on their mental health • the impact on lives of those around them • strategies for maintaining/rebuilding positive mental health 	<p>Post it: Students post strategies for maintaining positive mental health.</p> <p>Teacher to remind students of where they can get help. If they are worried about their own or someone else's relationship with gaming or gambling they can speak to a member of staff.</p> <p>BigDeal and Childline sign posting options.</p>

Resource 1:

<p>Scenario 1: Interviewee: Rosa (Liam’s parent/guardian)</p> <p>Liam is gaming excessively. He doesn’t come down to eat anymore and is losing weight from poor diet and limited exercise. He gets angry when his gaming is brought up and relationships have broken down completely. He’s struggling with his college subjects and is at risk of failing his exams.</p>	<p>Scenario 2: Interviewee: Kareem</p> <p>Kareem wants to be an Esports professional. He plans to go to the local university which offers an Esports degree. He is finding it hard to balance time as loves socialising with friends but wants to get ahead in his career. He has seen his friends get completely absorbed in Esports and he wants to make sure he still has a good work life balance.</p>
<p>Scenario 3: Interviewee: Bart</p> <p>Bart has watched his brother struggle with a gambling addiction for the last two years. His brother went to university and began gambling with his student loan. Bart has watched his brother go from enjoying gambling with his university friends, to isolating himself in his dorm and lie about what he is spending his time and money on. He is worried that his brother is suffering from severe depression because of gambling.</p>	<p>Scenario 4: Interviewee: Taylor</p> <p>Taylor used to gamble as part of their social circle. They would spend money on college games such as cards and penny up, but this slowly progressed into gambling alone on different apps. Taylor ended up hundreds of pounds in debt and suffered from anxiety and depression. Taylor finally opened up to a family member and began the road to recovery.</p>
<p>Scenario 5: Interviewee: Marcus</p> <p>Marcus always sees his friends buying scratch cards and lottery tickets now they have turned 16 – it seems to be part of their culture. They’ve now also started playing cards for money during free periods. Marcus feels isolated because in his culture it is frowned upon to take part in gambling activities like scratch cards. He’s torn between fitting in and taking part in social activities and letting his own family and community down. He doesn’t feel that his friends understand his culture and he is afraid they will kick him out of the group if he tells them.</p>	<p>Scenario 6: Interviewee: James</p> <p>James has always had older friends because he has a brother and cousins that are older than him. They are always going to the horse races and putting bets on at races and football matches. Now he has a part time job, James has been asking them to put bets on for him. He loves the thrill of watching the events and hoping for a big win. Sometimes he needs to borrow money and work overtime to pay his friends back.</p>

KS5.L5

Esports and Professional Gaming

Learning Objectives:

- To explore the career opportunities within the gaming industry
- To evaluate the impact of gaming on mental and physical wellbeing

Learning Outcomes:

- You can identify a range of careers opportunities in gaming and Esports
- You can explain the benefits and risks of pursuing a career in professional gaming
- You can identify a range of strategies to maintain and promote physical and mental wellbeing

Resources:

- KS5 Lesson 5 'Esports and Professional gaming' PowerPoint
- Resource 1 – key info sheet
- Pen and paper

Curriculum for Wales links:

CW02, CW04, CW08-CW10, CW12-CW14, CW18, CW20-CW21, CW27, CW29, CW33

Six Areas of Learning and Experience:

- Health and Wellbeing
- Languages, Literacy and Communication

Safeguarding: It is important to set ground rules in advance of the session, you may wish to work with the young people to set these ground rules and take advice from your DSL. This topic may lead to some children opening-up about personal experiences, which may trigger emotions. It is essential to establish a safe learning environment, so children and young people feel confident in seeking support if needed.

NOTE: This lesson can be completed as a stand-alone lesson or as part of the KS5 SOW for which it is part 5 of 6 lessons. You may wish to deliver this session as two separate lessons in which case you may choose to adapt the SOW to suit the needs of your school or college.

Starter	Main	Plenary
<p>What jobs are out there? In groups, students list as many job opportunities within the gaming sector they can think of. Examples include programmers, artists, voice actors, commentators, e-sports athlete etc.</p> <p>Discuss with students: Esports are one of the fastest growing sectors in the UK, meaning opportunities are growing rapidly (provide resource 1 – info sheet).</p>	<p>Let's advertise: In pairs or groups, choose a job from the starter task and create a quick job advertisement with the relevant requirements.</p> <p>IT option: Use resource 1 to search specific websites.</p> <p>Benefits and risks: As a group, discuss the benefits and risks that come with applying for gaming jobs. Or from working within the gaming industry. How can young people mitigate these risks?</p> <p>Consider: time spent gaming in order to develop skill, work life balance, skills needed and acquired for gaming career, technology, access to technology.</p>	<p>Final thoughts: What are students' thoughts on the session? How do they feel about careers with the field of Esports? Has anything surprised them? What are the pros and cons?</p> <p>Teacher to remind students of where they can get help. If they are worried about their own or someone else's relationship with gaming or gambling they can speak to a member of staff.</p> <p>BigDeal and Childline sign posting options.</p>

Resource 1:

Esports - key info:

Esports are one of the fastest growing sectors in the UK with the number of full time job vacancies growing 118% from 3,821 in 2018 to 8,330 in 2019 (<https://esports-news.co.uk/2020/02/05/number-of-esports-jobs-rises-hitmarker/>). That means that opportunities for young people are growing rapidly and their aspiration of working with video games may not be so far away.

Websites for researching job info:

- www.hitmarker.net
- www.glassdoor.co.uk
- www.Britishesports.org/careers/
- www.rektjobs.com



Resource 1:

Esports - key info:

Esports are one of the fastest growing sectors in the UK with the number of full time job vacancies growing 118% from 3,821 in 2018 to 8,330 in 2019 (<https://esports-news.co.uk/2020/02/05/number-of-esports-jobs-rises-hitmarker/>). That means that opportunities for young people are growing rapidly and their aspiration of working with video games may not be so far away.

Websites for researching job info:

- www.hitmarker.net
- www.glassdoor.co.uk
- www.Britishesports.org/careers/
- www.rektjobs.com



KS5.L6

Let's open up on loot boxes!

Learning Objectives:

- To understand the nature of microtransactions and loot boxes in particular
- To evaluate current and proposed legislation

Learning Outcomes:

- You can describe microtransactions and loot boxes
- You can evaluate the current legislation
- You can evaluate the proposed legislation

Resources:

- KS5 Lesson 6 'Let's open up on loot boxes' PowerPoint
- Pen and paper

Curriculum for Wales links:

CW02, CW04-CW05, CW08-CW10, CW13, CW15-CW18, CW20-CW22, CW24, CW27, CW33

Six Areas of Learning and Experience:

- Health and Wellbeing
- Languages, Literacy and Communication

Safeguarding: It is important to set ground rules in advance of the session, you may wish to work with the young people to set these ground rules and take advice from your DSL. This topic may lead to some children opening-up about personal experiences, which may trigger emotions. It is essential to establish a safe learning environment, so children and young people feel confident in seeking support if needed.

NOTE: This lesson can be completed as a stand-alone lesson or as part of the KS5 SOW for which it is part 6 of 6 lessons. You may wish to deliver this session as two separate lessons in which case you may choose to adapt the SOW to suit the needs of your school or college.

Starter	Main	Plenary
<p>Carousel: Create mind maps for the following statements.</p> <p>Students move around the room and add to each mind map as part of a carousel.</p> <ul style="list-style-type: none"> • Devices used to play games • Gambling style features in games • In game purchases/items • Ways to purchase things within a game <p>Review the mind maps as a group. Discuss why people do/do not purchase microtransactions such as loot boxes etc.</p> <p>Pose the question: If games have gambling style features are, they considered to be a form of gambling?</p>	<p>Let's debate: Split the group into two and debate the following statement:</p> <p>A) <i>Loot boxes should be prohibited to those over 18 years of age.</i></p> <p><i>OR</i></p> <p>B) <i>In-app purchases should be banned for games all together.</i></p>	<p>Post-it: Students post a Tweet or Hashtag using post-its or an online platform to sum up the session on loot boxes/in game purchases.</p> <p>Teacher to remind students of where they can get help. If they are worried about their own or someone else's relationship with gaming or gambling they can speak to a member of staff.</p> <p>GamCare and Childline sign posting options.</p>

