



Dear Parents and Carers,

You are receiving this letter as your child's school is taking part in our Education Programme which aims to prevent gaming and gambling related harm.

Research shows:

- 53% of 7-year olds and 90% of 11-year olds now own their own smart phone (Childwise, 2020)
- 56% of young people know what a loot box is and 44% have paid to open one (Gambling Commission 2019)
- Children aged 12 – 15 years old spent on average 11.6 hours gaming per week, last year (Statista 2019)
- Gaming is now listed as a mental health disorder under revision of 11th revision of the International Classification of Diseases 2018

We offer a comprehensive curriculum, closely matched to the PSHE/RSE programme of study. As part of our curriculum we aim to inform, educate, and safeguard children and build digital resilience.

All our lessons are designed by qualified teachers and are age appropriate and relevant to the curriculum your child is following. At YGAM we aim to promote a healthy online/offline balance, as well as addressing key areas such as keeping gaming safe and fun, the issues and risks of gaming, the blurred lines between gaming and gambling and mental health and wellbeing. The topics covered will provide children and young people with the knowledge, understanding and skills to live safe and healthy lives, empowering them to make informed choices.

To support your own knowledge on gaming we would recommend accessing the YGAM parent hub which is a great source of information, support and family activities designed to reduce screen time and encourage a range of healthy alternatives.

<https://parents.ygam.org/>

Best wishes,

The YGAM team