

MANITOBA ADDICTIONS AWARENESS WEEK

TOPIC:	Gambling – What would you do?
AUDIENCE:	Grades 7 - 12
OUTCOME:	<p>Develop criteria and a rating system for weighing the benefits of the alternatives for making physically active and healthy lifestyle choices in different case scenarios.</p> <p>Apply conflict resolution strategies to different scenarios.</p> <p>Describe appropriate use of avoidance/refusal strategies when dealing with potentially dangerous situations and/or stressful social situations.</p> <p>Explain the meaning of addiction (i.e., gambling) and substance dependence, and the possible effects on self and/or others.</p> <p>Identify community agencies and resources available to support the prevention of substance use and abuse.</p> <p>Examine current statistics on substance use as it affects healthy living, locally and nationally.</p> <p>Analyze effective responses to problems regarding substance use and abuse by self or others.</p>

What would you do?

Gambling Classroom Activities

Widespread gambling has become a fact of life in North America today. In light of this, gambling is a topic that Manitoba youth need to know more about. These scenarios allow students to reflect upon and research an issue that might have an impact on their lives.

Gambling Situation 1

Joey is a senior 4 student. He has been playing Texas Hold ‘Em online for several years. Joey has never played for ‘real money’, although he considers himself to be a very skilled player. To his surprise during one of his games, Joey receives a pop-up on the screen inviting him to play for real cash. All Joey has to do is invest 50 dollars and in turn the game operator will give him 50 free dollars. He was very excited at the idea of playing for real money. Joey has no credit card of his own but he can easily access his parents’ credit card statement to get all the information he needs.

1. What are Joey's options in this situation?
2. What kinds of things should Joey consider to help him make a decision?
3. If you were Joey, what would you do?

Other Discussion Points: Can online game operators monitor the age of players? Can they ensure the credit card information belongs to the player? Can Joey be certain that this is not a scam to rob him of 50 dollars? Can online gambling be regulated? In non-regulated gambling games, are there any protective features for players?

Gambling Activity 2

When making a decision, it is always a good practice to gather accurate, reliable information to assist in making the decision. For example, even for something as simple as renting a video, information is helpful. Most people tend to flip over the video case, read the particulars and then make a decision.

With gambling, many people are making the decision to gamble without gathering information.

Your job is to develop an information pamphlet to be distributed to students to assist them in decision making around gambling. What kind of information might be helpful to stay safe if you choose to gamble? (This activity may work well by dividing the class into smaller groups.)

Things to consider:

- Pamphlet design (i.e. font, color, layout)
- Catchy title
- Information to include
- Self-quiz or checklists
- Helping resources

For additional information or to book a gambling awareness session from contact your local AFM office.

Activity developed by AFM Youth Unit staff.