

I win you lose – Lesson pack.

Preventing harm from gambling by educating students about the risks using drama and video.

Background information

about gambling and young people

Gambling advertising is everywhere and it's changing the way young people see sport. Excessive sports betting advertising can make it seem like gambling is normal, that sport is all about the odds, not the game.

When something feels normal, the risks are often not considered, and people can end up experiencing harm. Young people can be especially at risk of harm from gambling.

About this lesson pack

This resource has been developed as a unit which could be offered to students as part of a Year 9 or 10 general subject, wellbeing or welfare learning time.

The lesson features the drama series 'I win, you lose' to support the learning and provide a modern, interactive way to illustrate the harms associated with gambling.

Practical Information

Year level: 9 & 10 – Health and Physical Education

Topic: Social issues - Gambling

Time: 100 minutes (2 periods)

Resources: I win, you lose video series (YouTube playlist), TV, worksheets

Teacher: Facilitate class discussions, support creative thinking

Keywords: Gambling, betting, drama series, tv, documentary film, health and wellbeing, mobile phones, pokies, sports, personal reflection, personal responsibility, positive choices, wellbeing, young people.



Links to Australian Curriculum

ACPPS095: Critically analyse and apply health information from a range of sources to health decisions and situations ([ACPPS095](#))

- critiquing and selecting the most suitable and reliable sources of health information according to the decision that needs to be made
- examining actions to take greater responsibility in relation to their own health
- critiquing services that provide advice and support on health-related issues, and investigating ways to store and share contact information of these services with other young people
- evaluating strategies and actions to increase personal safety and planning to promote these in the school and community

ACPPS092: Propose, practise and evaluate responses in situations where external influences may impact on their ability to make healthy and safe choices ([ACPPS092](#))

- critiquing images and messages in the media that portray what it means to have a good time and be fun to be around, and evaluating how these images can be interpreted
- evaluating the influence of personal, social, environmental and cultural factors on decisions and actions young people take in relation to their health, safety and wellbeing

Relevant parts of Year 9 & 10 achievement standards

Students apply decision-making and problem-solving skills when taking action to enhance their own and others' health, safety and wellbeing.

General capabilities:

Critical and Creative Thinking, Personal and Social Capability, Ethical Understanding



Overview Lesson plan

First period

- 5 min Introduction including some stats
- 30 min: Video 1 – 4
- 15 min: Group conversation about kids and gambling, online casino games, betting, branding

Second period

- 5 min: Recapping last week
- 30 min: Video 5 – 9
- 15 min: Group conversation about sports betting, Intentions of betting industry, gambling harm, making healthy choices.

Or

Create a Public Awareness Campaign.

Screengrabs of 'I win, you lose'



Lesson 1

Introduction

Young people are exposed to gambling at early ages and have opportunities to engage in gambling at a much younger age.

Some stats to consider:

- 4 in 10 adolescents have seen promotions of gambling on social media.
- 5 in 10 adolescents have high levels of exposure to sports betting marketing.
- About 1 in 5 children can identify three or more sports betting brands.
- Up to a quarter of young people bet on sport
- Around 1 in 10 young people gamble online
- 1 in 5 adolescents play social casino games
- 1 in 5 adults with gambling problems started gambling before they were 18.
- About one young person in every 25 has a problem with gambling, which is an average of one in every high school classroom.

Today we will explore how gambling infiltrates a child's life and how it can lead to significant harm in a family.

Video's

We will use the 'I win You lose' drama series to illustrate this.

https://www.youtube.com/watch?v=uCfroed_Ide&list=PLT6BvjDoDZwkaHbkjpdIB4YQsum7_XhS&index=1

Episode 1: Siblings Millie and Oscar, age 3 and 6, are tots with a gambling future in a digital age - as Jasper lays down his Bet-a-Day master plan.

Episode 2: The family enjoy a "Kids eat Free" night out at their local community Sports Club, but dad is called away leaving consequences for the kids.

Episode 3: Cathy gets distracted from her school pick-up run as tensions within the family begin to escalate.

Episode 4: Nine years have passed and Oscar is now 12. He shows off his party piece - an amazing talent for betting odds, to an admiring Gran and Grandad.



Group Discussion Questions

- Do the ads for sports betting make it seem fun and harmless or an easy way to win money?
- Why do you think betting agencies sometimes offer to give money back if you don't win? Is it to encourage you to keep gambling?
- What influence do you think sports betting advertising has had on how we see and talk about sports?
- Do you think our love of the game is being lost to a culture of gambling in sports?
- Do you think people feel they have to gamble to enjoy the footy or other sports?
- How do online casino games work? How do they entice you to play real money gambling?



Lesson 2

Recapping lesson 1 using questions:

- What do you remember about previous lesson about gambling?
- How does advertising for sports betting lead to kids being introduced to gambling?

Video's

We will watch episode 5 to 9 the 'I win You lose' drama series to illustrate this.

https://www.youtube.com/watch?v=uCfroed_IdE&list=PLT6BvjDoDZwkaHbkjpdIB4YQsum7_XhS&index=1

Episode 5: A heavy boardroom meeting at Bet-a-Day, as its top executives strive to find new markets and demographics of future punters, to increase its considerable market share.

Episode 6: Oscar has fun on the footy field, unaware of the crisis to unfold later that day.

Episode 7: Nine years later. Millie is celebrating her "Coming of Age" 18th birthday at the Diamond Casino with her girlfriends, and has a huge win!

Episode 8: Seven years later. Oscar is now 28 and married, but things are not going well for the family as mum hits rock bottom.

Episode 9: Mum tries to help Millie as Oscar and his father reunite, but Jasper has to complete his master plan.....

Group Discussion Questions

- Explain the harm associated with gambling and betting.
- Where would you go for help if you or someone you know is affected by gambling?
- How can you make healthy choices? How can you support others to make healthy choices?
- How can you raise awareness about gambling and betting and the harms associated with gambling/betting?



Create a Public Awareness Campaign

Students create an advertisement, pamphlet, annotated poster or electronic resource with the purpose of creating awareness of cyber safety concerns associated with playing 'fake' gambling apps.

Students present with their peers and investigate the opportunity for visual displays in the senior secondary areas of the school.

In your presentation you need to cover the following:

- What the issue is
- Why parents/carers should care: These apps may be misleading their child about how gambling actually works and the risks involved as well as encouraging them to spend large sums of money on in app purchases.
- What parents/carers can do: Talk to their child about these types of apps and the potential pitfalls. If possible, share the campaigns with families of senior students at your school.

