



LESSON 3

ACTIVITY SHEET:

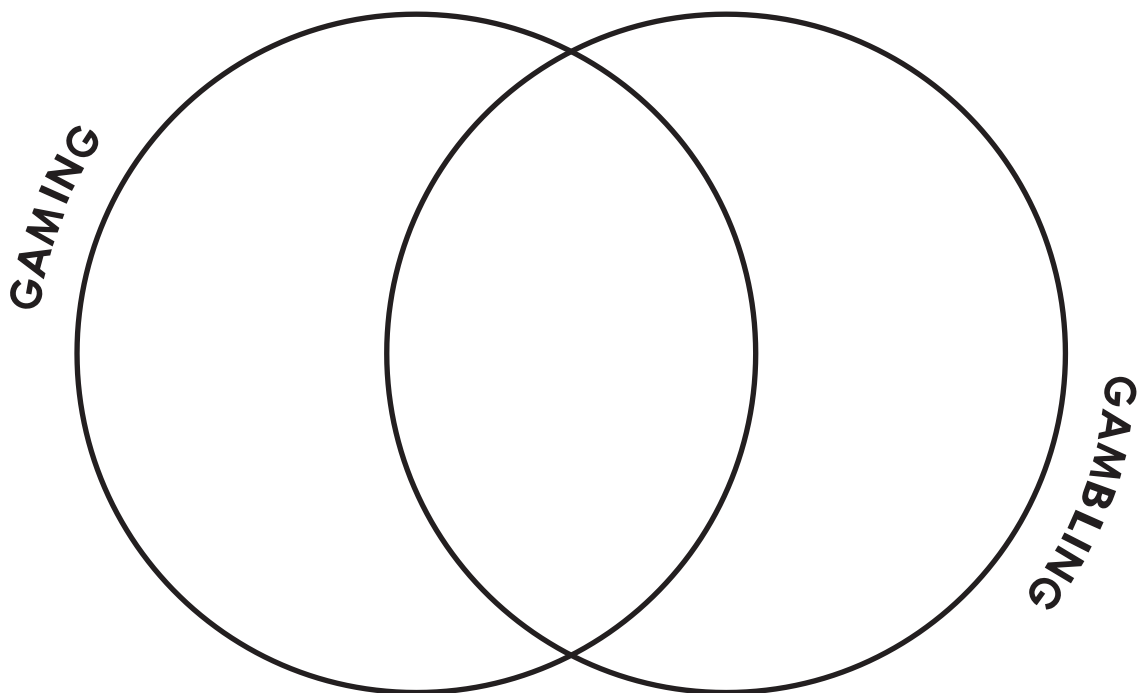
The two G's (gambling
and gaming)

GAME ON. GAMBLING: A YOUTH HEALTH ISSUE

PART 1:

Freemium

Watch 'South Park ~ Free"mium" Games'. From the information provided in the YouTube clip place words or statements on the Venn diagram that represent similarities and differences between gaming and gambling. Put words or statements that relate only to gambling in that circle and those that relate only to gaming in that circle. If a word or phrase could be used to describe both gaming and gambling, put it in the area that overlaps these circles.



PART 2:

Gambling in gaming – Behind the News

Watch 'Gambling in Gaming' – Behind the News and complete the following:

1. List the activities that are illegal in Australia for people under 18.

2. Outline features of games that are linked to gambling.

- a. Identify the chemical in our brain that allows us to feel happy.

- b. Explain how this chemical can be linked to people participating in gambling or gaming.

3. Explain the risks associated with some of the games young people play.

4. Discuss how parents could be a protective factor for gambling in young people. Use information from the 'Gambling in Gaming' segment to support your answer.

PART 3:

Gaming to gambling

Go to the website <https://beaheadofthegame.vic.gov.au/gambling-and-gaming/what-can-parents-do/>

Questions

1. Explain how increasing parents' understanding of gaming features such as loot boxes, in-game purchases and gambling-like rewards may act as a protective factor for young people.

2. Analyse how a lack of parental knowledge about gaming features such as loot boxes, in-game purchases and gambling-like rewards could contribute to inequalities in the health and wellbeing of young people.

3. Analyse how the strategies suggested for parents on the website may help reduce the negative impacts of gaming and gambling on young people's health and wellbeing.

4. Analyse how differences in parental awareness, education or access to information about gaming and gambling could contribute to inequalities in the health and wellbeing of young people.

5. Explain how loot boxes or gambling-like gaming features may affect two dimensions of health and wellbeing.

PART 4:

Protective Behaviours

Use information from today's class, your textbook and other resources to create a checklist of protective behaviours that will support young people to game safely and address risks that can lead to them experiencing gambling harm.