



LESSON 6 – Lesson Outline

FIND YOUR VOICE – YOUTH SPEAK!

BE AHEAD
OF THE
GAME



OFFICIAL

GAME ON. GAMBLING: A YOUTH HEALTH ISSUE

VCAA Health & Human Development Study Design: Unit 1, Area of Study 2

Key knowledge:

- the following features of one health focus relating to Australia's youth:
 - impact on different dimensions of health and wellbeing
 - opportunities for youth advocacy and action on a personal and community level to improve outcomes in terms of health and equity.

Key skills:

- analyse factors that influence the creation and implementation of, and access to, programs that target youth health such as equity, social justice, community values and funding
- research, collect and analyse data on one health focus relating to youth, examining its impact, management, advocacy and costs.

Learning intentions:

- develop an understanding of advocacy
- consider opportunities for youth advocacy to improve outcomes in both health and equity
- interpret data about gaming and gambling to identify areas requiring action.

Success criteria:

- identify ways for young people to advocate for change in gaming and gambling to address health issues
- analyse the opportunities for youth advocacy and action to improve health outcomes
- complete an advocacy action plan.

Resources provided:

- lesson 6 PowerPoint
- lesson 6 activity sheet.

Additional resources required:

- computer and projector with internet.

Suggested time allocation	Lesson outline	Resources for learning <i>Note: Use lesson 6 PowerPoint to guide lesson</i>
3 minutes	Introduction Student management, address key knowledge and key skills, learning intentions and success criteria.	Slide 2-3
5 minutes	Hook Quiz 1. Which country gambles the most per adult? Australia 2. How much money did Australian Adults lose in 2023/2024 to gambling? \$32.2 Billion 3. How much money did Victorian Adults lose in 2023/2024 to gambling? \$7.4 Billion 4. On average, how much money did Australians lose per adult in 2023/2024 to gambling? \$1,521 5. On average, how much money did Victorians lose per adult in 2023/2024 to gambling? \$1,357 6. How many gambling ads were played on free-to-air TV in Australia in 2022-2023? Over 1 million 7. How much money did the gambling industry spend on ads in Australia in 2025? \$171 million 8. What age group bet on sports the most in Victoria? 18-24 years 9. What is the most common form of gambling in Victoria? Lottery 10. How many pokies were there in Victoria in 2023? 28,912	Slides 4–12
25 minutes	Main section Teacher explains advocacy - the act of speaking on behalf or in support of another person, place or thing. Watch Who is Youth Affairs Council Victoria? Teacher facilitates discussion: gaming and gambling in young people – what needs to change? How can I advocate (have an impact)? Research the website: https://gamblershelp.com.au/support-someone/im-worried-about-someones-gambling/ and discuss with a partner how these techniques could assist advocacy.	Slides 13–15
	Students reflect on advocacy examples provided and discuss in a pair the features that should be included in an advocacy initiative and complete part 1 of the activity sheet to show their understanding of advocacy. Examples include: • persuasive techniques • action statements • data or statistics, evidence to support change • impacts of change failure • personal stories. • How this contributes to equity	Slide 16 Activity sheet part 1

20 minutes	Students complete part 2 of the activity sheet to develop an advocacy plan around gaming or gambling. The resources below can assist students • Be Ahead of the Game website • VicHealth report 'Under the radar: Harmful industries' digital marketing to Australian children' 2020 • Gambler's Help website Share suggested actions for change to improve health outcomes for young people.	Slides 17-18 Activity sheet part 2
7 minutes	Conclusion Debrief Summary • If you could advocate for one change to reduce gambling or gaming harm among young people, what would it be and why do you think it would make a difference? • Who has the greatest responsibility for protecting young people from gambling harm - individuals, families, schools, governments or companies, and why? Exit pass: Student poll Students move to the left side of the room if they agree, and students move to the right side of the room if they don't agree Ask students if they agree or disagree with the statement: 'You have the power and voice to advocate for change'. Ask why they made that choice.	Slide 19