

GAME ON. GAMBLING: A YOUTH HEALTH ISSUE

HEALTH AND HUMAN DEVELOPMENT UNIT 1 AREA OF STUDY 2 UNIT PLAN OVERVIEW

Lesson	Title	VCE Health and Human Development Unit 1 AOS 2 – links to VCE® Study Design	Learning intentions	Resources included
1	Who's gambling and gaming?	Key knowledge: - key areas of youth health requiring health action, as indicated by health data - the following features of one health focus relating to Australia's youth: - impact on different dimensions of health and wellbeing - data such as incidence, prevalence and trends - government and community programs and personal strategies to reduce negative impact Key skills: - identify key areas for action and improvement in youth health and wellbeing using research to interpret data	- Interpret Australian gambling data - Develop a definition of gambling	- Lesson 1 PowerPoint - Lesson 1 activity sheet - Playing cards
2	The community and gambling	Key knowledge: - government and non-government programs relating to youth health and wellbeing - the following features of one health focus relating to Australia's youth: - impact on different dimensions of health and wellbeing - government and community programs and personal strategies to reduce negative impact Key skills: - analyse factors that contribute to inequalities in the health status of Australia's youth - 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	- Outline how gambling impacts on health and wellbeing of young people - Investigate the Victorian Government programs, Be Ahead of the Game and Love the Game, and how they represent community values and respond to community expectations.	- Lesson 2 PowerPoint - Lesson 2 activity sheet
3	The two Gs (gambling and gaming)	Key knowledge: - government and non-government programs relating to youth health and wellbeing. - the following features of one health focus relating to Australia's youth: - risk and protective factors Key skills:	- Identify key characteristics of gaming and gambling - Discuss risks and protective factors for young people in relation to gambling.	- Lesson 3 PowerPoint - Lesson 3 activity sheet

		analyse factors that contribute to inequalities in the health status of Australia's youth.		
4	Here to help!	Key knowledge: - Government and non-government programs relating to youth health and wellbeing - the following features of one health focus relating to Australia's youth - impact on different dimensions of health and wellbeing - risk and protective factors - healthcare services and support - government and community programs and personal strategies to reduce negative impact Key skills: - research, collect and analyse data on one health focus relating to youth, examining its impact, management, advocacy and costs.	- Understand the programs, services and supports available to young people that address the impacts of gaming and gambling - Research examples of programs, services and supports available to young people that address the impacts of gaming and gambling.	- Lesson 4 PowerPoint - Lesson 4 activity sheet
5	What's at stake? The costs of gambling and gaming	Key knowledge: - the following features of one health focus relating to Australia's youth: - impact on different dimensions of health and wellbeing - direct, indirect and intangible costs to individuals and/or communities Key skills: - identify key areas for action and improvement in youth health and wellbeing using research to interpret data	- Define costs to individuals and communities (direct, indirect and intangible) - Interpret data about gambling and gaming related to young people in Australia - Understand the costs of gambling and gaming to individuals and communities	- Lesson 5 PowerPoint - Lesson 5 activity sheet
6	Find your voice – youth speak!	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.	- 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	- Lesson 6 PowerPoint - Lesson 6 activity sheet

7–9	Outcome 2 assessment task	Unit 1 Outcome 2 statement: On completion of this unit, the student should be able to interpret data to identify key areas for improving youth health and wellbeing and analyse one youth health area in detail.	Develop a concept map and infographic to educate other students about a health and wellbeing focus related to young people that requires health action.	- Assessment task guide with rubric - Concept map template
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