

CHANGE THE GAME

UNLOCK THE REALITY
OF YOUTH GAMBLING

THE FINE LINE BETWEEN GAMING & GAMBLING What Educators Need to Know About Youth Gambling



What is Gambling?

Any act that involves risking money or valuables on the outcome of a game or contest that is mostly determined by chance.



Video Games & Gambling

Young people spend hours playing games on computers and mobile devices. Many of the games, with their coins, gems, loot boxes, and skins, replicate real-life gambling situations.



Students are Gambling

90% of students surveyed had gambled at least once in the past 12 months.



Teens Who Gamble are More likely to...

- Have depression & anxiety issues
- Have damaged relationships
- Drink & use illegal drugs
- Get into fights or criminal activity
- Have low self-esteem
- Think about suicide



HOW THEY ARE GAMBLING:

- Card Games
- Lottery Tickets
- Truth or Dare
- Internet Challenges
- Fantasy Sports
- Trading Card Games
- Role Play Strategy Games
- Bets on School Sports
- Family Fun Center Arcades
- Video Games & Apps





GAMBLING WARNING SIGNS IN STUDENTS

- Unexplained absences from school or classes
- Sudden drop in grades
- Interest in extracurricular activities has lessened
- Withdrawing from friends
- Money student should have (such as lunch money) goes missing
- Bragging about gambling activities
- Unusual interest in sports scores
- Questionable explanation for new items or loss of valuable possessions
- Uncharacteristically forgetting appointments or other important dates



RESEARCH SHOWS THAT KIDS WHO GAMBLE ARE MORE LIKELY TO ENGAGE IN OTHER RISKY BEHAVIORS, SUCH AS:

- Using Alcohol
- Using Tobacco
- Criminal Activity
- Falling Behind in Classes
- Getting into Altercations with Other Students

The shift from gaming habit to gambling problem is subtle. But the risks aren't. Learn how to lower the risks for youth at [ChangeTheGameOhio.org](https://www.ChangeTheGameOhio.org)

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