

Youth Gambling Education Activities



The following are some educational activities you can complete with your students to prevent youth gambling. Learn more about each program and get access to the full curriculum below.



Activity 1: Bag or Prize

- For this activity, you will need:
 - » An opaque bag.
 - » 2 small prizes, like a ball and a pack of gum.
- Choose one item to place in the bag and leave the other out. Other times, don't put anything in the bag but make it seem like there's a prize in it.
- Ask the child or group which they prefer to win: the known prize they can see or the unknown one in the bag.
- Give them the small prize if they select the known item. If they choose the empty bag, they win nothing.
- This provides an opportunity to discuss how gambling is any act that involves risking something on the outcome of a game or contest that is mostly determined by chance.



Activity 2: True or False

- For this activity, you will need:
 - » The slideshow presentation from *Change the Game Ohio*.
- In this activity, you can discuss decision-making and youth gambling prevention in a larger group setting.
- Go through the slideshow and ask each question, explaining the results on the next slide.
- To learn more about the activity from the Risky Business program, visit mcadamhs.org/prevention/community.php.



Activity 3: Betting Slips

- For this activity, you will need:
 - » One dice.
 - » Printable sheet (included in the zip file).
- Ask the children to make 10 guesses about which number will be rolled on the dice from one to six. (Ex: "On the first roll, I think number four will be rolled." Every roll of the dice will cost a student \$1 for a total of \$10).
- Whenever they win, they will make \$3.
- As the die is rolled, they will write down the actual number rolled in the "Result" column.
- In the "Won" column, they will write \$3 next to any matching numbers.
- **If an individual ends up winning this provides an opportunity to discuss the odds or improbability of winning and a chance to educate them that an early big win can be misleading or even dangerous as it does not happen often.**
- To learn more about the activity from the Stacked Deck program, visit hazelden.org/store/item/557330?Stacked-Deck-Second-Edition.

Interested in Other Prevention Programs?

Here are some activities from youth health organizations. You can either integrate gambling prevention into these programs or use them to promote general healthy decision-making and mental health awareness.

Lion's Quest:

- Three core units of evidence-based, elementary, emotional learning programs.
- The units help you discuss making responsible choices with youth.
- Learn more at lions-quest.org.

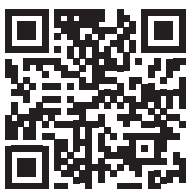
Life Skills:

- A program designed to discuss decision-making and coping with stress and anxiety.
- Learn more at overcomingobstacles.org/curriculum.

Project ALERT:

- 10 Sessions that cover nicotine, marijuana, alcohol, prescription medications, and pressure from media, family, or peers.
- Each session comes with homework students can do alone and with their parent(s).
- Learn more at projectalert.com.

Change The Game Ohio is also a great educational resource. Resources are always available and updated regularly, so check back regularly to see if there's more your classroom can cover.



Gauge The Risk. Take The Quiz.

Scan the QR code to gauge a child's relationship with gaming and other gambling-related activities.

