

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.



