



In The Know - Digital Resilience in Gambling & Social Gaming

YGAM is a UK-Registered charity which builds digital resilience in young people, students and vulnerable adults. Our social purpose is to inform, educate and safeguard young people against problematic gambling and gaming.

Getting To Know You



Do you or
have you ever?



What is gambling?

Betting, gaming or participating in a lottery.

What is a problem gambler?

Someone whose habit compromises, disrupts or damages family, personal or recreational pursuits.

Baseline testing

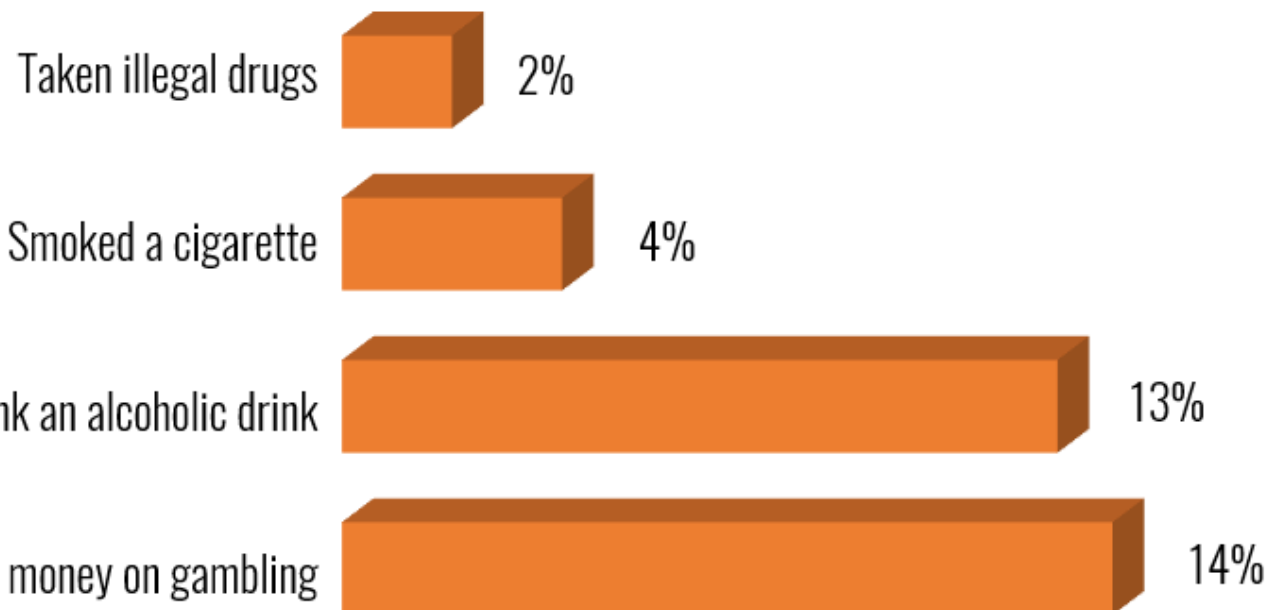


1. What % of 11-16 year olds spent their own money on gambling in the last 7 days?
a) 1.4% b) 4% c) 14% d) 0.14%
2. Which gambling activity was the most popular during the last 12 months?
a) Fruit machines b) Private bet c) Playing cards d) Sports bet
3. How much was the UK gaming industry worth in 2018?
a) £3.86bn b) £6.83bn c) £683m d) £386m
4. What is the chance of winning the National Lottery Jackpot?
a) 1 in 4m b) 1 in 14m c) 1 in 43m d) 1 in 4bn
5. When did the gambling act become a piece of UK legislation?
a) 1995 b) 2005 c) 2015 d) 1945

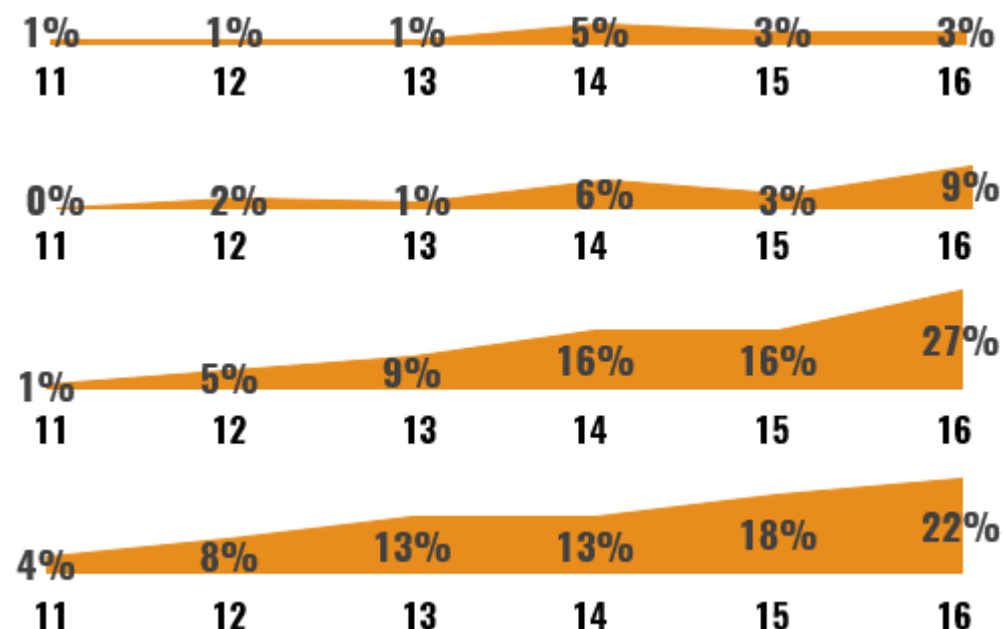
Facts and figures



Activities Participated in Past 7 Days



Age Breakdown



Gambling Commission
Young people and gambling
November 2018

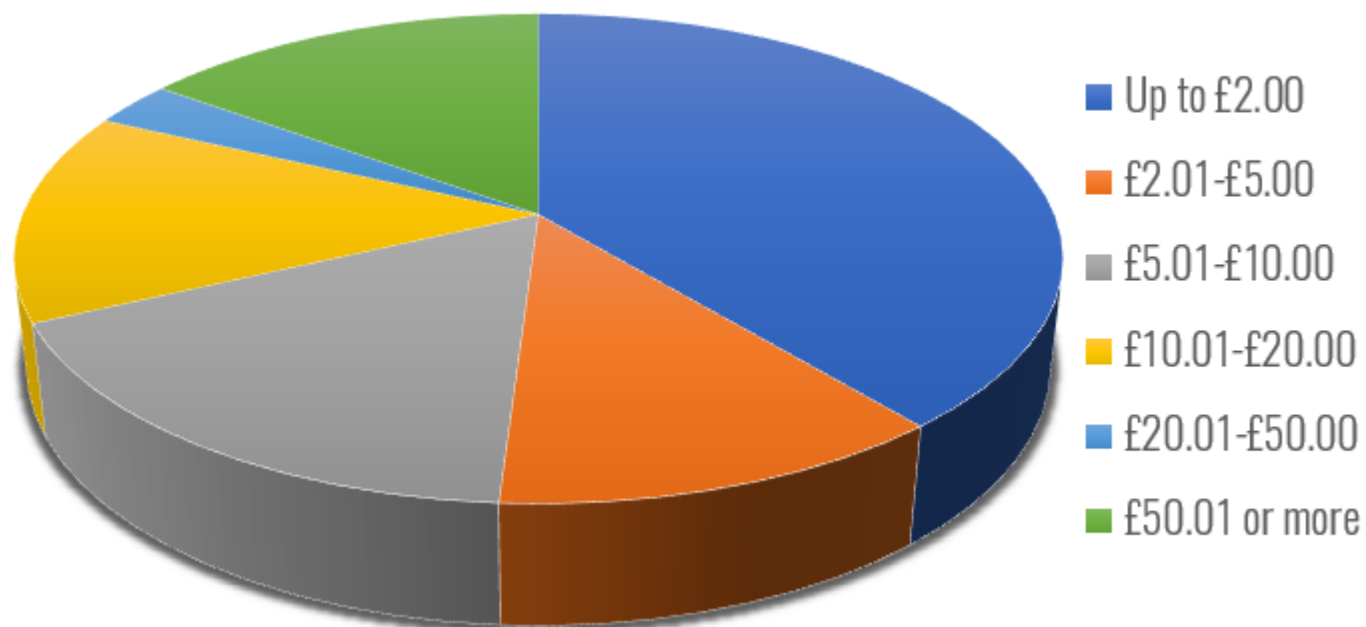


BeGambleAware.org
Helpline: 0808 8020 133

Facts and figures



Money Spent on Gambling in past 7 days



Average amount given
£27

Average amount spent
£16

Gambling Commission
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Advertising



World Cup – 90 minutes of adverts

168 Premier League games televised live in the UK each season

“Betting is increasingly seen as a normal part of supporting your team or following a sport.”

**Professor Jim Orford
(Gambling Watch UK)**

MOTD – 241 times

Current Legislation



Gambling is regulated by the UK Gambling Commission

Already a number of protective measures:

- Age controls
- Marketing

Social Gaming is unregulated

"Protecting children and other vulnerable persons from being harmed or exploited by gambling."

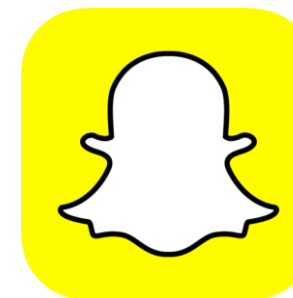
Gambling Act 2005 - licensing objectives

Should we be doing more?

Current Legislation



1500+ Apps



Education Resources



Why People Gamble



Probability & Luck



The Gambling Industry



Money & Debt



Addiction & Mental Health



Social Gaming

Next Steps



Our one-day workshop will give you:

- ✓ A better understanding of youth gambling and gaming
- ✓ An introduction to the YGAM curriculum
- ✓ A chance to create specific lessons for your setting
- ✓ Practical tips on delivering the YGAM programme

www.ygam.org/book-workshops

Plan a Campaign



In group of two or three:

What do we mean by addiction?

What are the signs of gambling addiction and how does it affect different health aspects.

Make a list of points and organise them as you think appropriate..