

LESSION PLAN: SOCIAL GAMING: DID YOU KNOW?



OBJECTIVE:

To introduce and educate teens on the facts and risks of social gaming, and relationship to problem gambling.

TIME:

One 45-minute session

MATERIALS:

- Computers and/or paper and pens
- The FACTS presentation
- Internet for research

PROCEDURE:

1. Start by showing The FACTS presentation using the link provided (<http://bit.ly/2kuVDBu>). This is best presented on a computer or white board. Pause between each slide to give the students a chance to try to answer on their own.
2. Role playing: Divide the group into teams of 3 to 4 students.
 - Each group will select one person to be a teen from 1955 – that teen should spend a few minutes researching what teens did during 1955. Did teens play cards? Did they race cars? Was there gambling involved?
 - The rest of the group needs to explain what social gaming is to that person. They should take a few minutes to divide up the task – who will talk about which aspects of gaming?
 - They should include why they play video and online games and what they enjoy about them.
 - They should prepare some questions for the 1955 teen. Find out what they do for fun. What do they know about gambling?
 - They should also include things that the 1955 teen should be careful of when playing video games. What are the risks? What could happen if the teen loses control over their gaming?
 - The teen from 1955 should be encouraged to ask questions of the group. Why do they enjoy playing video games? What else do they do when they aren't playing games? Does everyone play these games?