



# About Gambling - Level 2

## Student Activity Guide

### Think About It:

1. What do you know about gambling?

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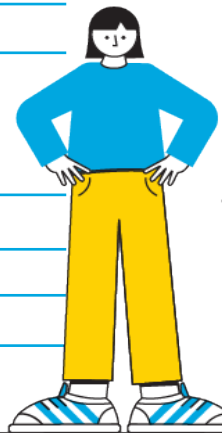
1. What do you think "low-risk gambling" includes?

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### Brain Quiz!

1. Betting or wagering on games of chance and taking risky action in hope of winning money is called \_\_\_\_\_.

2. Repeated problematic gambling behavior that causes significant problems or distress is called \_\_\_\_\_.

- a. gamblification
- b. social gambling
- c. predatory monetization schemes
- d. problem gambling

3. Digital purchasing systems within video games or apps that disguise the cost of playing a game until players are emotionally or financially committed are called:

- a. gamblification
- b. social gambling
- c. predatory monetization schemes
- d. problem gambling

4. True or False: Gambling addiction is a biopsychosocial addiction that can result in cravings, tolerance, and withdrawals.

5. The combination of gambling mechanics with social media and video games to entice youth is \_\_\_\_\_.

- a. gamblification
- b. social gambling
- c. predatory monetization schemes
- d. problem gambling

6. Placing bets for enjoyment with an accurate perception of risk and the acceptance of potential negative outcomes is \_\_\_\_\_.

- a. gamblification
- b. social gambling
- c. predatory monetization schemes
- d. problem gambling



## Activity #1 Write About It:

**Journal:** What strategies will you use to protect yourself from gambling addiction?



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## Activity #2 Group Art Activity:

In groups of 3-5 students, use the letters **G-A-M-B-L-I-N-G** to create an acronym about gambling.

G

A

M

B

L

I

N

G

# Activity #3 Extended Lesson Activity:

In groups of 3-5 students. Create a story of a teenager or young adult that is dealing with a gambling addiction. Be



Handwriting practice lines consisting of 18 horizontal blue lines.

