# About Gambling – Level 3 Student Activity Guide



#### **Think About It:**

1. What do you know about gambling?

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

## Brain Quiz!

1. Betting or waging 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	
Μ	
В	
L	
Ν	
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 sure to include the teenager or young adult's current symptoms and warning signs.

