



Never before has gambling been so heavily promoted and accessible, especially through sport. This makes it feel like a normal part of the game and harder for students to recognise the potential harm. We want students to love the game, not the odds.

**BE AHEAD  
OF THE  
GAME**



Victorian  
Responsible  
Gambling  
Foundation

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## **BE AHEAD OF THE GAME**

**Gambling awareness for young people schools program.**

To find out more or to book a teacher, parent or student session, contact:

Victorian Responsible Gambling Foundation

[schools@responsiblegambling.vic.gov.au](mailto:schools@responsiblegambling.vic.gov.au)

**(03) 9452 2600**

[beaheadofthegame.com.au](http://beaheadofthegame.com.au)



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**Gambling awareness for young people schools program**

Drawing on the latest research, this free program supports your secondary school community to help students develop informed attitudes to gambling.

Our School Education Program offers:

- free face-to-face and online information sessions for teachers, parents and students
- units of work to incorporate in your curriculum plans across a variety of subject areas
- useful resources for parents and teachers
- customisable school gambling policy template.

## FOR TEACHERS

### Professional development session (30–40 mins)

Host this session to inform school staff about key issues related to gambling and young people, and how they can help students become critical thinkers in an environment where gambling is being increasingly normalised.

### Curriculum-based units of work

Incorporate these learning resources in your curriculum planning across a variety of subject areas for Years 10 to 12, including VCAL. There are resources covering literacy, numeracy, personal development skills, health, health and human development, and humanities.

These are available at [beaheadofthegame.com.au](http://beaheadofthegame.com.au)

## FOR PARENTS

### Information session (30–40 mins)

Host this session to inform parents about the key issues related to gambling and young people, and how they can help their child develop informed attitudes to gambling.

### Useful resources

We provide fact sheets and school newsletter articles so parents can learn more about the issues in their own time.

## FOR STUDENTS

### Interactive workshops (50–60 mins)

We offer six workshops tailored to different year groups. Each workshop builds informed attitudes to gambling by providing insights and developing awareness around key themes, such as financial literacy, media advertising and online gaming. These workshops can be delivered online or face-to-face. To ensure students gain maximum benefit, these workshops are designed for 25 students or fewer.

### Your money matters

YEARS 9–10

Host this session to explore some basic skills of being financially smarter and what to consider once you have your first part-time job – bank accounts, tax file number, needs and wants, tax, your basic rights as a worker and setting savings goals – and develop student awareness of the financial risks and overall impacts of gambling.

YEARS 11–12

Host this session to explore the fundamentals of financial literacy – budgeting, borrowing, costs associated with moving out of home, loans and credit cards – and develop student awareness of the financial risks of gambling. Help your students become informed consumers and money-wise decision makers.

## Know the score

YEARS 7–9

Host this session to provide students with the skills and strategies to think critically about gambling and the potential risks involved.

Students will consider the concept of ‘normalisation’ through advertising and media campaigns, the odds of winning, money lost to gambling locally and in the state of Victoria and support services that are available for all members of the community.

YEARS 10–12

Host this session to analyse the potential influences that may shape students’ gambling attitudes and behaviour. Students view, analyse and discuss a wide variety of media content, including gambling ads that highlights the normalisation of gambling. They learn about current forms of gambling – such as social casino games, skins betting and loot boxes – in order to minimise harm and encourage informed choices.

### When gaming meets gambling

YEARS 7–9

Host this session to explore the blurred boundary between online gaming and gambling. Students will be provided with the knowledge and strategies to identify the potential risks and to make online gaming safer, allowing them to make more informed choices in this rapidly expanding industry.

YEARS 10–12

Host this session to gain a better understanding of online games and the links in some areas with gambling-related themes. Students will gain a better understanding of the benefits and areas of concern with gaming and how gaming mechanics are designed to encourage people to keep playing for periods of time.