

BE AHEAD OF THE GAME

Gambling awareness program for young people



Be Ahead of the Game is a free education program that helps school communities understand how young people may be affected by gambling and mitigate the risks.

What's the issue?

Driven by saturation levels of gambling advertising, rapidly changing technology, and a blurring of the line between gaming and gambling, young people are increasingly at risk of harm from gambling.



An average of 948 gambling ads were shown daily on Victorian free-to-air TV in 2021.¹



Even though gambling is only legal for people aged 18+, 1 in 5 boys and 1 in 8 girls aged 16-17 reported having gambled in the past year.²

¹ Nielsen, (Advertising spend estimates and spot counts) Nielsen Ad Intel, Jan 3, 2021 – Jan 1 2022.

² Australian Institute of Family Studies, *Growing Up in Australia Longitudinal Study of Australian Children 2018 Annual Statistical Report (Gambling activity among teenagers and their parents)*, 2018.



Drawing on the latest research, this free program supports your 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, carers 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 parents and carers

Free online information sessions help equip parents and carers of school students to:

- talk with them about the risks of gambling and gaming
- keep them safe
- get professional advice and support.

Talking to young people about gambling

(one hour):

- facts about young people and gambling
- factors that influence young people to gamble
- signs of gambling harm.

Talking to young people about gaming

(one hour):

- how young people are exposed to gambling through the features of some video games, such as loot boxes, simulated gambling and microtransactions
- signs of gaming addiction.

For students

Be Ahead of the Game workshops help secondary school students to develop the skills to think critically, and make informed decisions, about gambling. Available online or face-to-face, the interactive workshops are delivered by local community educators.

See the table below for details of the free, one-hour student workshops your school can host.

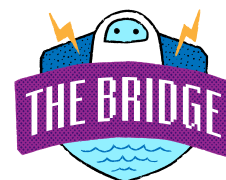
For teachers

Be Ahead of the Game offers teachers information and resources to help students and the wider school community understand the risks associated with gambling.

Teachers can book a free online or face-to-face professional development session (one hour), which includes strategies for developing a whole-of-school approach to raise awareness and tackle the issue.

The Bridge

The Bridge is a free, creative program developed for upper primary students (years 5 and 6).



The curriculum-aligned program helps students, parents and teachers to recognise when a previously fun gaming activity may be affecting a child's wellbeing.

Curriculum-mapped units of work

Teaching resources that raise awareness of the risks of gambling are available for years 10 to 12, including VCE Vocational Major. They cover:

- literacy
- numeracy
- personal development skills
- health
- health and human development
- media studies
- humanities.

Free one-hour workshops for students:		Years 7-9	Years 9-10	Years 10-12	Years 11-12
Know the score	Helps students think critically about the risks of gambling and examines the factors that influence their attitudes towards gambling.	●		●	
When gaming meets gambling	Explores the increasingly blurred line between gaming and gambling, helping students to stay safe and maintain their wellbeing.	●		●	
Your money matters – financial literacy	Helps students develop financial literacy and awareness of the financial risks of gambling.		●		●



To find out more, download resources or book a free information session, visit:

beaheadofthegame.vic.gov.au

