Youth Gambling
Activity Guide Grade 3-5

Know Your Neuro

Video Quiz Questions

1) What is high-risk gambling?

A. Betting that causes harm
B. Gambling that grows into an addiction
C. Gambling that causes problems or bad feelings
D. All of the above

2) What happened in 2018 that changed gambling?

A. A law banning sports betting changed
B. Now, states can make their own laws about gambling
C. Nothing much, it was a normal year for gambling
D. Both A and B

3) What group is at higher risk of problem gambling?

A. Really old folks who go to the casino
B. Young people whose frontal lobe is still developing
C. Adults who do not like to take risks
D. Adults who gamble

4) Youth who have higher frontal lobe skills are:

A. At higher risk for problem gambling
B. At the same risk for problem gambling
C. At lower risk for problem gambling
D. Don't have any risk at all for problem gambling

5) What is a ***guessing error***?

A. Correctly guessing the risks of making a bet
B. Guessing what you will eat for lunch when you know the menu
C. Believing you will never win anything, why try?
D. Guessing too low about the risks and possible harmful outcomes of making a bet and, guessing too high that your skill at betting will definitely win

6) What is a warning sign that video games or social media have added a gambling trick into their games or media?

A. The game or media is really colorful
B. The game or media tells you how to increase your odds
C. They try to get you to play or click by giving away something
D. Both B and C

Long-Term Learning

Decisions, Decisions, Decisions

In a small groups or share pairs, ask students to brainstorm how they would handle the following scenarios:

- A billboard advertises sports betting as 'exciting' and shows a group of young people having fun doing it. What can you do if you get curious and want to try it?
- You buy a lootbox in your video game but don't get the tool you want? What do you do? What are the chances or odds of getting the tool you want?
- Two of your best friends are making a bet on a game. They want you to join and make a bet too. What do you do?
- You are on your parents' phone playing a game they let you play. An advertisement pops up and encourages you to download a free betting app. What do you do?

What it means to you?

Ask students to what these words mean to them and give examples.

1. Bet
2. Risk
3. Low Risk Gambling
4. High Risk Gambling
5. Guessing Error

Discussion questions:

1. Have you ever guessed that you would win something, but then didn't?
2. Have you ever guessed that you would win a bet, but then lost?
3. How much money could a person lose if they bought a lottery ticket?
4. How much money could a person lose if they bet on a sports game?
5. How much money could a person lose if they bet on a casino game like a slot machine or card game?

Guessing Errors

Estimating means making a smart guess. Use common objects to ask students to estimate using the following questions:

- How many jellybeans are in a jar? If you guessed 50 and there were 100, you underguessed. If you guess 200, you overguessed.
- How many minutes will it take to walk around a park or playground? If you guessed 10 minutes and it took 20, you underguessed. If you guessed 30 minutes, you overguessed.

Odds are a way to compare how many ways something can happen to the number of ways it can't happen.

- Imagine a candy jar with 4 red candies and 1 green candy. There is 1 way to pick a green candy and 4 ways to pick a red candy, so the odds are 1 to 4.