

In The Know - Digital Resilience in Gambling and Gaming

Young Gamers and Gamblers Education Trust



Workshop Introduction

YGAM run practitioner workshops for teachers, tutors, youth workers, sports coaches, mental health specialists and anyone else who comes into contact with young or vulnerable people aged 7-25.

This training is Pearson-assured and meets the ten principles of effective PSHE education. The YGAM programme complements many subjects within the National Curriculum, student enrichment programmes and the latest Ofsted framework around creating confident, self-assured learners who are prepared for life in modern Britain.

The aim of these workshops is to equip professionals with the skills, knowledge and educational resources to enable them to deliver the YGAM programme to young or vulnerable people in their care.

The half-day workshop includes:



Background
information on
youth gambling
and gaming in
the UK



Introduction
to and
familiarisation
with the YGAM
curriculum



Review existing,
and create
tailored lessons
or schemes of
work



Practical tips on
how to deliver
the YGAM
programme



Review the
extensive
YGAM resources

Why practitioners choose to train with YGAM:

We deliver the UK's first accredited, quality-assured and certificated gambling and gaming awareness education programme.

Our resources have been created in collaboration with teachers, youth workers, young people, industry leaders, health professionals and former gambling addicts, designed to build digital resilience among young people and raise awareness of the potential risks involved.

Workshop aims and outcomes:



Increase your knowledge & understanding of gaming & gambling-related harm in the UK



Provide you with resources to deliver to young people



Take time to familiarise yourself with the YGAM programme, curriculum and resources

On the day

Timing	Activity	Group Learning / Input	Delegates Activity & Outcome
09:00	Arrival & Registration	Tea, coffee, fresh juices and light refreshments available	
09:15	Introductions	Who we are and where you are at right now	Introduction to YGAM and delegates to share current work you undertake in this area (if any) and levels of confidence.
09:30	Attitudes to Gambling & Gaming	Small group think piece on gambling and gaming	Small groups discuss their understanding of gambling and gaming; why people gamble and/or game; stereotypes and the possible associated stigmas.
09:50	Gambling Facts & Information	Presentation on UK gambling (interactive)	Short presentation looking at gambling trends, the most recent data, some real life stories, how to spot the signs and where to get help.
10:20	Gaming Facts & Information	Presentation on UK gaming (interactive)	Focus on World Health Organisation classification of gaming disorder and the links between gambling and gaming.
10:50	YGAM Programme	Introducing the YGAM Programme	Short presentation & discussion around the YGAM activities, online resources, certification and opportunities for progression.
11:05	YGAM Planning	Exploring the YGAM Programme (individual and group activities)	Opportunity to review different sections of the YGAM programme and come up with your own starting point, followed by a group task.
11:50	Evaluation	Next Steps	
12:00	Departure		

The YGAM Curriculum is split into six themes:

 Why People Gamble/Game	 Money & Debt
 Probability & Luck	 Addiction & Mental Health
 The Gambling Industry	 The Gaming Industry

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