

Creative Approaches to Gambling Education and Prevention

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Scottish Gambling Education Hub

Fast Forward

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Trigger Warning


During this workshop, there will be some videos that depict gambling disorder and associated harms, including suicidal ideation.

Please consider your own health and wellbeing throughout and take any necessary steps to prevent harm, such as switching off.

If you are affected by any of the themes discussed, please contact the **National Gambling Helpline** for specialist support and advice.

The logo for 'fast forward' features the text in a bold, black, sans-serif font. A blue swoosh underline starts under the 'f', goes under the 'a', and then curves around the 'w' and 'o' to end in a solid black circle.

fast forward

The background of the slide is a faded photograph of four young people. On the left, a young man with curly hair and sunglasses is leaning over. In the center, a young woman with long blonde hair is smiling. To her right, another young man is looking towards the camera. On the far right, a young woman with long blonde hair is also smiling. They are all outdoors, possibly on a rocky shore near water.

Fast Forward is Scotland's national youth work organisation specialising in risk-taking behaviours, harm reduction and early-intervention.

Scottish Gambling Education Hub

We are working to ensure every child, young person and family in Scotland has access to gambling education and prevention opportunities.

Session outline

- Education and Prevention – What do we know?
- Examples of creative approaches
- Challenges and opportunities
- Key considerations

What do we know?

Foundation Principles

Education and Prevention Programmes should be:

- Needs led
- Adapted to the life-course of a person
- Evidence-based
- Accessible, embedded within wider contexts and work holistically
- Assessed and evaluated (learning, delivery and impact)

What do we know?

Delivery Methods

Education and Prevention Programmes should:

- Build on learning with continuous engagement
- Be delivered by trained and skilled educators
- Use interactive and participatory techniques

What do we know?

Content and theoretical foundation

Education and Prevention Programmes should:

- Build protective factors and reduce risk factors
- Address attitudes and motivations to change behaviour

The background features two large, flowing, light blue wavy lines that sweep across the frame. One line starts from the top left and curves towards the upper right. The other starts from the bottom right and curves towards the lower left, creating a sense of movement and depth.

Live Performances

Impact – GAME BRAiN

- 50,000 students in Ontario have participated since 2014
- Presented at a youth problem gambling festival in California in 2018
- Licensed to schools in Cyprus in 2019
- **94%** of young people learnt something new as a result of participating in the programme
- **87%** of young people said that the programme helped them know more about 'problem gambling'
- **83%** of young people reported that they were more aware of ways to avoid 'problem gambling'
- **80%** of young people said that the programme made them more aware of where to get help
- **95%** of participants reported that the programme was both informative and entertaining.



Impact – Trust Me Theatre Tour

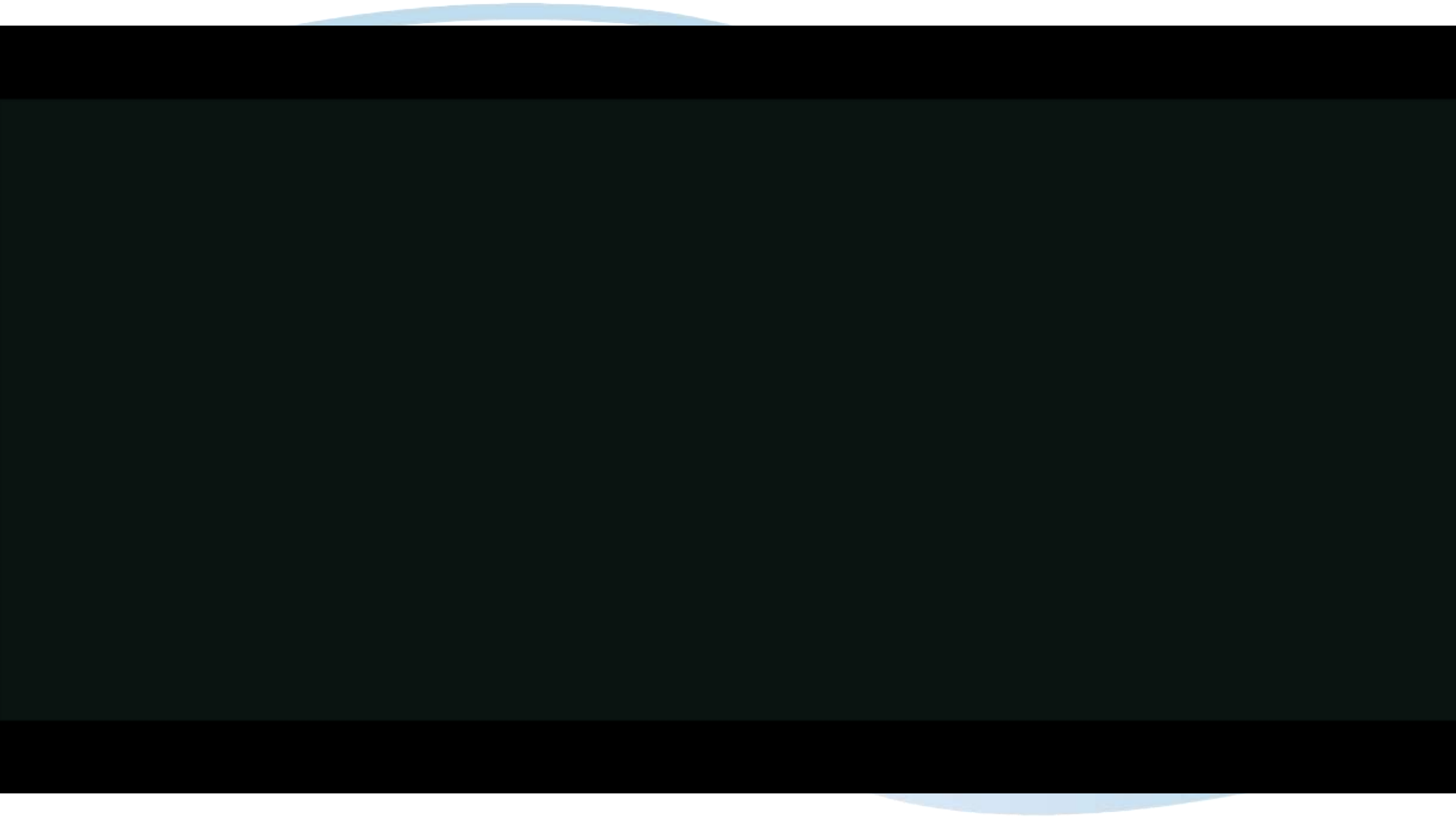
- Watched by more than 15,000 pupils across Scotland over 2 years
- **4 in 5** pupils said the play made them more confident they would notice the signs if a friend was having problems with their gambling
- **96%** of teachers would recommend using theatre to address gambling and other risk-taking behaviours

“I didn't know you could get addicted to gambling but now I do.”

- S3 High School Pupil



Film



Impact – Trust Me Film

- 60 Scottish High School attended the live online premier
- Has been viewed more than 300 times online by teachers, youth workers and young people
- 90% of young people said the film made them more aware of gambling harm

“I didn't think gambling was that big of an issue but this showed me how things can spiral out of control.”

- S3 High School Pupil

Impact - Chasing

“...there was a constant theme of unawareness to this side of gambling. Not necessarily changing attitudes but very much making people aware that this is a silent addiction and some of the audience were rather shocked that this does happen to anyone...”

Steven Calvert

Actor, Director and Expert by Experience

Martin Paterson – One Last Spin

Aiming to produce a human-centred film rather than a collection of facts and statistics, Martin is working with an experienced team to film a realistic docu-drama about the issues surrounding gambling in the world today.

Through interviews and dramatisations, 'One Last Spin' will follow the stories of four people: John, Kelly, Tony and Martin, on their individual journeys, capturing the harm and emotions they experienced.

The background features two large, flowing, abstract shapes. One is a light blue swirl that starts from the top left and curves towards the top right. The other is a darker blue swirl that starts from the bottom right and curves towards the bottom left. A small portion of a grey circular shape is visible on the far right edge.

Youth Led



Impact – Y2K Project

The news report was shown at the Y2K AGM in 2019 and is a resource that the charity continues to show during health and wellbeing programmes.

“The young participants were able to explore possible reasons behind people’s choices and the possible consequences of gambling.

“They feel they now have a better understanding of gambling harm and the help available for those affected.

The young people involved felt that their confidence increased in speaking up and sharing ideas, thoughts and suggestions.”

- Y2K Project Manager

The background features decorative swirls. A light blue swirl starts from the top left, curves over the top, and ends near the top right. Another light blue swirl starts from the bottom right, curves under the bottom, and ends near the bottom left. A small grey swirl is visible on the far right edge.

Go to **Menti.com** on your phone, tablet or browser

Type in the code

Hit the thumbs up!



Thank you

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