

# Introducing the Young Gamers and Gamblers Education Trust

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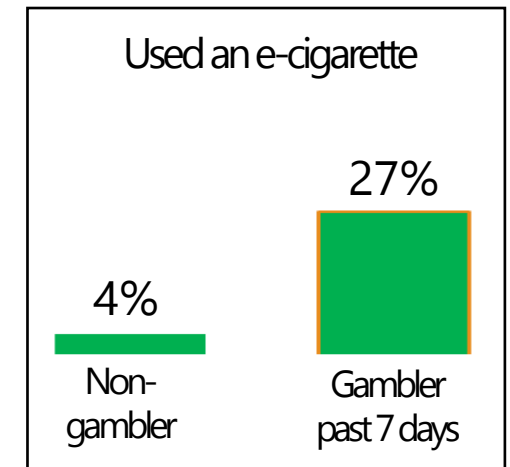
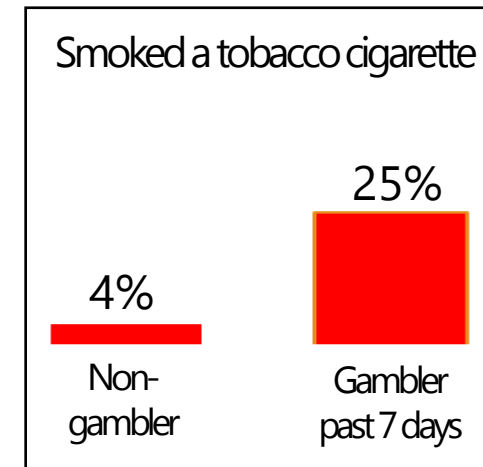
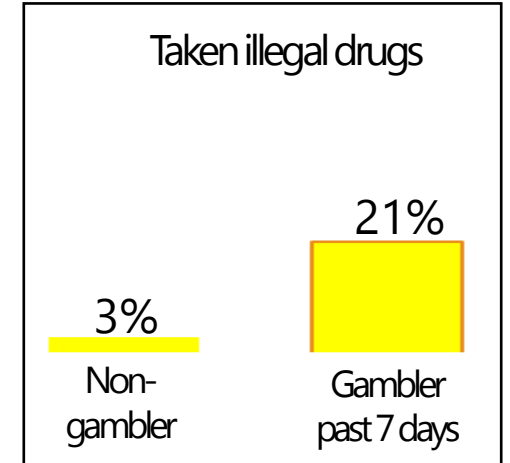
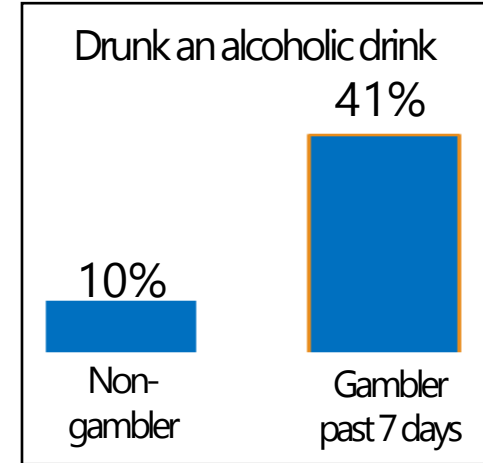
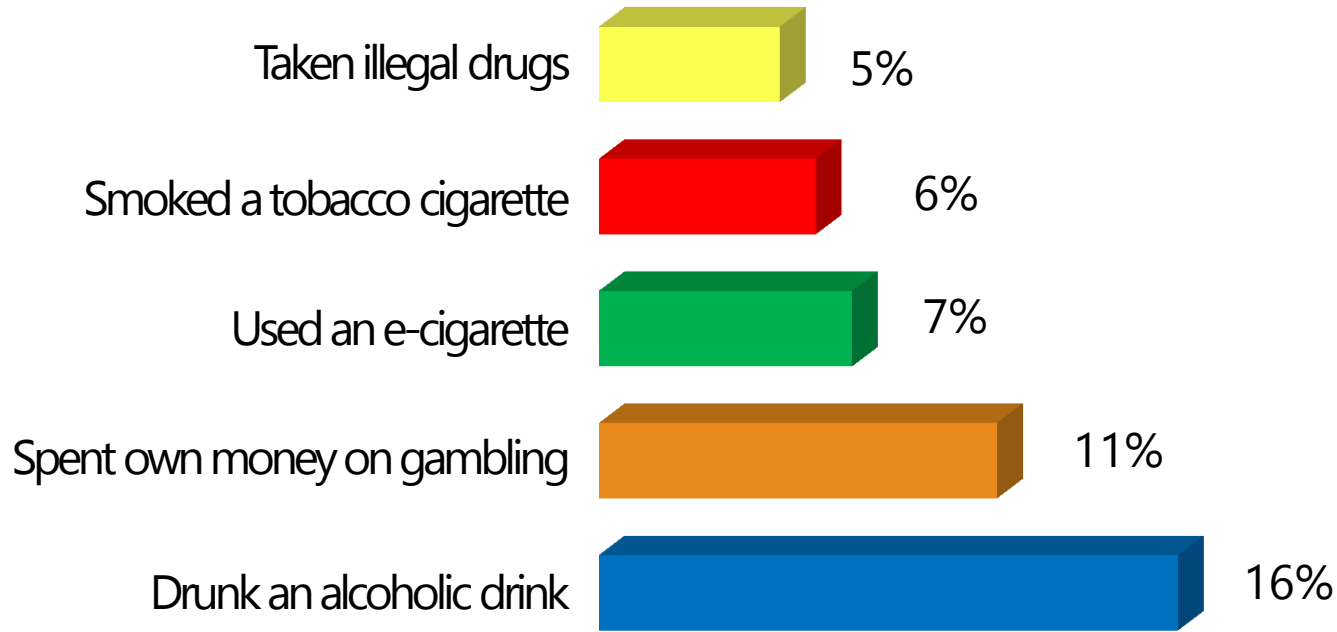
Helping the young people  
you work with develop  
digital resilience around  
gaming and gambling



# Facts and Figures



## Activities Participated in Past 7 Days



Gambling Commission  
Young people and gambling  
October 2019

# Getting to know you



Do you, or have you ever?



# Advertising



“Betting is increasingly seen as a normal part of supporting your team or following a sport.”  
- Professor Jim Orford, Gambling Watch UK



# Current



1000+ Apps



# Materials – Primary



 Gaming Focus

 Year 5 & 6 Focus

 Digital Resilience

 Activities Booklet

 Discussion Themes

# Materials – 11-25 year olds



 Why People Gamble

 Probability & Luck

 The Gambling Industry

 The Gaming Industry

 Money & Debt

 Addiction & Mental Health

# The YGAM Academy



## Home to over 100 resources

- Lesson plans
- PowerPoints
- Infographics
- Letter to parents
- Where to get help





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What happens now?