



Workshop Options

Elementary School Workshops	Key Concepts	Curriculum Links	Timing
<p>What's At Stake? Gambling Awareness for Grades 3 to 8 An interactive workshop aimed to encourage students to explore the topic of gambling while determining the differences between playing games and gambling. Youth experience the consequences of winning and losing, experiment with probability, identify risks associated with gambling and learn how to stay safe and make informed decisions.</p>	<ul style="list-style-type: none"> • Definitions • Probability & randomness • Chance vs skill • Signs of risky behaviors • Problem solving • Healthy choices • Harm reduction strategies • Help, referrals & resources 	<p>Mathematics Data Management & Probability</p> <p>Health & Physical Education Healthy Living</p> <p>Social Studies People and Environments</p> <p>Language Media Literacy Oral Communication</p>	40 - 75 minutes
<p>Play It Safe Health & Physical Education for Grades 3 to 8 Through a variety of physical activity and interactive games, this workshop aims at teaching positive decision making and healthy living skills focusing on youth gambling and related issues. This presentation is to be conducted in a gymnasium or outside on a grass field.</p>	<ul style="list-style-type: none"> • Definitions • Chance vs skill • Risk & value • Signs of risky behaviors • Decision making • Healthy choices • Harm reduction strategies • Help, referrals & resources 	<p>Health & Physical Education Healthy Living Movement Competence Active Living</p> <p>Mathematics Data Management & Probability</p>	40 - 75 minutes
<p>Betting Sense Financial Literacy for Grades 4 to 8 The Betting Sense workshop use an age-appropriate style, aimed to increase students' awareness of the risks involved in gambling and the importance of making informed financial decisions. Through a series of activities, students will be invited to explore personal finances, budgeting and money management.</p>	<ul style="list-style-type: none"> • Definitions • Financial literacy • Budgeting • Media influence • Wise consumer tips • Money management tips • Decision making and healthy choices • Help, referrals & resources 	<p>Mathematics Data Management & Probability</p> <p>Health & Physical Education Healthy Living</p> <p>Language Media Literacy Oral Communication</p>	60 - 75 minutes
<p>Game-Bling: When Gaming Meets Gambling Technology for Grades 6 to 8 An interactive workshop that explores the blurred boundaries between online gaming and gambling. Through interactive games, participants explore the connections between technology and gaming/gambling, risks associated with online gaming as well as strategies to make safe and healthy decisions when dealing with this rapidly expanding industry.</p>	<ul style="list-style-type: none"> • Technological trends • Benefits & risks of technology • Impacts of technology on gaming & gambling • Signs of problematic behaviors • Harm reduction strategies • Help, referrals & resources 	<p>Health & Physical Education Healthy Living</p> <p>Language Media Literacy Oral Communication</p> <p>Mathematics Data Management & Probability</p>	60 - 75 minutes
<p>Media Impact Media Literacy for Grades 6 to 8 This media & digital literacy workshop aims to develop/enhance critical in relationship to the media and advertising. This multimedia workshop provides opportunity to view, analyze and discuss a wide variety of media content, including gambling advertisements, public service announcements and YouTube videos and invites participants to question the objective and impact of media content and advertisements.</p>	<ul style="list-style-type: none"> • Definitions • Media impact & influence • Critical thinking • Gambling in the media • Understanding the risks • Harm reduction strategies • Help, referrals & resources 	<p>Language Media Literacy Oral Communication</p> <p>Health & Physical Education Healthy Living</p>	60 - 75 minutes



Workshop Options

High School Workshops	Key Concepts	Curriculum Links	Timing
<p>What's at Stake? Gambling Awareness for Grades 9 to 12 An interactive workshop that encourages participants to explore the concept of gambling through investigation into odds and randomness and the impact they have on winning and losing. Individuals learn about the various traditional and new forms of gambling, while gaining relevant knowledge in relation to harm reduction and making informed and healthy choices.</p>	<ul style="list-style-type: none"> • Definitions • Chance vs skill • Probability & randomness • Progression of problem Gambling • Warning signs • Harm reduction strategies • Help, referrals & resources 	<p>Health & Physical Education Healthy Living Mathematics Number Sense and Numeration Data Management & Probability Guidance & Career Education Careers Studies English Media Studies</p>	60 - 75 minutes
<p>Betting Sense Financial Literacy for Grades 9 to 12 Through a series of activities and discussions, participants explore the fundamentals of financial literacy, budgeting, spending, borrowing and saving as they relate to gambling. This workshop aims to enhance participants' awareness of the financial risks and implications of gambling and dispel myths about money and gambling. It invites participants to apply informed decision making and critical thinking skills in games of chance and explore the concepts of needs vs. wants, comparison shopping and being a wise consumer as they relate to responsible gambling.</p>	<ul style="list-style-type: none"> • Definitions • Financial literacy • Budgeting • Needs vs wants • Media influence • Wise consumer tips • Money management tips • Harm reduction strategies • Help, referrals & resources 	<p>Mathematics Data Management & Probability Guidance & Career Education Careers Studies Health & Physical Education Healthy Living Social Sciences & Humanities Family Studies English Media Studies</p>	60 - 75 minutes
<p>Media Impact Media Literacy for Grades 9 to 12 This media & digital literacy workshop aims to develop/enhance critical in relationship to the media and advertising. This multimedia workshop provides opportunity to view, analyze and discuss a wide variety of media content, including gambling advertisements, public service announcements and YouTube videos and invites participants to question the objective and impact of media content and advertisements.</p>	<ul style="list-style-type: none"> • Definitions • Media impact & influence • Critical thinking • Gambling in the media • Public service announcements • Understanding the risks • Harm reduction strategies • Help, referrals & resources 	<p>English Oral Communication Media Studies Business Marketing Health & Physical Education Healthy Living</p>	60 - 75 minutes
<p>Game-Bling: When Gaming Meets Gambling Technology for Grades 9 to 12 The Game-bling workshop aims to develop and enhance critical thinking by exploring the impact of technology on the gambling market, the blurred lines between gaming and gambling and underage 'gambling' opportunities (skin betting, loot crates, e-sports, etc.). In this workshop, warning signs of problematic behaviors (including excessive video gaming and technology use) are discussed. Harm reduction strategies and support resources are provided.</p>	<ul style="list-style-type: none"> • Technological trends • Impacts of technology on gaming & gambling • Virtual currency • Dopamine & the brain • Excessive technology use • Online risks • Harm reduction strategies • Help, referrals & resources 	<p>Computer Studies Topics in Computer Science Computers & Society Health & Physical Education Healthy Living Guidance & Career Education Careers Studies Social Sciences and Humanities Psychology, Sociology & Anthropology</p>	60 - 75 minutes
<p>Stigma & Gambling Mental Health for Grades 9 to 12 This workshop is designed to address the stigma surrounding gambling and possible harm related to gambling. It explores the myths, misconceptions, assumptions and feelings towards people experiencing problems with gambling and the impact of stigma on help seeking behaviors. This workshop aims at lowering public stigma and increasing positive attitudes towards treatment by addressing the nature of gambling as an addiction. The presentation facilitates discussions on language, attitudes and behaviors towards people with gambling problems, as well as ways we can help to break stigma and support recovery.</p>	<ul style="list-style-type: none"> • Definitions • Myths & misconceptions • Stigma • Progression of addiction • Treatment & recovery • Reducing stigma • Harm reduction strategies • Help, referrals & resources 	<p>Social Sciences and Humanities Psychology, Sociology & Anthropology Health & Physical Education Healthy Living Guidance & Career Education Careers Studies</p>	60 - 75 minutes