



Lane County Health and Human Services
Gambling Awareness and Prevention Program (G.A.P.P.)
Ideas to Supplement Gambling Prevention Workshop



We would like to thank you for your participation in the gambling prevention workshop to youth, and hope that the presentation has been valuable for you and your students. We recommend and encourage additional follow-up to help reinforce the concepts discussed in the presentation.

The following ideas are some projects for student adolescents to engage in after (or before) their involvement in the gambling prevention presentation:

- ◆ Students might **watch for advertisements** on TV, radio, or billboards on gambling. What messages are these ads trying to convey about gambling and how might these messages affect attitudes and behaviors towards gambling? (Have students report to class on what they have seen or read.)
- ◆ Students could **interview someone** who has previously gambled, finding out what activities they have participated in and what kind of reactions they had while gambling. What advice would they give others about gambling?
- ◆ Students might **go on the Internet or go to the library** and find out what kind of information is available about the subject of gambling. They could check the popular magazines to find recent articles that may have been written on the topic. Have students report back to the class about what they learned.
- ◆ Students may **make a list of 10 things** that they like to do. Behind each activity, they would place a "\$" if it costs more than \$5.00 each time they do it, and place an "R" behind those activities that involve some sort of risk when they do them. How could this exercise relate to gambling and pointing out the possibility of problems with the activity?
- ◆ Students could **write a paragraph about advice** that they would give to a friend who is thinking about gambling, given what they have learned.
- ◆ Students could **research and write an article** on teen gambling for the school newspaper or class assignment.
- ◆ Students might **develop a school display** highlighting the issues around problem gambling.
- ◆ Instructors may set up teams to **research and debate** the pros and cons of gambling.
- ◆ If you would like any additional information or resources for this or other gambling-related projects, or if you have any comments or suggestions of your own, contact Julie Hynes, Gambling Prevention Coordinator for G.A.P.P., at **(541) 682-3928** or email **Julie.Hynes@co.lane.or.us**. **Thanks again!**